

UNO Milestone 1

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Project Specification - A

- Users will be able to create and log into accounts to save game stats and info on last sessions played
- Can support up to 4-5 players simultaneously in a game instance
- Card deck will be created at start of game with 108 and can be shuffled and reset throughout an instance
- Players will be able to interact with deck during their given turn or if specific card is present in hand
- Players will be shown their deck
- Upon reaching a single card players can declare uno by pressing respective button
- Turns can be changed during gameplay by specific cards
- Penalties will be enforced when wrongfully calling uno or if uno is not called when possible with skipping player turn
- Penalties for invalid plays will be handled with card draws
- Game direction can change based on cards played
- Players will be instructed when it's their turn
- Color wheel will be display showing color and number in play
- Color wheel can be changed if wild card is used
- Game chat will be supported with global messages
- If player leaves during game it'll be paused until another player joins or rejoins

Project Specification - B

Technologies:

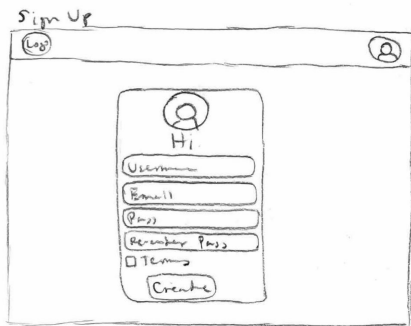
Front-End:

- a) HTML
- b) CSS
- c) JAVASCRIPT

Back-End:

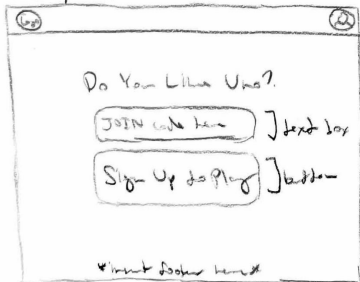
- a) Node.js
- b) Express.js
- c) Postgres
- d) Render
- e) MySQL

Wireframes



- No scrolling, regardless of screen size
- Store all fields in database, w/ generated user ID
- Terms are required.
- Assume no 2FA once account is created.
- Render pass checks pass, return true to instantiate the account in the database.

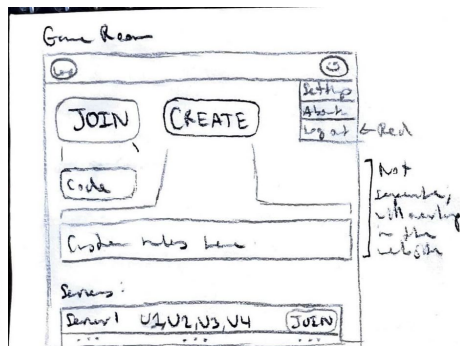
Landy Page (Visitor)



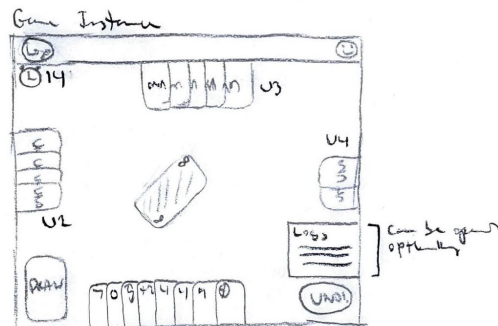
- Style goal is visitors do sign up to play Uno
- Clicking user profile does nothing, see for logs.
- When player enters code, the backend returns they can't make the game.



- Once user clicks Terms, when they logging in.
- Sign in will get their user PFP.
- Again, no scrolling.
- Again, no 2FA if explanation is included.



- Clicking user profile will pop up boxes.
- JOIN requires code from host, CREATE generates codes (you are host by default).
- Clicking either buttons pops up box for each. Note CREATE will let host set up custom rules, then player enter that.
- A list of servers to join below. Functionality of JOIN is automatic, if you know which one you want to be in. No code required.
- Clicking logs will return to this page only.
- One-downing, so one user plays multiple games in different tabs.



- UNO! button is highlighted if one card left.
- To quit or log out, click user profile, then dialog box pops up, notifying that when either this page will be lost. User's choice.
- If there is 0, draw one card. Violates do player's turn.
- Logs can view optionally. Open once the game starts.
- Force refresh with save you state at any point, then you're not doing anything. Closey tabs, or clicking the logs is the same idea. Exception is given for the theme if you just ask, so check so you're not up w/ 100 cards when you can back.

Landing Page

Landing Page (Visitor)

Do You Like Uno?

JOIN code here] text box

Sign Up to Play] button

want footer here

- Style goal is visitors to sign up to play Uno

- Clicking user profile does nothing, same for logs.

- When players enters code, the preferred version; they can't make the game.

Signed in landing (Lobby)

Game Room

Log

Setup

JOIN

CREATE

Code

Log at

Red

Custom rules here

Servers:

Server1 U2, U2, U3, U4

JOIN

...

Not separate, will overlap in the website

- Creating user profile with pop up boxes.

- JOIN requires code from host, CREATE generates codes (you are host by default).

- Clicking either buttons pops up box for each. Note CREATE will let host set up custom rules, the player after that.

- A list of servers to join below. Function of JOIN is automatic, if you know which one you want to be in. No code required.

- Clicking Logo will return to this page only.

- One-rooming, so one user plays multiple games in different tabs.

Sign up

Sign Up

Log In

Hi.

Username

Email

Password

Remember Password

☐ Terms

Create

- No scrolling, regardless of screen size
- Store all fields in database, w/ generated userID
- Terms are required.
- Assume no 2FA once account is created.
- Reenter pass checks pass; return true to instantiate the account family database.

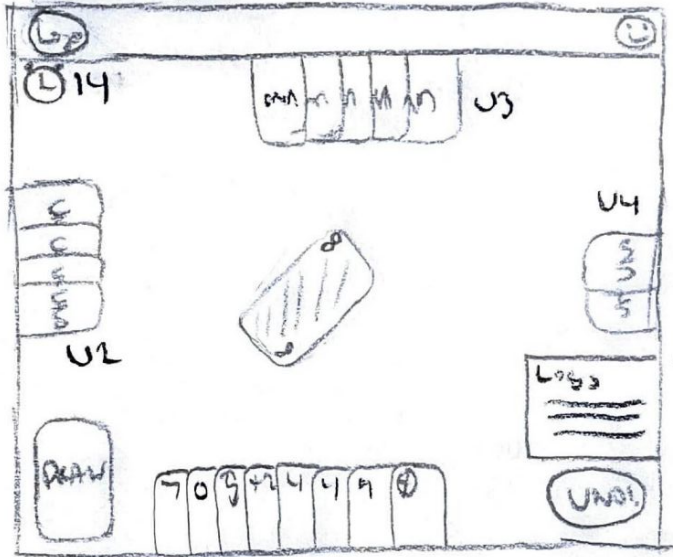
Log in



- The user clicks Terms, even when logging in.
- Sign in will get their user PFP.
- Again, no sending.
- Again, no 2FA if expiration is included.

Game room

Game Instance



• UNO! button is highlighted if one card left.

• To quit or log out, click user profile, the dialog box opens up, warning that data after this point will be lost. User's choice.

• If time is 0, draw ^{one} card. Visible to player's turn.

• Logs can view optionally. Open once the game starts.

• Force refresh with save your state at any point, when you're not doing anything. Closey tab, or clicking the logs is the save idea. Exception is given for the time if you tab out, so check so you're ^{about} up w/ 100 cards when you come back.