

REAL-TIME WEB GAME

PROPERTY RUSH

A private, real-time card game that turns a complex deal-making ruleset into a clear, responsive table for friends.

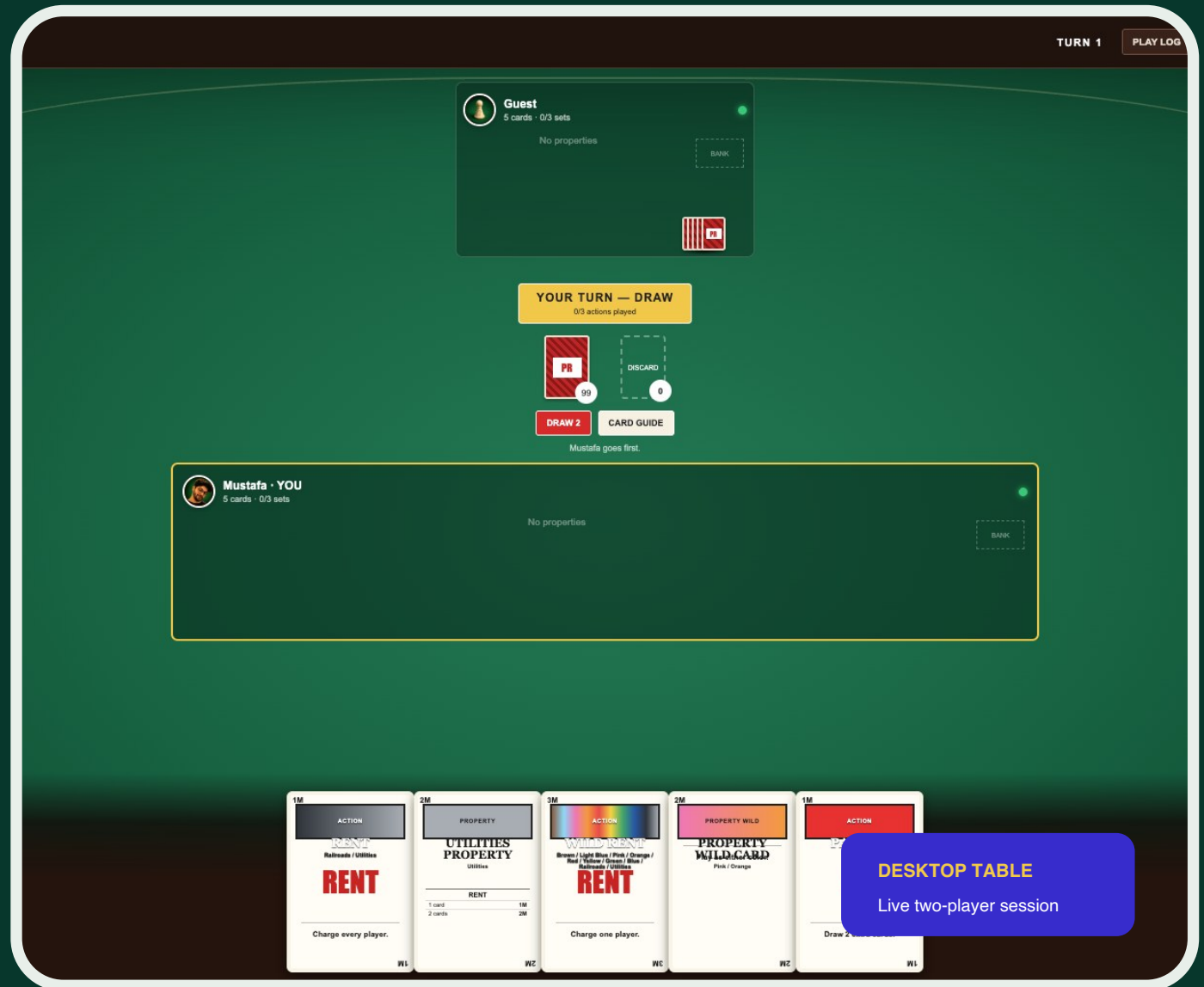
2-4 PLAYERS

ONE PRIVATE TABLE

LIVE STATE + RECONNECT

Product design + full-stack development

Designed and built as a focused social game experience for a fixed group of players.



A private room without the setup friction.

Four fixed identities and a simple PIN flow keep the game personal, while saved seats make returning to a session feel effortless.

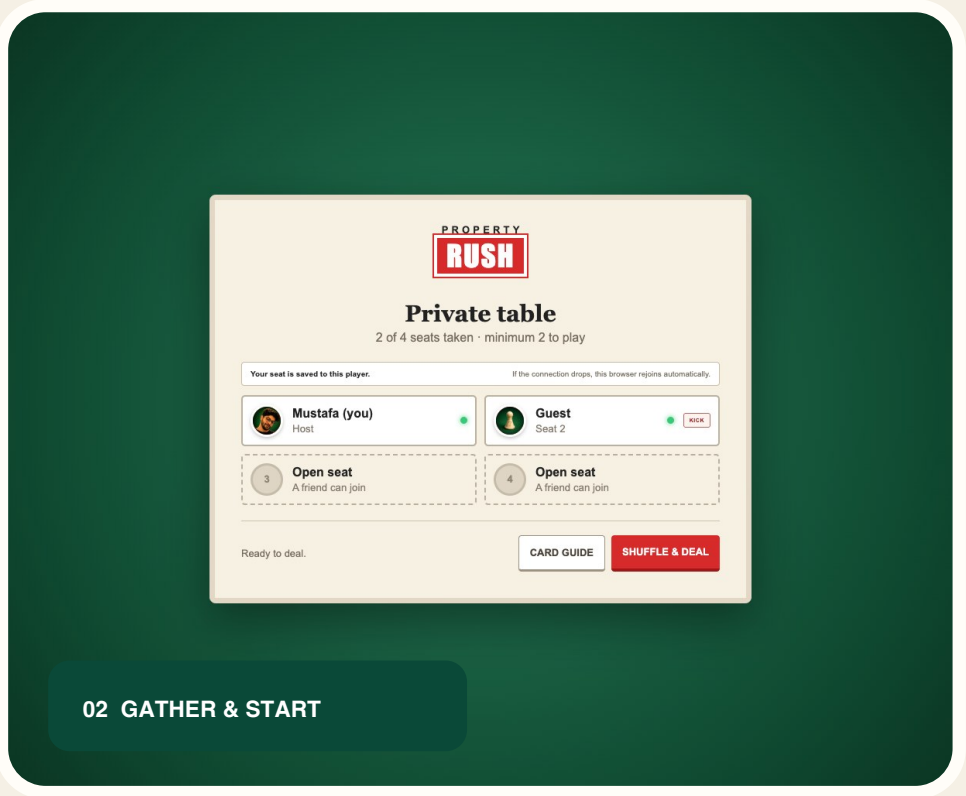
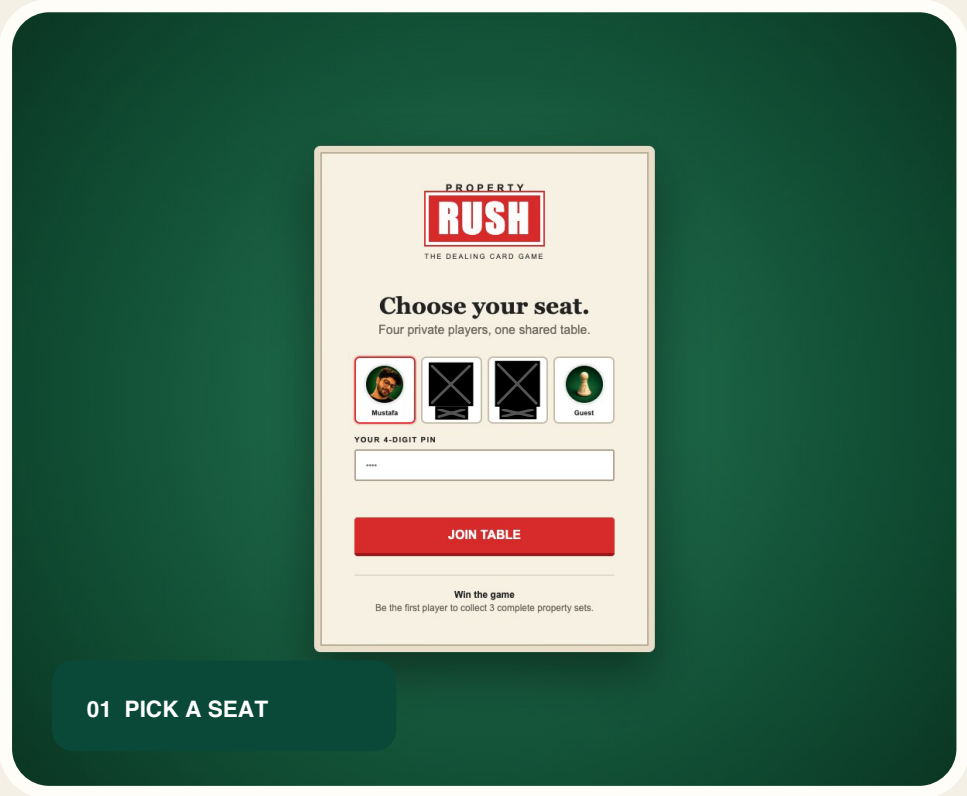
- 4

FIXED PLAYER IDENTITIES
- 2-4

PLAYERS PER GAME
- 1

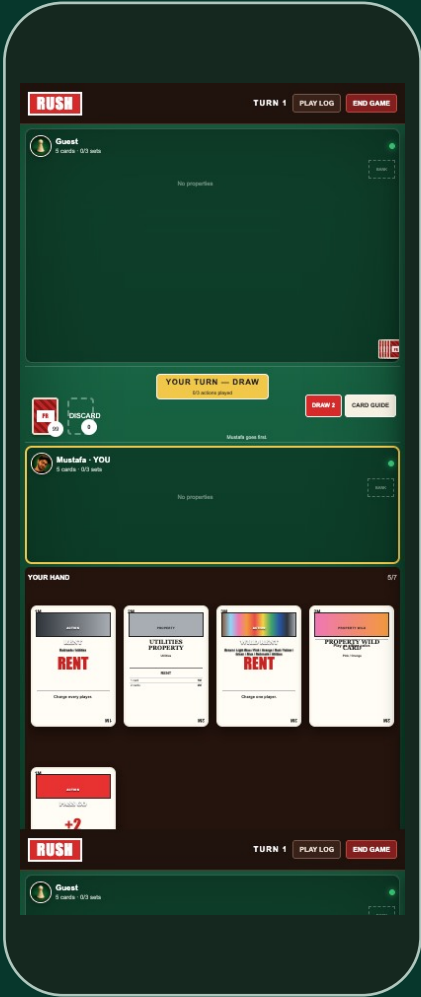
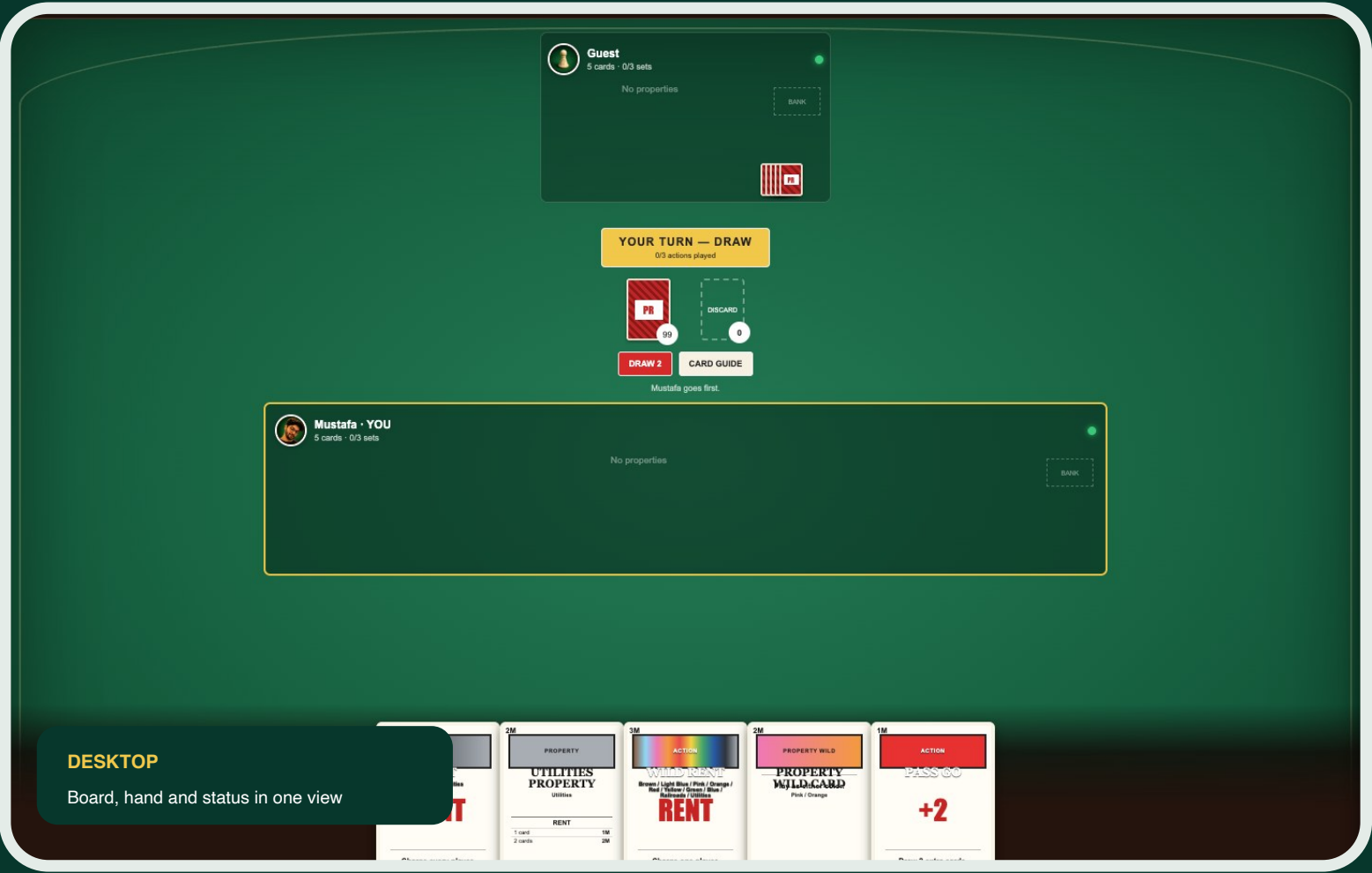
SHARED LIVE TABLE
- 0

ROOM CODES TO SHARE



The whole table stays readable.

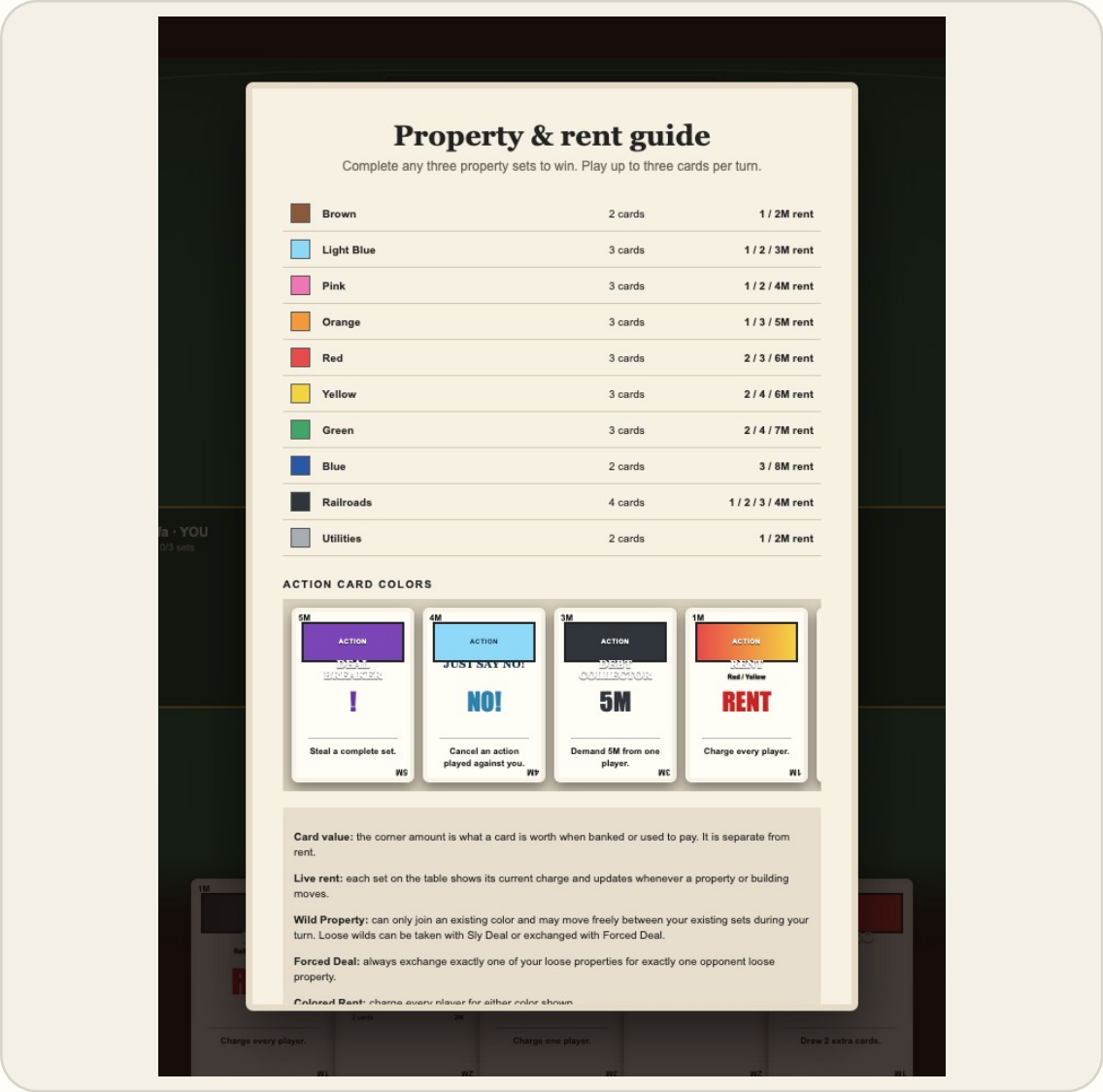
The layout prioritizes the shared state: opponents' properties remain visible, the hand is anchored at the bottom, and controls adapt to the available space.



MOBILE Same table logic, compacted

Rules made visible, not hidden.

Rent ladders, set sizes, property values and action effects are exposed at the moment players need them.



TEN PROPERTY FAMILIES

Brown, Light Blue, Pink, Orange, Red, Yellow, Green, Blue, Railroads and Utilities - each with its own set size and rent ladder.

- **Context-aware rent**
Colored rent cards charge every opponent; Wild Rent targets one player.
- **Flexible wild properties**
Wilds can move between eligible existing color groups without losing their identity.
- **Fair trading actions**
Forced Deal remains one-for-one; Sly Deal and Deal Breaker follow set rules.
- **Complete action deck**
Debt Collector, Birthday, Just Say No, Double the Rent, Pass Go, houses and hotels.

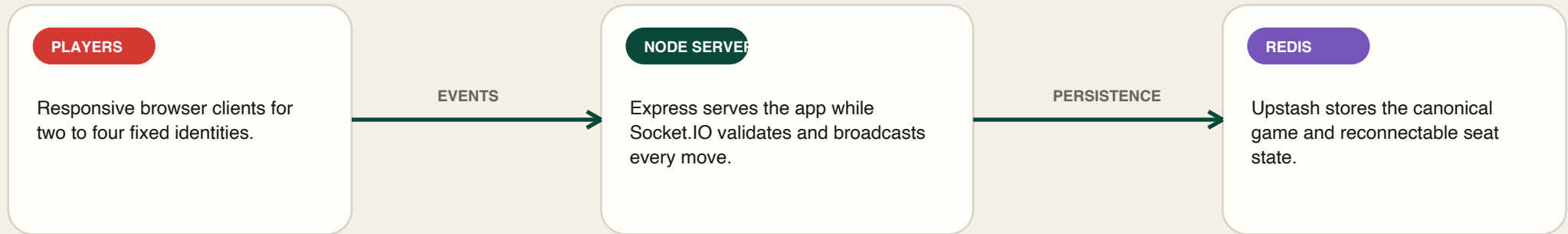
VISIBLE FEEDBACK

Draw animations, a face-up discard pile, turn indicators and winner-set highlights keep everyone aware of what just happened.

Built for a session that survives the real world.

The architecture separates live communication from durable game state, so reconnecting players can resume the same table instead of restarting it.

REAL-TIME ARCHITECTURE



DELIVERED

● End-to-end game experience

Private access, lobby, turns, payments, trades, actions, victory and replay flow.

● Resilient multiplayer state

Live synchronization, saved seats and database-backed reconnection.

● Responsive visual system

Desktop and mobile table layouts with card-first information hierarchy.

● Production-ready handoff

Deploy configuration, environment setup, health checks and maintainable game data.

JAVASCRIPT

NODE.JS

EXPRESS

SOCKET.IO

UPSTASH REDIS

RESPONSIVE CSS

RENDER