UNO Milestone 1

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Agenda

1. Project specifications
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   b. Features to be implemented
   c. Technologies to be used
2. Wireframes
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   b. Signed in landing/Lobby
   c. Sign up
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Project Specification - Required Features

- **User Authentication:**
    - Users must be able to create, log in, and log out of accounts.
    - Most pages require user login.
    - Access control is needed to restrict specific users from certain pages.
- **Real-Time Chat:**
    - Chat functionality on the game creation/home page.
    - In-game chat is for active players.
- **Persistent Game State:**
    - All game states will be stored on the server's database.
    - The server is the single source for game data.
    - Users can reconnect and resume games in their current state.
    - Only relevant game state is sent to each user.
    - Game state updates must be real-time.
- **Arbitrary Number of Games:**
    - The application must support an unlimited number of concurrent games.
    - Users can participate in multiple games simultaneously.
    - Users should be able to play multiple games in separate browser tabs.
- **Appearance**
    - Game Graphics will be simple but aesthetically pleasing for players

Project Specification - Features to be implemented

- 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

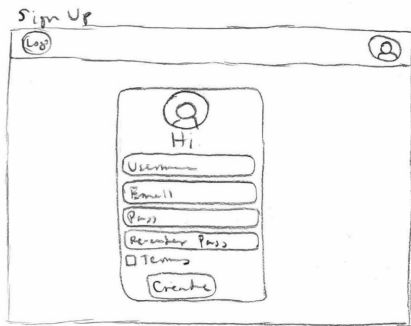# Project Specification - Technologies to be used

Technologies:
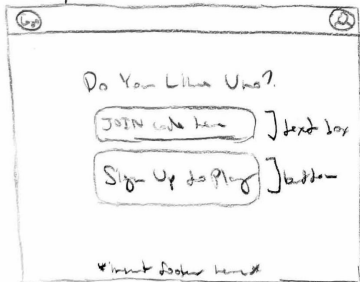
Front-End:

a) HTML
b) CSS
c) JavaScript

Back-End:

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

Wireframes

Sign Up

Log

Hi

- Username
- Email
- Pass
- Remember Pass
- ☐ 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.
- Remember pass checks pass, return true to instantiate the account towards database.
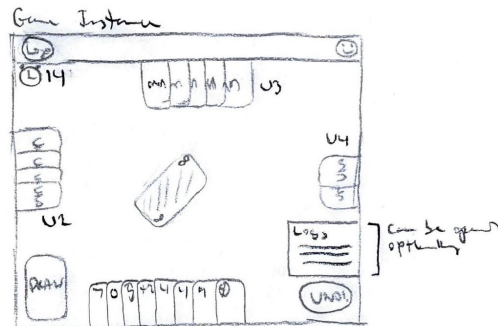
Landing Page (Visitor)

Log

Do You Like Uno?

- JOIN code here] text box
- Sign Up to Play] button

insert footer here

- Style goal is Visitors do sign up to play Uno
- Clicking user profile does nothing, save for logs.
- Soon players enters code, then prompted warning, they can't make the game.

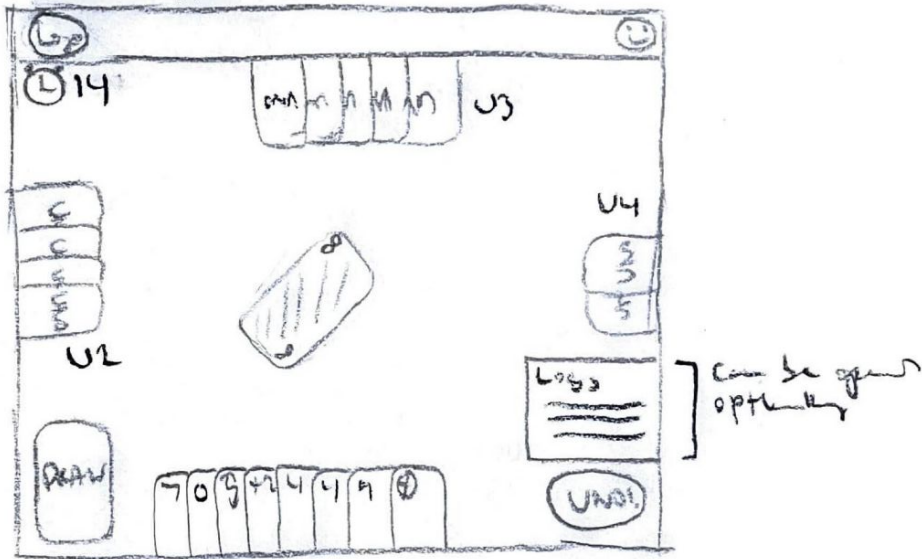## Sign In

Log

Welcome back

- Username
- Pass
- ☐ Terms
- Login

- Have user click Terms, even when logging in.
- Sign in will get their user PFP.
- Again, no scrolling.
- Again, no 2FA if exploration is included.

Game Room

Log

JOIN   CREATE

Setup
About
Log out & Red

Code

Custom rules here

} Not separate, with overlay in the website

Servers:
Server1   U1,U2,U3,U4   JOIN
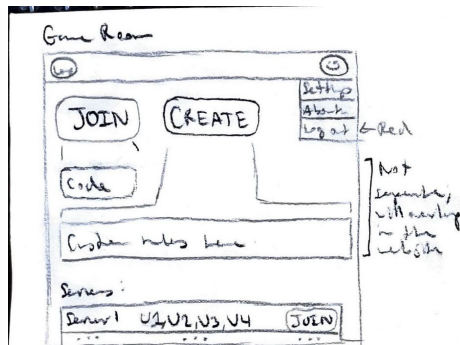
- Clicking user profile will pop up boxes.
- JOIN requires code from host, CREATE generates codes (you are host by default).
- Clicking either buttons pops up box for each. Note CREATE will let host set up custom rules, then players other th.
- A list of servers to join below. Functionality of JOIN is automatic, if you know which one, you want to be to. No code required.
- Clicking logo will return to this page only.
- One-to-one, so one user plays multiple games in different tabs.

Game Instance

Log

⏱14

UUUU   U3

U4

3
3
5

U2

Logs } Can be opened optionally

DRAW   7 0 3 4 7 4 4 7 0   UNO!

- UNO! button is highlighted at one card left.
- To quit or log out, click user profile, then dialog box opens, warning that state after this point will be lost. User's choice.
- If there is 0, draw one card. Visible do player's turn.
- Logs can viewed optionally. Opens once the game starts.
- Force refresh will save your state at any point, since you're not doing anything. Closing tab, or clicking the logo is the same idea. Exception is given for the theme if you start, so check so something up w/ 100 cards when you come back.

Landing Page

Signed in landing (Lobby)

Sign up

Sign Up

Log?

Hi

Username
Email
Pass
Remember Pass
☐ Terms

Create

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

Log in

Game room