UNO

Milestone 1 - Group 20

Project Specification - features

- User authentication (login, logout, sign up)
- Lobby System (User will be able to host or join games in lobby and chat in live)
- Game creation and status (player limits for 2-10 players and the status for the game will be updated in real time)
- Real-time Multiplayer Functionality (Each player will take turns and game state must be updated for all user)

Project Specification - UNO features

1.Set up
- Deck generation with random cards
- hand 7 cards to each player initially

2. Playing Mechanics
- Card validation (matching color, number, or type)
- Card selection and placement
- Draw card from deck functionality
3. Special card
- Skip card functionality (Skip)
- Reverse card direction change (Reverse)
- Draw Two card implementation (Draw two)
- Wild card color selection (Wild)
- Wild Draw Four card implementation and challenge option (Wild draw four)
4. Game flow
- Direction tracking (clockwise/counterclockwise)
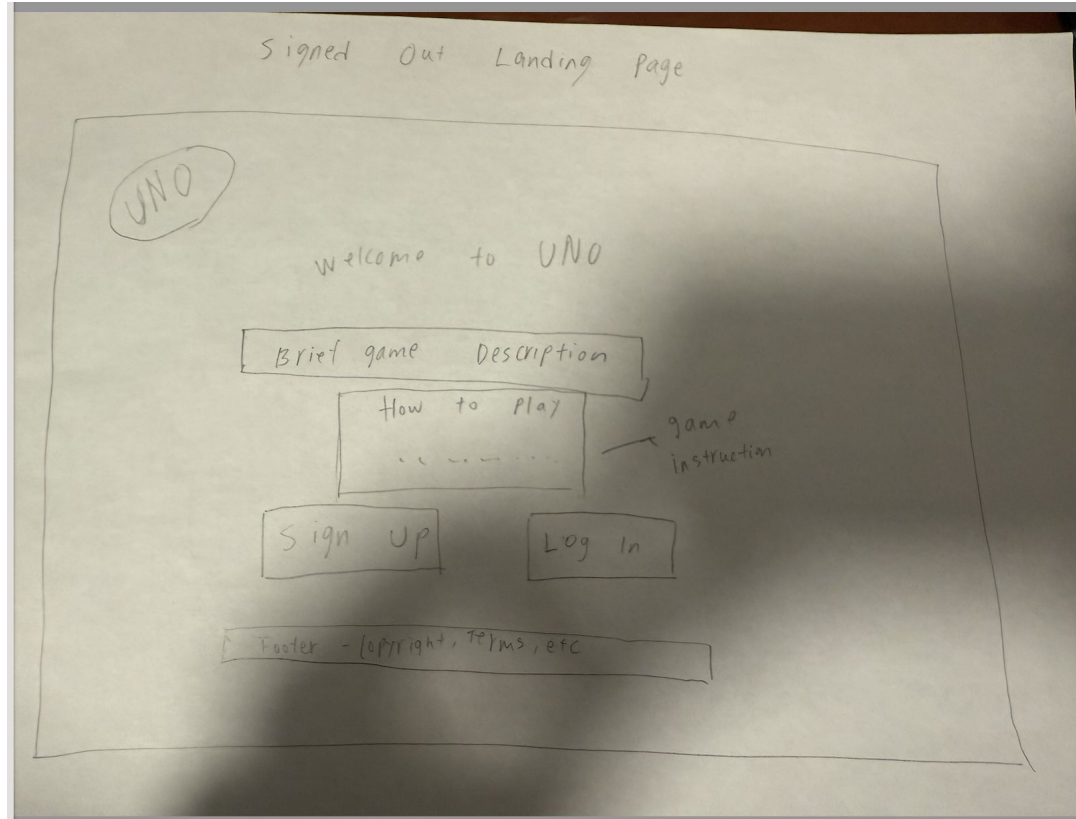- Player will have limited time to play their card
5. End game
- Button to say "UNO" when down to last card
- If the player play their last card then the player has won
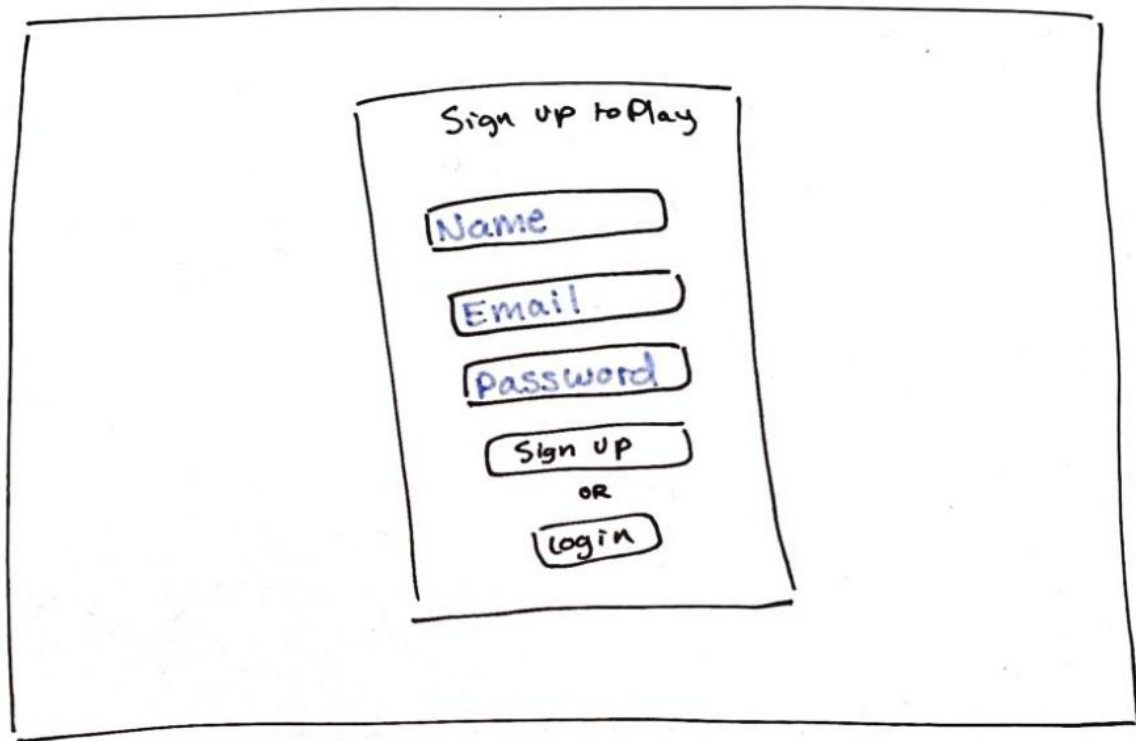- After the game ends, player can exit or continue the game

Technologies we will be using

- Render
- Node.js
- Express.js
- Postgres

Signed out landing page

Sign Up

Sign up to Play

Name

Email

Password

Sign Up

OR

Login

Log in

Login to Play

Name

Password

Login

Don't have an account?

Sign Up

Signed in landing page(lobby)
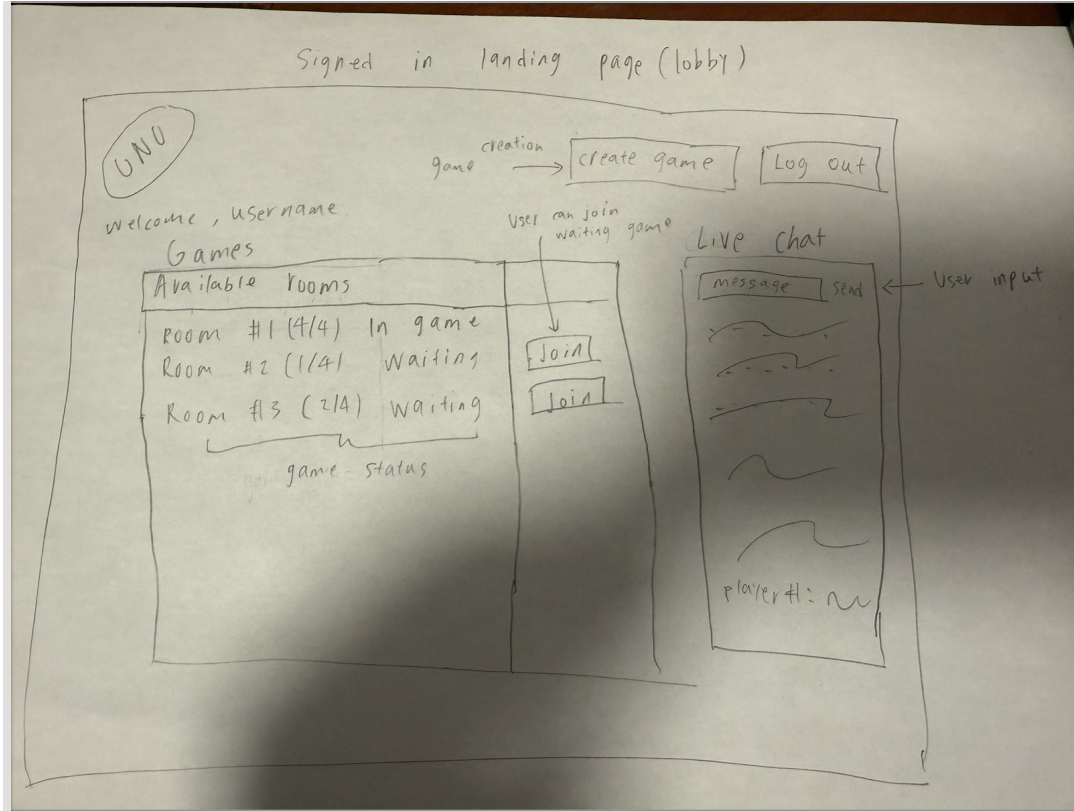
Create Game page

Create Game

UNO

Back to Game Rules

Log out

Game Name [   ]

Max # of Players [   ]

Start Game

Game room page

Game Room

Player B(cards not shown)

In game chat

Player A (cards not shown)

Player C (cards not shown)

UNO

1) 1

Draw card Pile

Play card here

Player (you)

Skip 8 2 2 W 5

Skip 8 2 2 W 5.

Starts wit 7 cards

UNO
↑ press when uno

Text here | Send