

Spoons!

Team Jacket

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Project Description

We chose to implement Spoons, a real-time multiplayer card game. In Spoons, each player is dealt 4 random cards. The dealer (*first player*) grabs a new card from the deck, which can replace a card in their existing hand or be discarded to the player on the left. Cards are passed around until a player gets a four-of-a-kind (*FOAK*), meaning four cards of the same value. The goal of Spoons is to grab a spoon from the middle, but there is always one less spoon than there are players. Once a player gets a FOAK, he/she is free to click on a spoon. The other players must react quickly to click a remaining spoon. The player left without a spoon is eliminated and the rounds continue until there is one player remaining.

Features

Technologies used here

redis
session.socket.io
socket.io
express-session
cookie-parser
body-parser
express

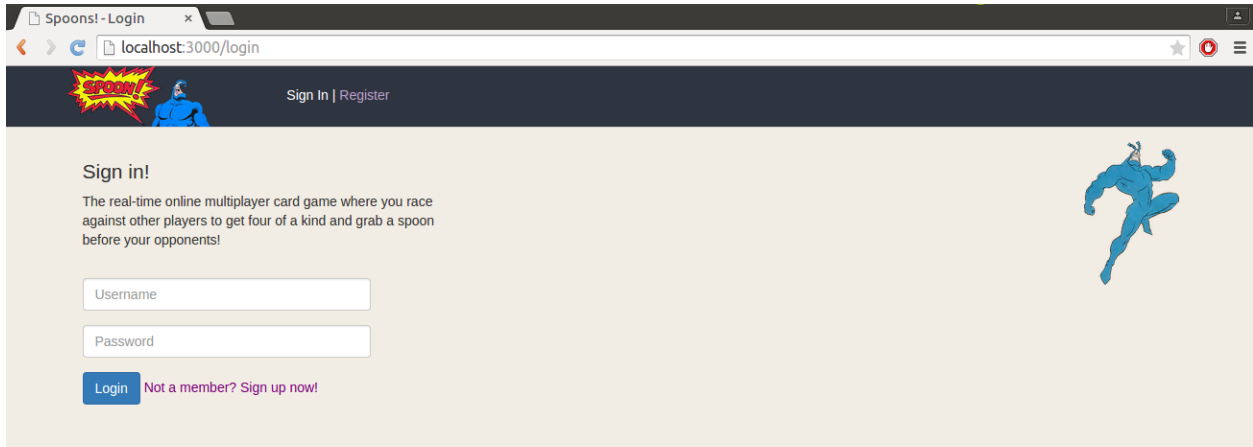
Deployment

How to run our project

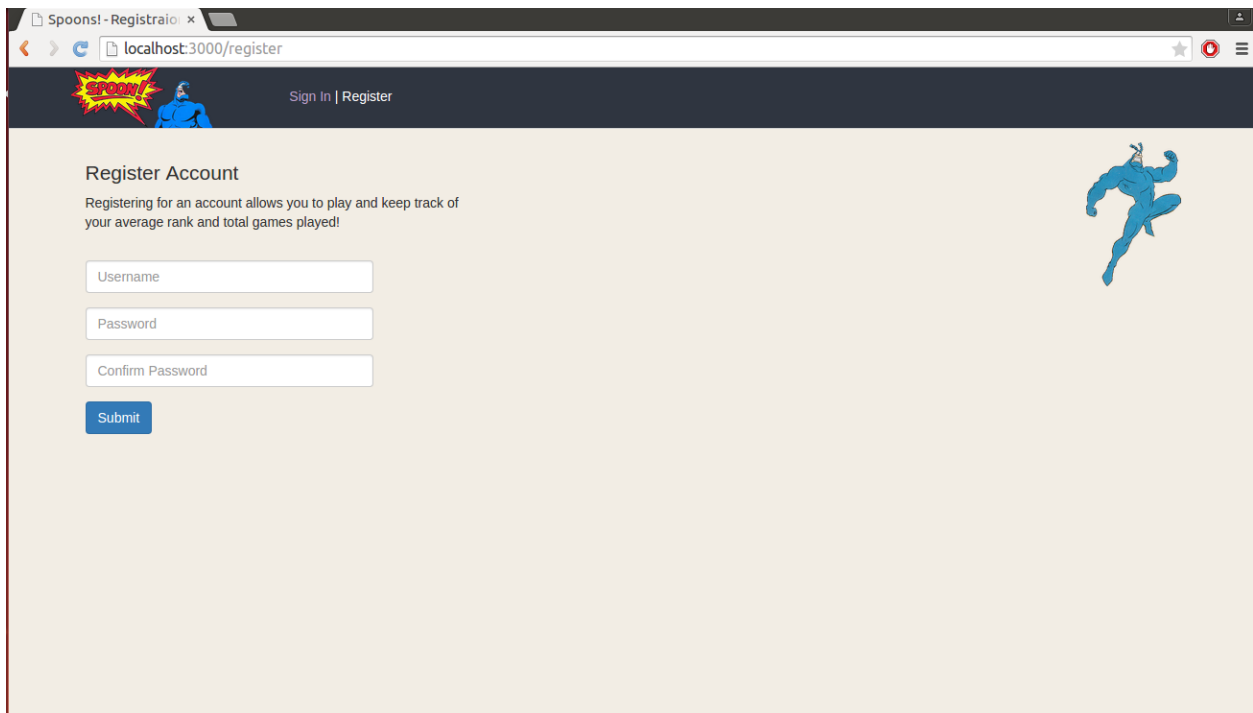
1. Clone the repository: <https://github.com/jmovius/Jaket>. The folder for the project is under `app>spoons`.
2. Inside this folder, run the command `npm install` to download the node modules.
3. Download [Redis](#).
4. Start the Redis database by executing the program `redis-server`.
5. CD to the directory containing "server.js".
6. Run the command `node server` to start the server.
7. The project is currently running on **localhost:3000**. Type that into your browser to view the login page.

Walkthrough

Once you are all set up, start up the server and go to localhost:3000 in your browser.

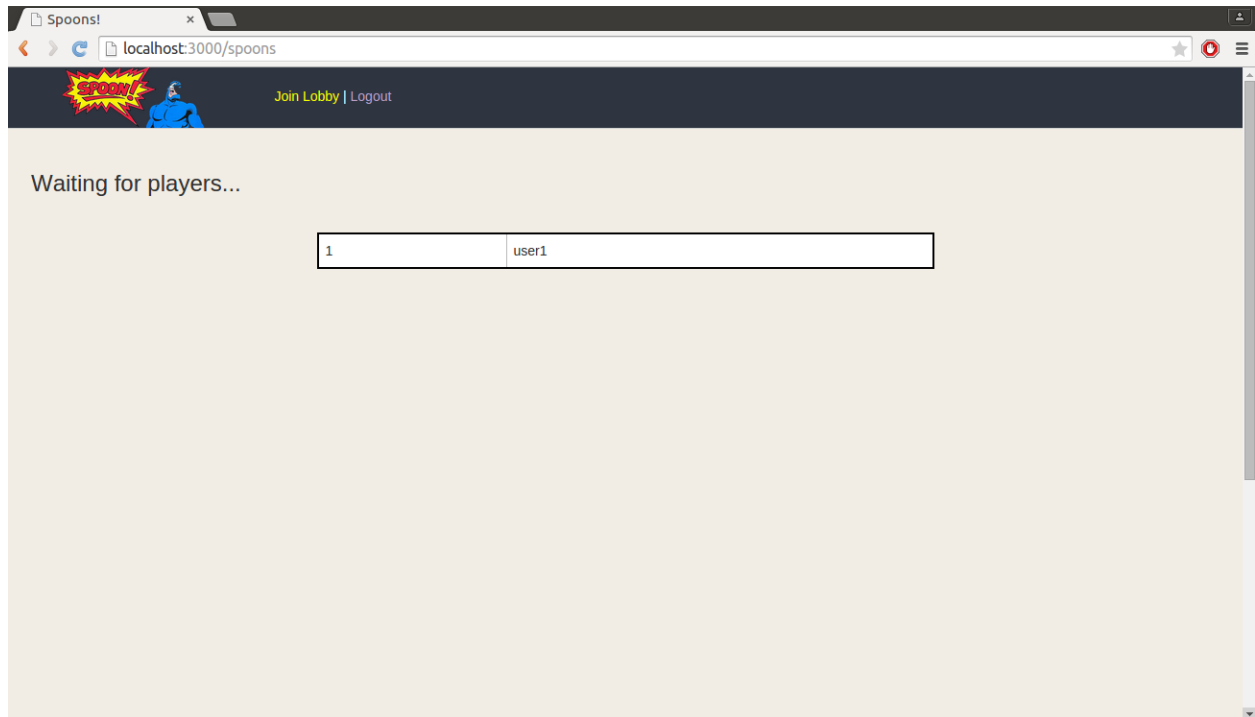


To begin playing Spoons, you will first have to create an account. Click on the “Register” link in the top navigation bar to be redirected to the registration page. The link beside the login button will also redirect to the registration page.

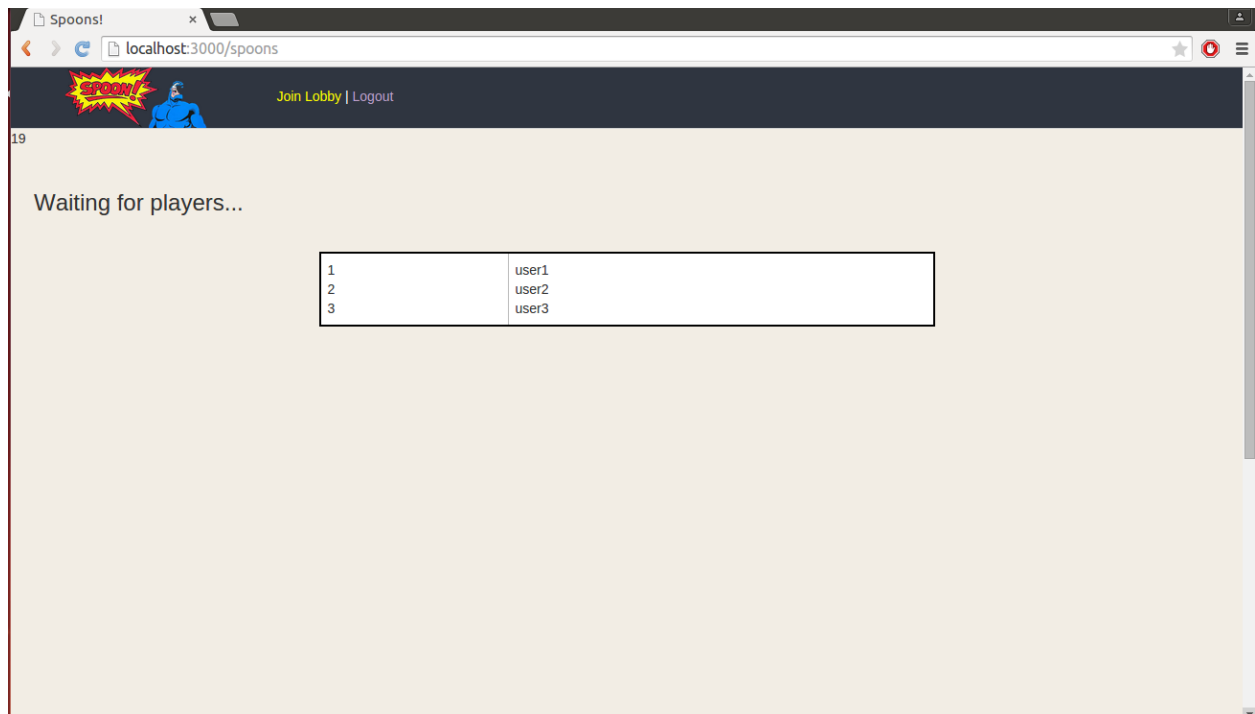


Upon successfully registering, you will be redirected to the login page.

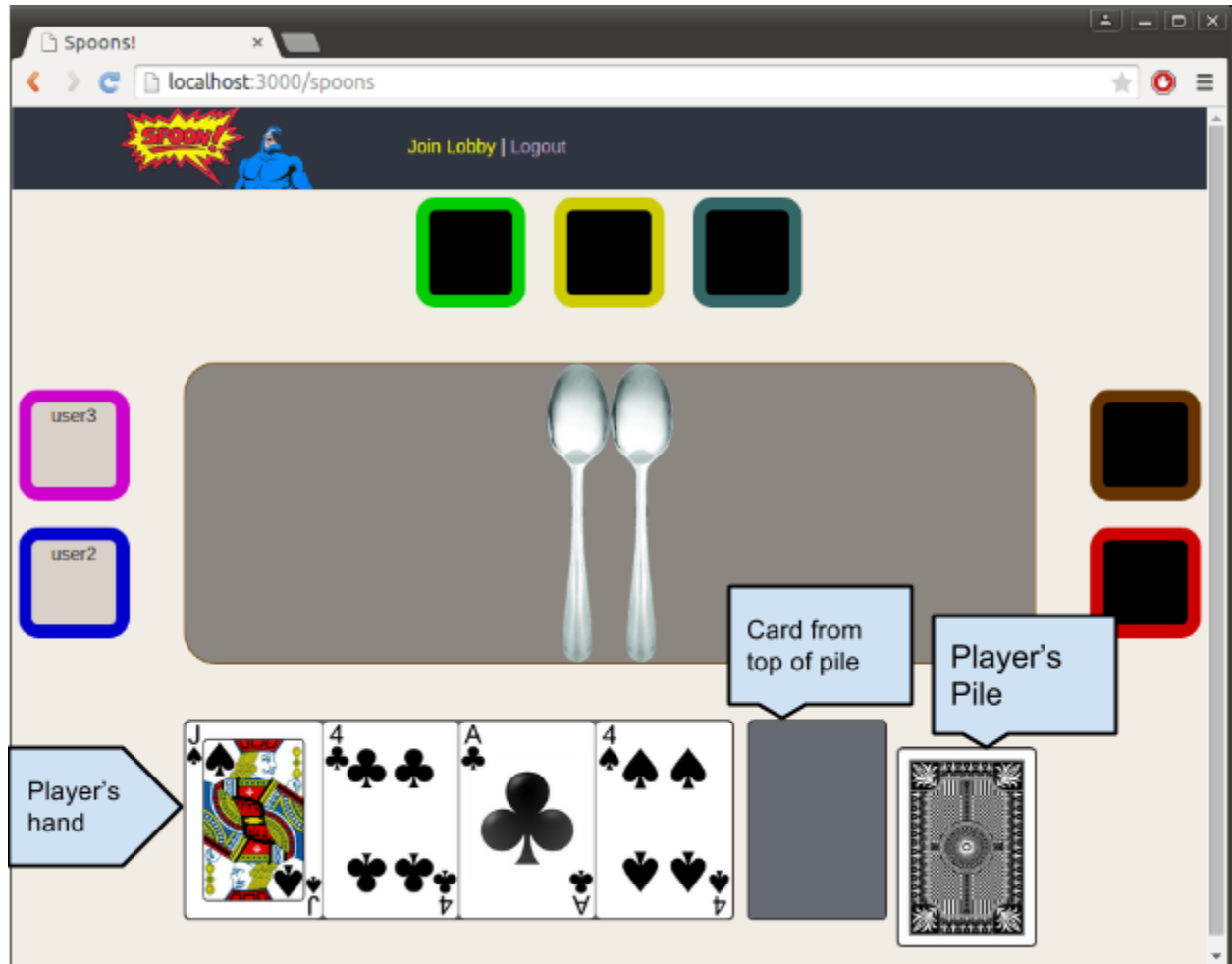
After logging in, you will be redirected to a game lobby where you wait for other users to join.



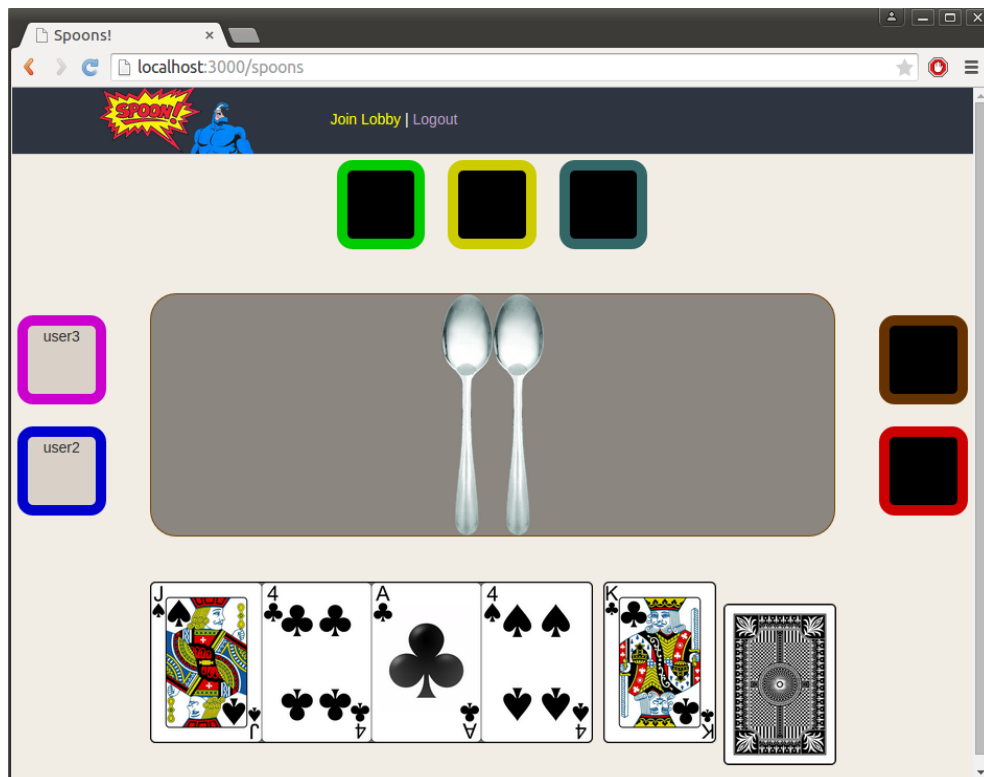
When another user connects, a 30 second timer will appear at the top left corner. The game will start if this expires. Any time a new user connects, the timer will reset.



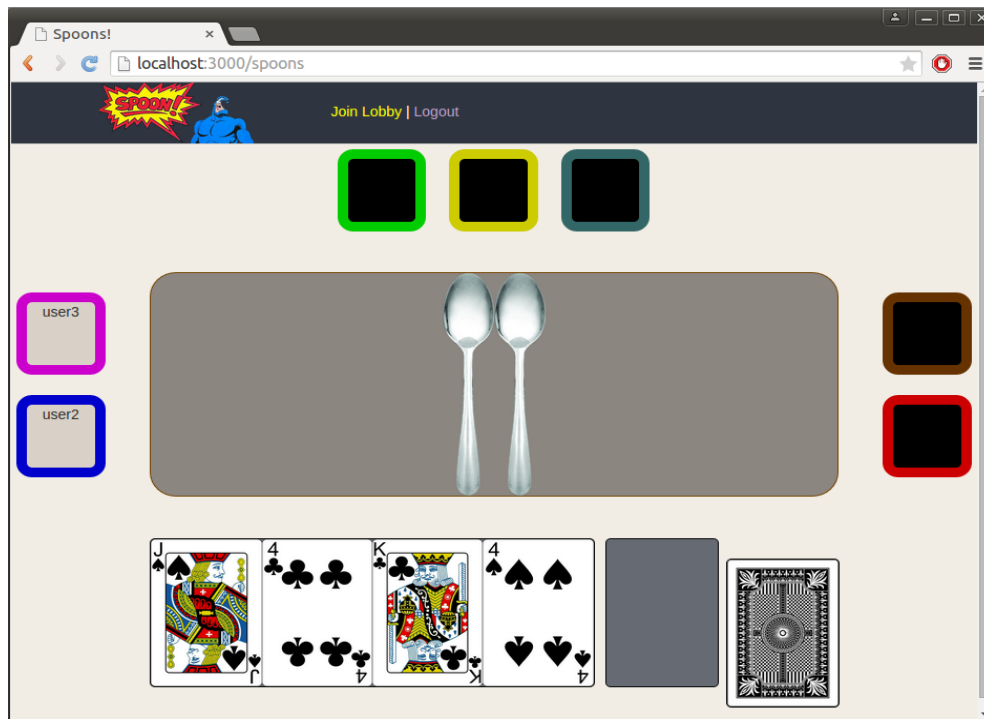
When 8 players have connected (*or the timer expired*), the game begins and each player is redirected to the game. In the screenshot below, the player is the dealer so the pile is initialized with the rest of the deck. The other players' piles will be initially empty.



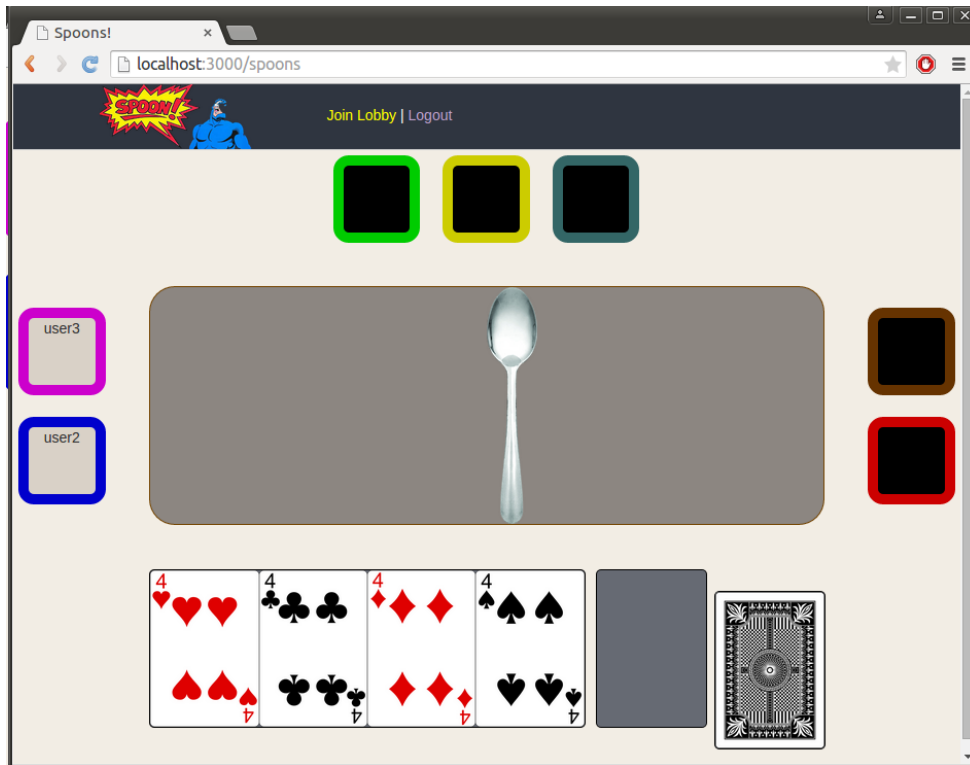
Clicking on the pile will bring up the card on top, as shown below.



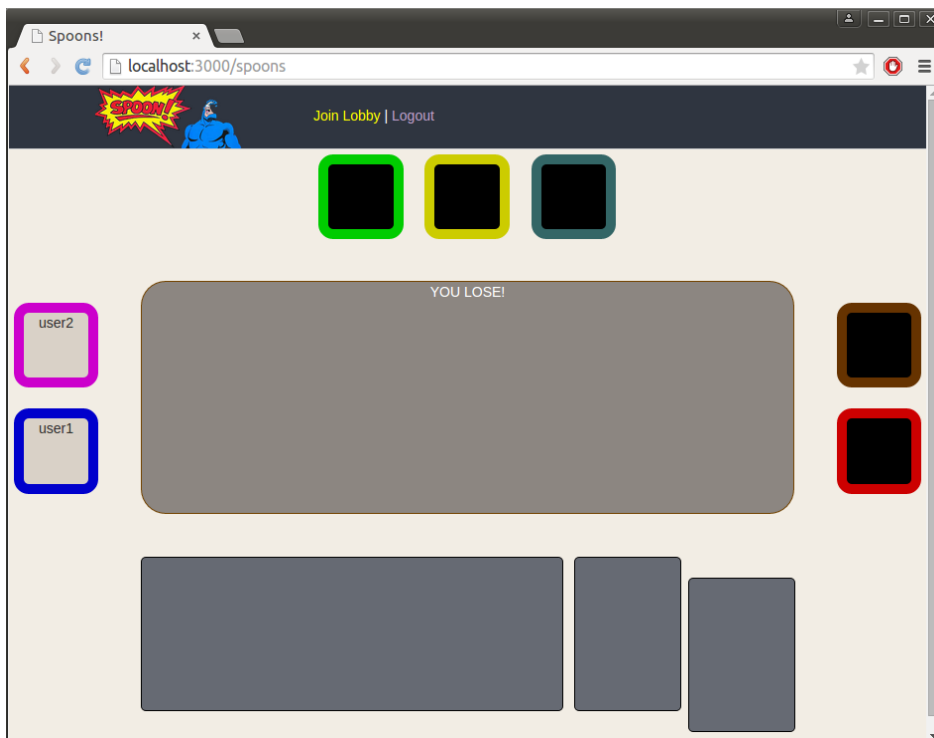
If you wish to keep this card in your hand, select any of the four cards to replace with the new top card. Otherwise, you may click on the revealed card to send to the next player. In the picture below, the player swapped with the Ace of Clubs.



Once you have a four-of-a-kind, you can click on a spoon.



Failing to get a spoon will give you the following message. In this case, user3 did not grab a spoon so they are eliminated. From here they can go back to the lobby and join another game. The other players will be notified of who the loser is.



Alternatively, once you are the winner you will be shown the following message. The game is complete and the user can do nothing but join another game.

