

Week 1 Milestone

Overview

Link to your github repository:

<https://github.com/sfsu-csc-667-fall-2024-roberts/term-project-numerouno>

Link to your github project board:

<https://github.com/sfsu-csc-667-fall-2024-roberts/term-project-numerouno/projects>

Brief description of what you accomplished in the term project that week:

This week our group worked on milestone 1 together. We decided on the card game Uno for our project and we created wireframes of the websites we will reference for our project. We also talked about features we would include in our game and website.

Features

For our project, we will be creating a website for people to play the card game UNO. Features we will include are:

1. Users shall be able to login/register.
2. Users shall be able to chat with other players.
3. Users shall be able to play UNO with other players.
4. Users shall be able to play multiple games in different tabs at once.
5. Users shall be able to play special cards to interact with other players. (ie. +4 cards)
6. Users shall be able to maintain game progress when they log out and log back in
7. Users shall be able to choose to draw or play a card during their turn.
8. Users shall be able to declare the next color if playing the Wild cards.
9. The discard pile shall be reshuffled when the deck is empty.
10. Players shall not be able to view each other's cards.
11. The interface shall indicate whose turn it is.
12. Users shall be able to engage in live chat

Technologies

Technologies we will be using:

1. Render
2. Node.js
3. Express.js
4. Postgres

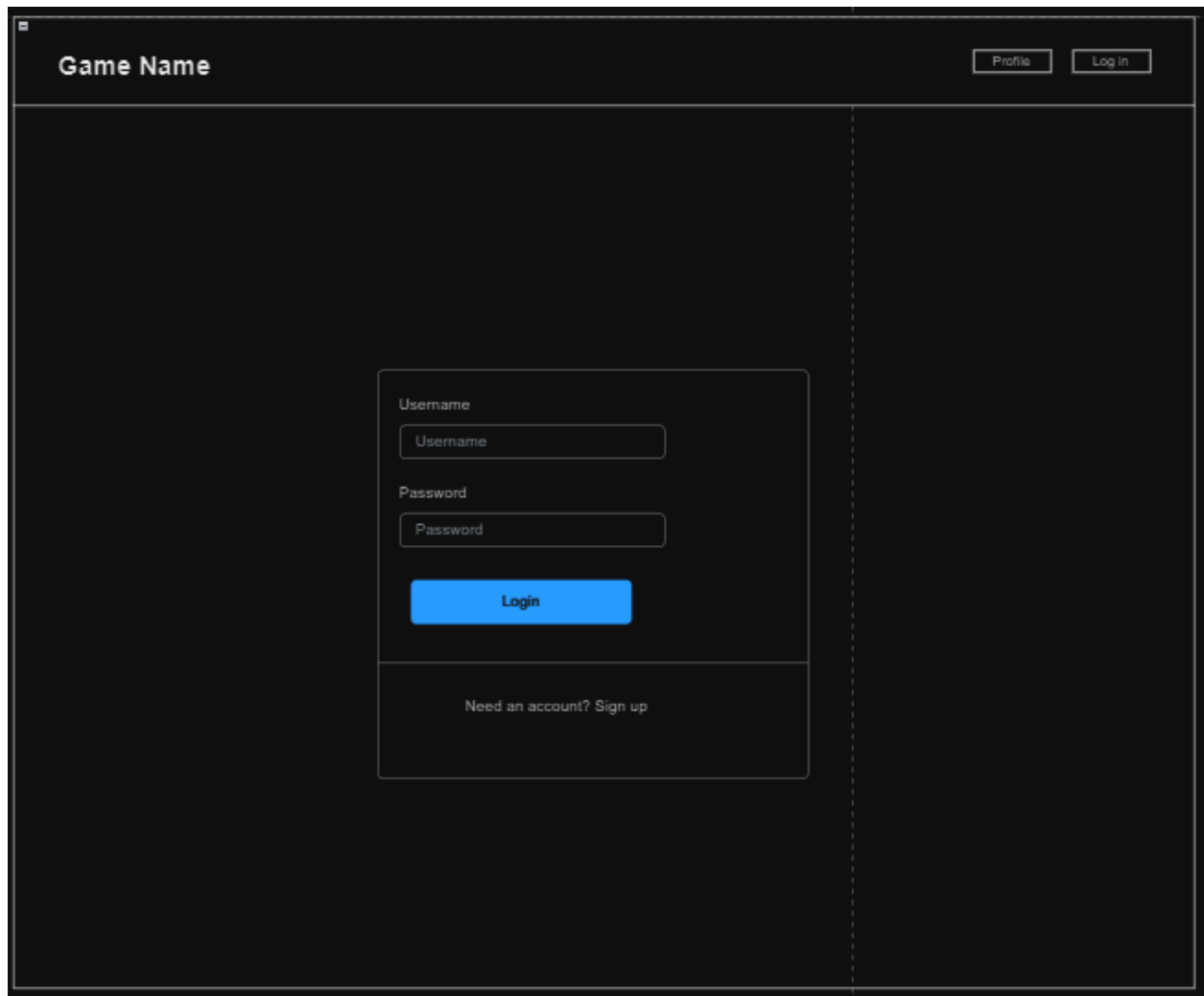
Wireframes

Sign up screen - Users can sign up through this screen.

The wireframe shows a sign-up screen with a dark background. At the top left, the text "Game Name" is displayed. At the top right, there is a "Log in" button. The main content area contains a sign-up form with the following elements:

- A "Username" label above a text input field containing the placeholder text "Username".
- A "Password" label above a text input field containing the placeholder text "Password".
- A blue "Sign Up" button.
- A link below the button that reads "Already have an account? Log in".

Login - Users can log in through this screen.



A login screen mockup with a dark blue background. The header is a dark blue bar containing the text "Game Name" on the left and two buttons, "Profile" and "Log in", on the right. The main content area is divided by a vertical dashed line. On the left side of this line, there is a white login form. The form contains labels for "Username" and "Password", each followed by a text input field. Below these fields is a red "Login" button. At the bottom of the form is a link that says "Need an account? Sign up".

Game Name

ProfileLog in

Username

Username

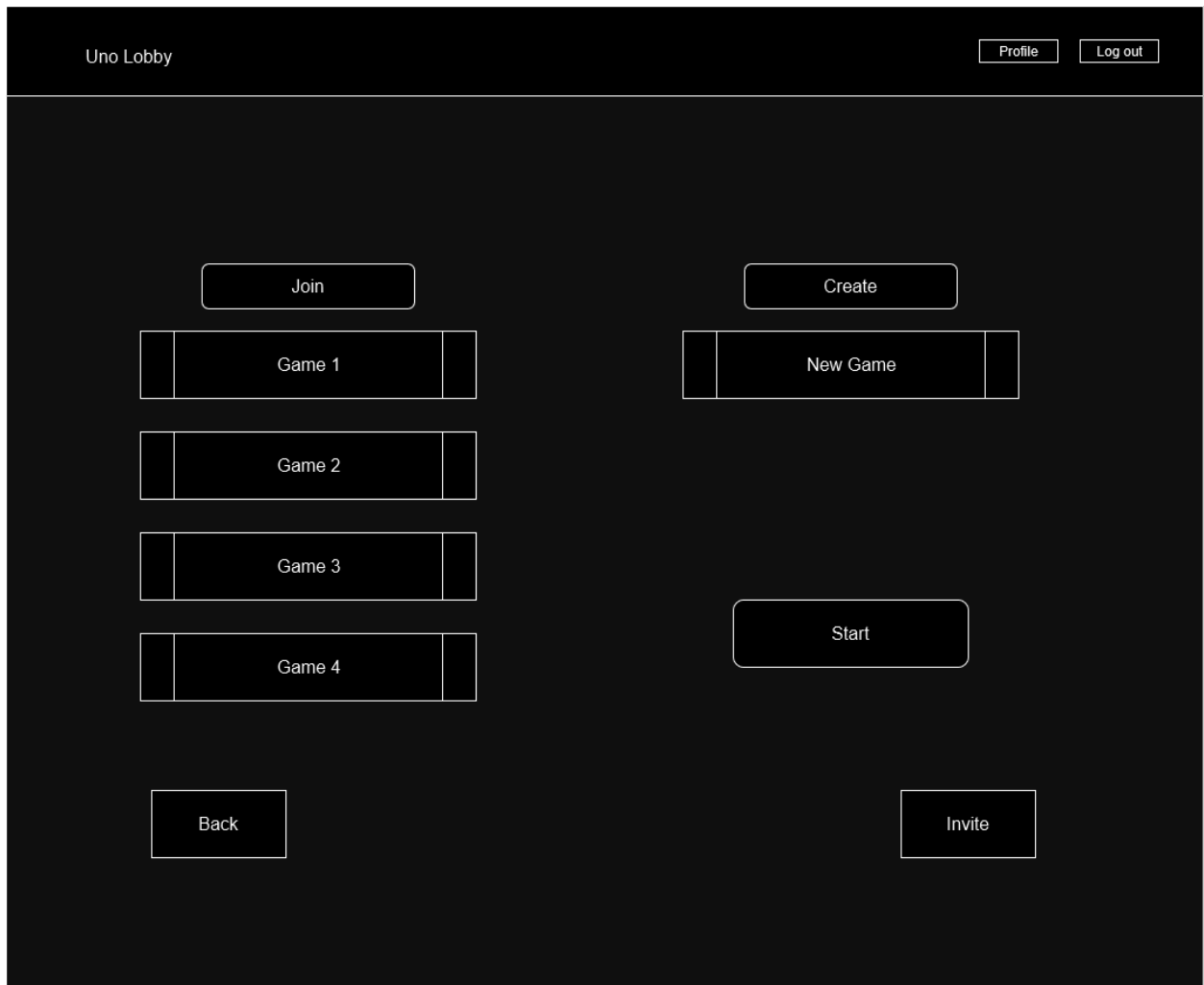
Password

Password

Login

Need an account? Sign up

Lobby - Users can join created games or create a new game through the lobby page. The user can also invite other users to join their game.



In game screen - The user can play the game uno with other users on this page. There will be buttons for gameplay, as well as a chat box to chat with the other players.

