Web Application and Wireframes

Team: UnoDevs

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Game We Chose

Features (Users/Chat)

Users:

- Create Account
- Login
- Log out

Logged in Users access:

- Use Game Chat
- Play games
- Check scoreboard

Game Chat:

- Chat is enabled for game creation page
- Chat enabled for Users in the same game state (4 players max).
- Chat displays who and when the message was sent (Username & Timestamp)

Page Access:

- Users not in game should not have access to the game
- Only users in the same game, can chat with other users
- Users can see the score from games they have played in

Features(Game)

- All game states must be constant in a database on the server not the client side

- If a user closes the current game the user should be able to reconnect in the current state for that user

- Only relevant game state should be sent to each user (i.e. don't send all player's card hands to all other players, don't reveal what the next card in the pickup deck is

- Game state must be updated in real time in response to user events and interaction with the game

- Application must support an infinite number of games

- Any user must be able to participate in any number of games (in different tabs / multiple games at once)
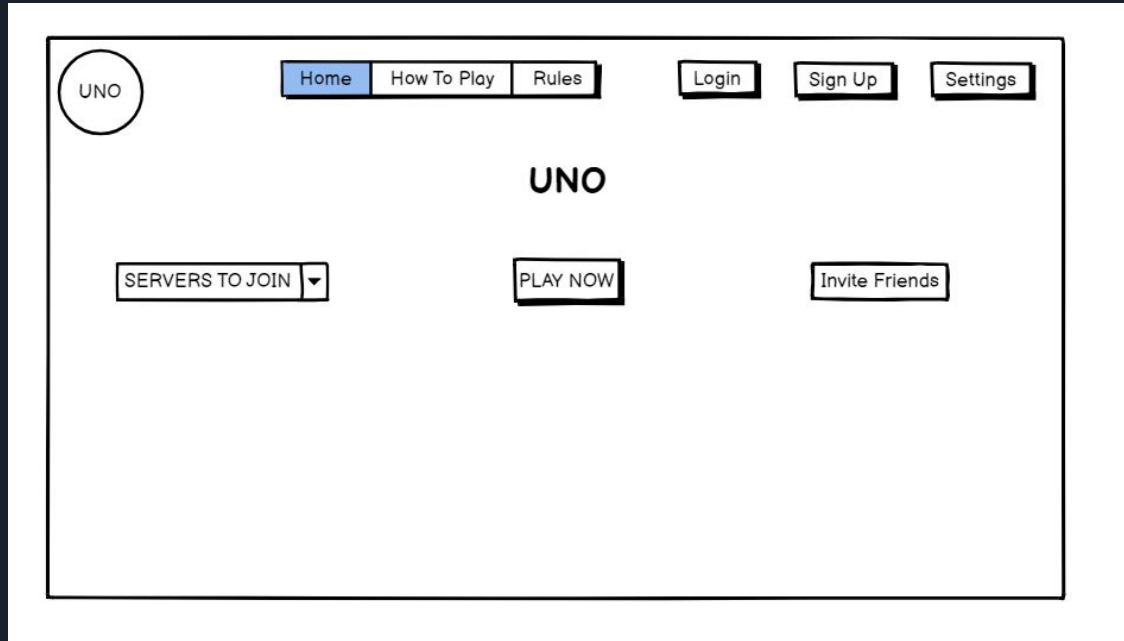
Tech Stack

PostgreSQL

Express JS

Node JS

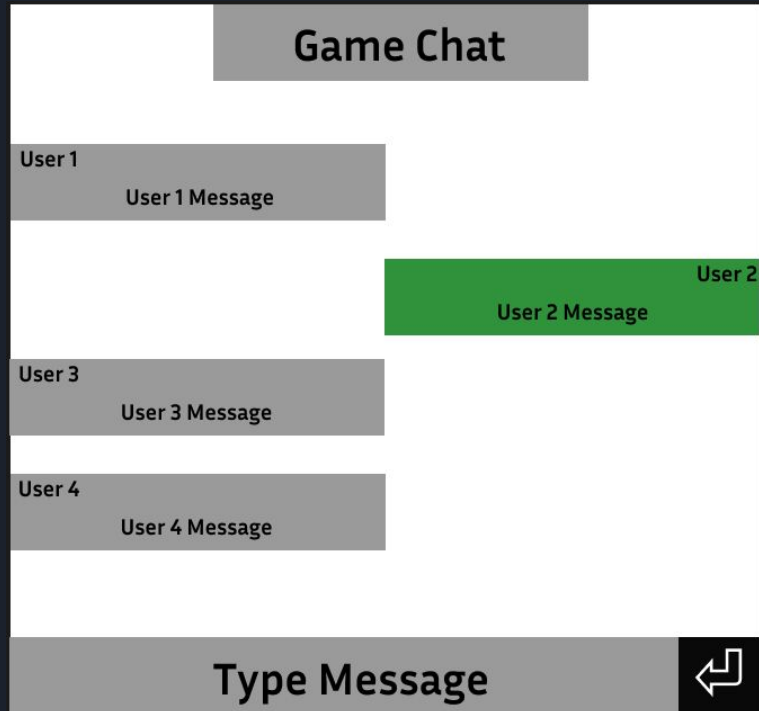# Wireframes

Homepage

Wireframes

Game Chat

Wireframes

Sign up   Home   Login   Sign Up

Uno

Image

Name

Username

Password

Confirm Password

Create account

Wireframes

Sign In

Wireframes

Gameplay