

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

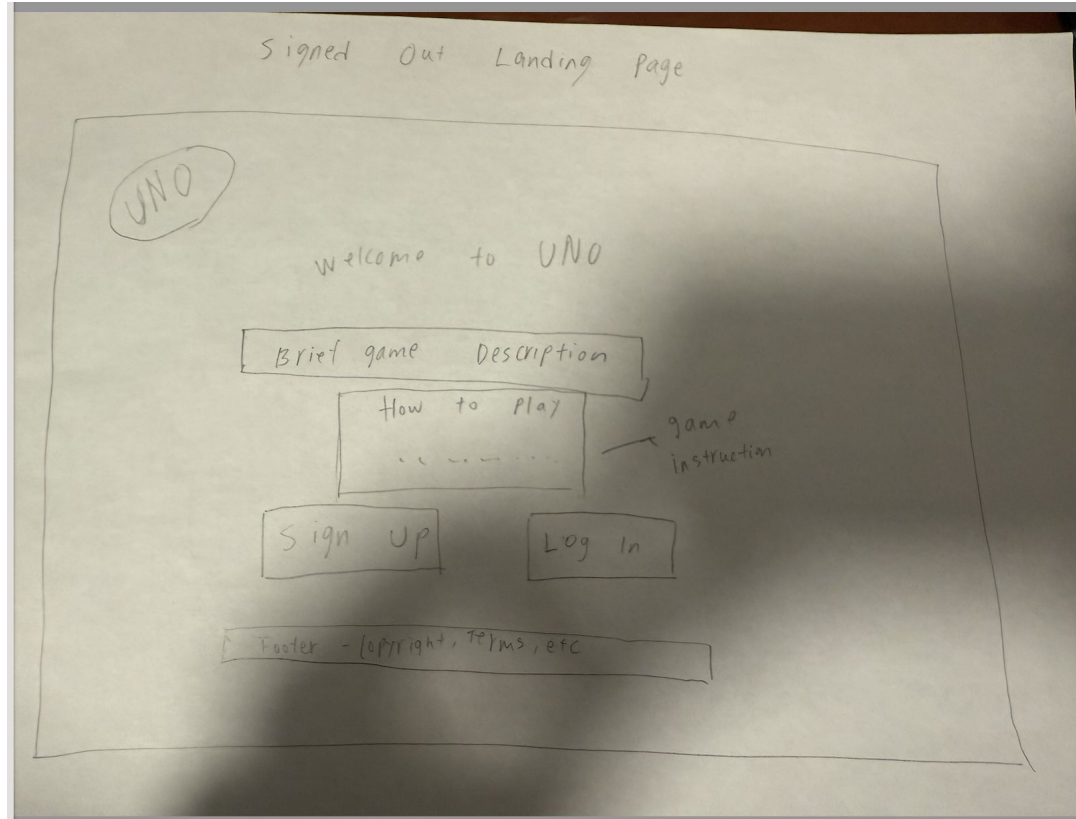
5. End game

- 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

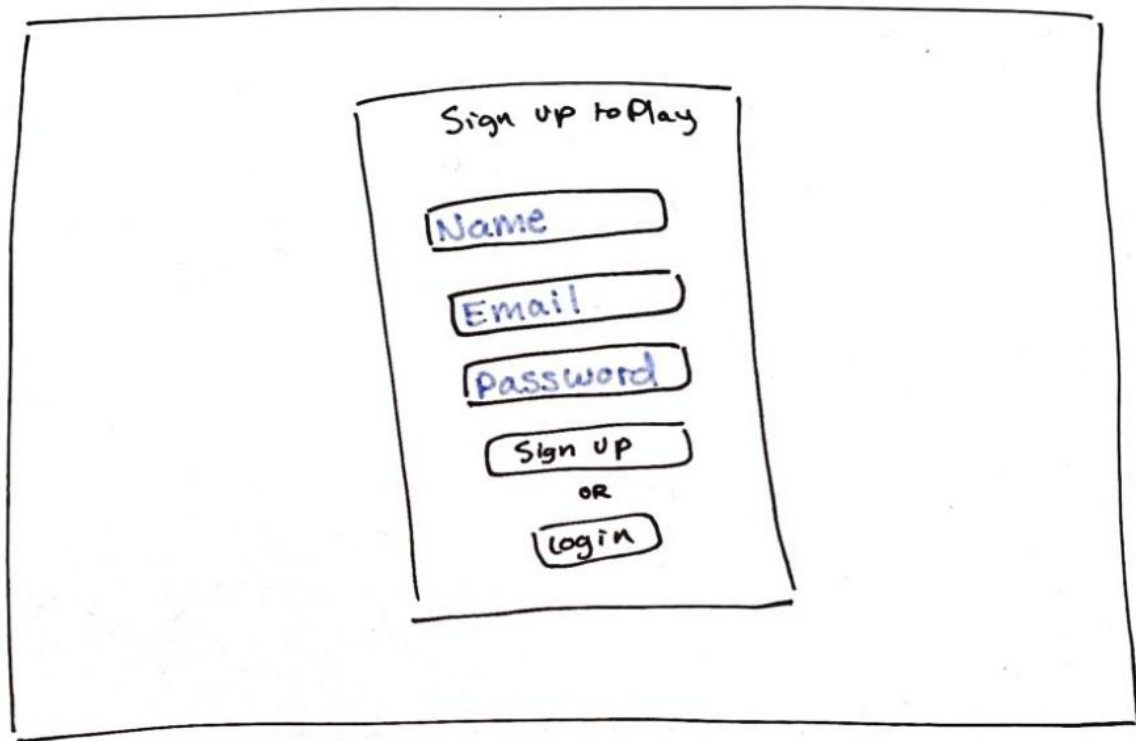
Technologies we will be using

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

Signed out landing page



Sign Up



A hand-drawn diagram of a sign-up form. The form is enclosed in a rounded rectangle. At the top, it says "Sign up to Play". Below this are three input fields labeled "Name", "Email", and "Password". At the bottom, there are two buttons: "Sign up" and "login", separated by the word "OR".

Sign up to Play

Name

Email

Password

Sign up

OR

login

Log in



A hand-drawn sketch of a login form. The form is contained within a rounded rectangle. At the top, it says "Login to Play". Below this are three input fields: "Name", "Password", and "login". Each input field is represented by a rounded rectangle with the label inside. Below the "login" field, there is a link that says "Don't have an account?". At the bottom of the form is a button labeled "Sign Up".

Login to Play

Name

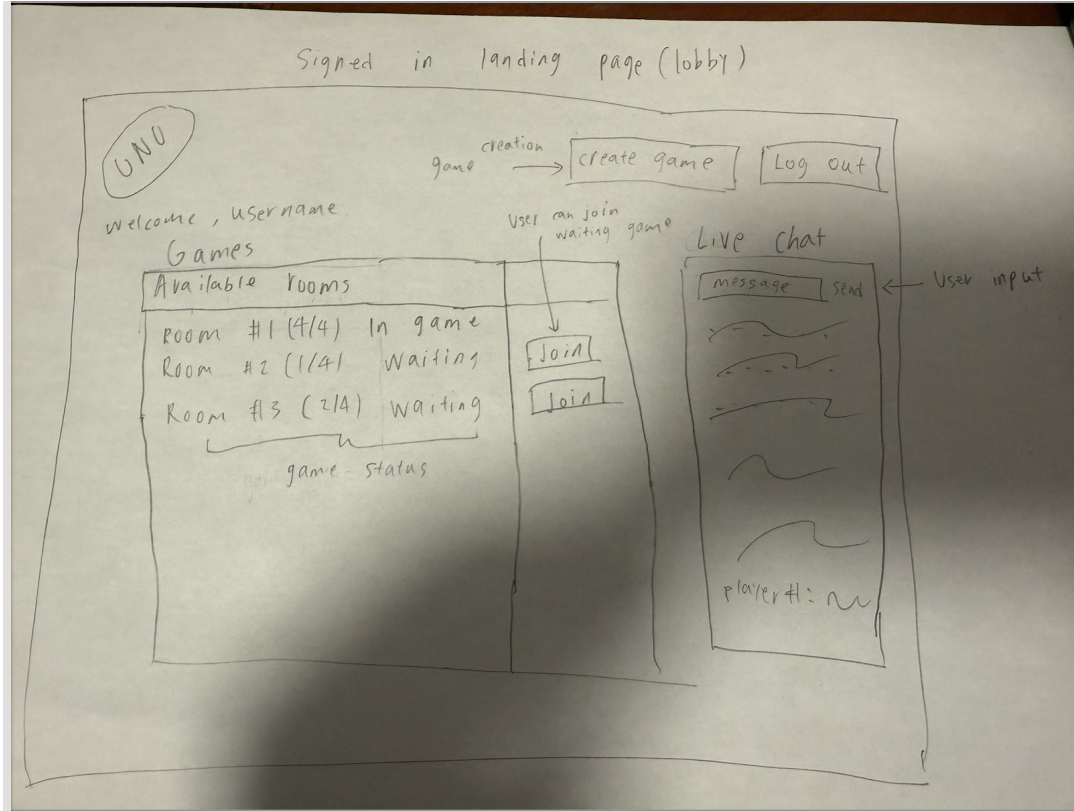
Password

login

Don't have an account?

Sign Up

Signed in landing page(lobby)



Create Game page

Create Game

A hand-drawn wireframe of a 'Create Game' page. The page is enclosed in a rectangular border. In the top-left corner, there is an oval containing the text 'UNO'. In the top-right corner, there is a rounded rectangle containing a left-pointing arrow followed by the text 'Back to Game Rules'. Below the 'UNO' logo, the text 'Game Name' is followed by a horizontal rectangular input field. Below that, the text 'Max # of Players' is followed by a smaller horizontal rectangular input field. In the bottom-left area, there is a rounded rectangle containing the text 'Start Game'. In the bottom-right area, there is a rounded rectangle containing the text 'Log out'.

UNO

Game Name

Max # of Players

Start Game

Back to Game Rules

Log out

Game room page

