

## Game: UNO

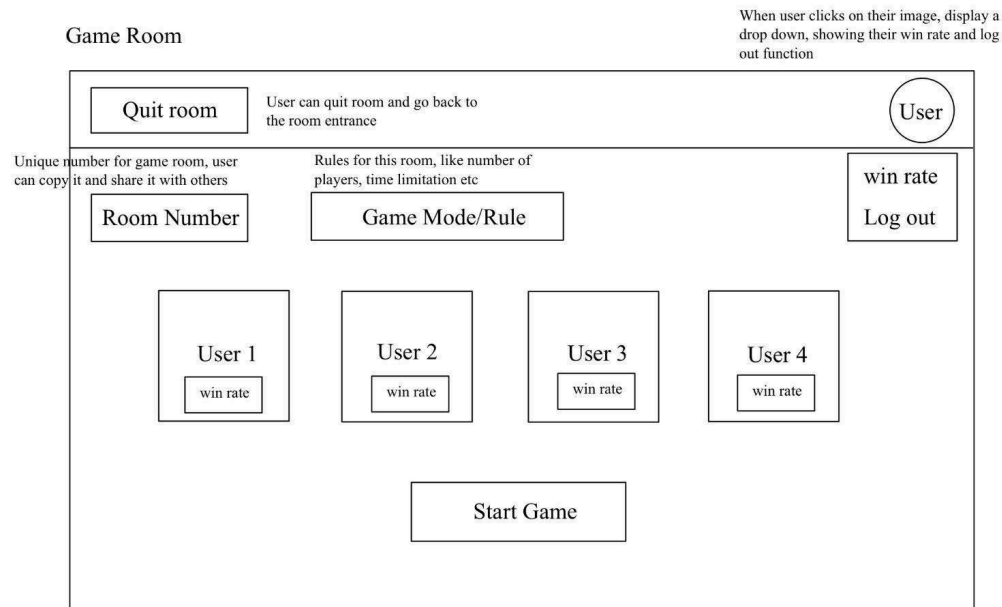
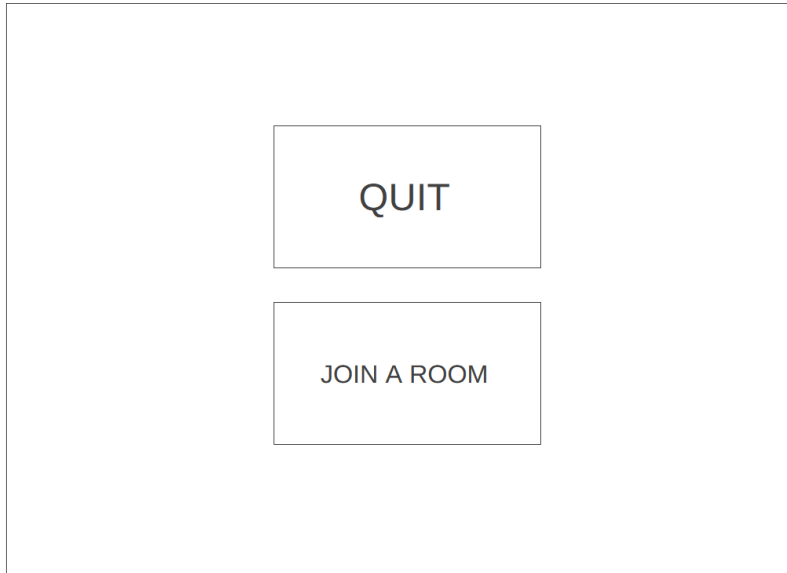
### Features of game:

- Hand of seven cards in the beginning of the game
- Drawing cards from draw pile
  - Randomizing cards
- Reshuffling the discard pile when the draw pile is gone
- +2 cards (8 in a deck)
  - Give two cards to next player and skip their turn
- Skip card (8 in a deck)
- Wild card (4 in a deck)
  - Change the color in play with player's choice
- Wild draw 4 card (4 in a deck)
  - Wild card combined with +2 but with 4 cards instead
- Reverse card (8 in a deck)
  - Change turn order
- 19 cards of each color (red, yellow, green, blue)
  - One 0 card, two cards each for 0 - 9
- Having the player only play cards that match the color or number at the top of the discard pile (draw a card otherwise)
  - Players can only play cards when it is their turn
- Turn order starts clockwise
  - Normally player to the right of dealer goes first, but since deck is shuffled by computer, first player is chosen randomly
- Having the first card of the deck be drawn for the beginning of the game
- Game can be played by a minimum of 2 players up to a maximum of 10

### Technologies used:

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

### Wireframes:



Link to presentation: [📄 Milestone 1 Presentation](#)