Milestones

1. Milestone 1
   a. Set up foundation for project, including all dependencies downloaded and liveReload.
   b. Get home page working.
   c. Get the register and log in functions working
   d. CSS styling for home page
   e. Connection to DB

2. Milestone 2
   a. Implement webSockets
   b. Get Chat working
   c. Set up a lobby for logged in users
   d. Set up sessions for users
   e. Create game page
   f. How to play screen
   g. CSS styling for rest of pages

3. Milestone 3
   a. Render cards in game page
   b. Game over screen
   c. Start game button
   d. Call UNO button
   e. Start working on game logic

4. Milestone 4
   a. Finish game logic
   b. Get Call UNO logic to work
   c. Online player count
   d. Multi User view for game page
   e. Create any missing pages such as How To Play and FAQ
   f. Update ReadME and clean up code.

Things We Struggled With

- Draw 2 and Draw 4 logic
  - All of our testing on our local machines had us testing with only 2 players, so the draw 2 and draw 4 logic was pretty straightforward. When we finally started up our remote server and had all 4 of us playing, we realized the logic of who to make draw2 or draw 4 was skewed, giving those cards to a player that is already out of the game.
- Start Game button
  - Wanted to wait until all players are loaded in before dealing the cards, so we decided to create a "start game" button.
- LiveServer
  - Never fully got it to work, so had to shut down server and reload it anytime we made changes to our code.
- Uno Indicator
  - Call UNO button should let opponents know a player has called UNO. Had the hardest time rendering it, and initially we wanted to use an SVG file as the icon for calling UNO. However, we had too many problems with the SVG file, we decided to use plain text with a pulsating animation.
- How to end the game
  - We decided to incorporate the hasSaidUNO flag as well as counting the players cards to determine if they are out of the game. And when all players are out of the game, then the game ends and has a ranking system. Took us a bit to figure this out, but mostly because we were not trying to hasSaidUNO flag to the isWinner flag.