# Project Definition - Uno

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## General description

This will be a website where people can log on to play **Uno**.

The user will connect to the system in order to play a game of **Uno**.

Players can connect with each other to play together, or with AI.

## The Front End

There will be a login page that takes a username and password. It will also allow for the creation of a new account.

The main page will be the **Uno** game window, using **React**.

## The web server.

The server will be running **NodeJS** and **SocketIO** on bare metal.

## The database

The DBMS will be **MySQL** on bare metal.

# Uno Plans

Colors: {R,G,B,Y} - Red, Green, Blue, Yellow
Numbers: {0-9}
Skip: 2 of each color    S
Reverse! "                R
Draw! "                   D
Wild: 4                   W
Draw-4: 4                 Z

Storage: Color | Number or special
         R8 - Red 8
         BS - Blue Skip
         RW - Wild change color to Red

Possibly add some stats d6s?

## Schemas

| Users | Game | Players | Moves | Winners |
|---|---|---|---|---|
| username | owner | gid | gid | gid |
| password | date played | uid | uid | uid |
| uid | gid | | move | |
| | | | turn | |

*Our Idea*