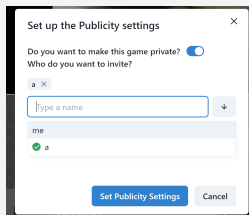# CS4530 Final Project: Soccer Area
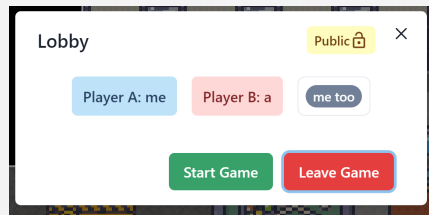
Group 401: Anna Schneiderman, Leroy Shaigorodsky, Ava Silver, Jeffery Yu
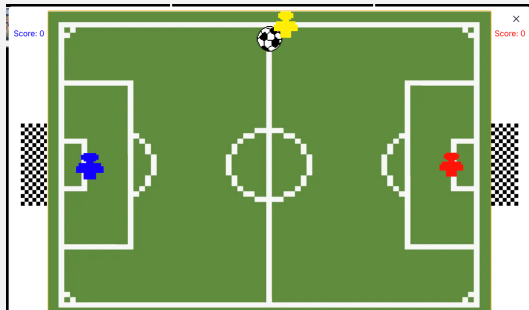
Our Feature

In the current form of CoveyTown, we noticed that there are not many opportunities for players to interact with each other directly. We decided to create a new InteractableArea where two users can play a game of soccer together. SoccerAreas can be joined by anyone if a created game is public, or invited players if the created game is private, though any number of spectators can join a created game. While a game is in progress all players can see the score of the game, and the names of players involved.
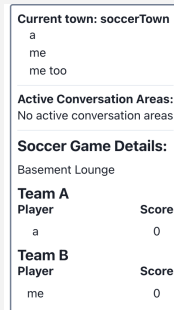

Invite Players

Lobby shows all participants

See Spectators In-Game

Game Statistics

Our Tech Stack

We implemented our feature within the existing Covey.Town codebase. The soccer game is represented as a new InteractableArea (SoccerArea) in Covey.town, with SoccerAreaController updating the game state in the frontend. Players interact with multiple React/Chakra modals, which emit events upon player interaction to allow players to create games, invite other players, and play the game.

Future Work

There are multiple potential extensions that we originally discussed implementing, but decided to hold off on in order to perfect our current scope of execution. One main extension that we discussed was expanding the game to allow multiple players on each team, who could collaborate to score goals and win the game. We also discussed adding an extra screen or animation for the different win/loss conditions. And a last extension we discussed was the addition of town-wide game statistics, so leaderboards with wins/losses counted for each player in the town.

Source and Demo

Our demo site is available at covey-town-soccer.netlify.app, and our code at https://github.com/neu-cs4530/covey-town-soccer.