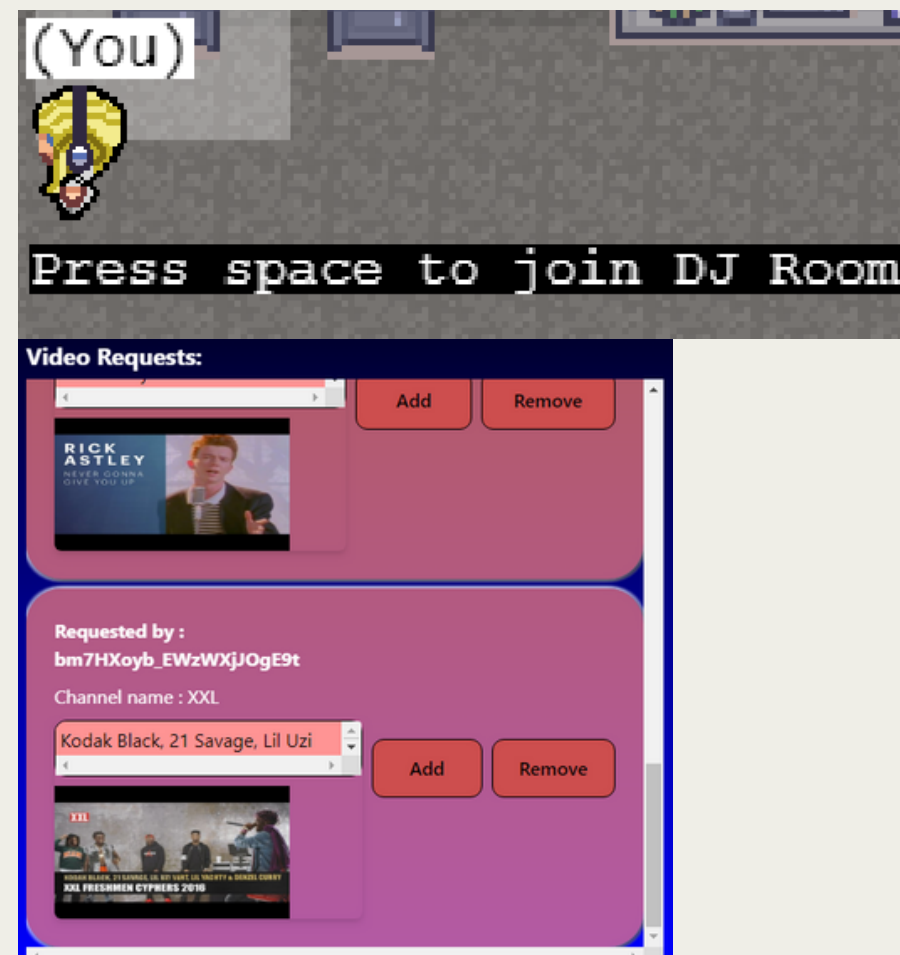
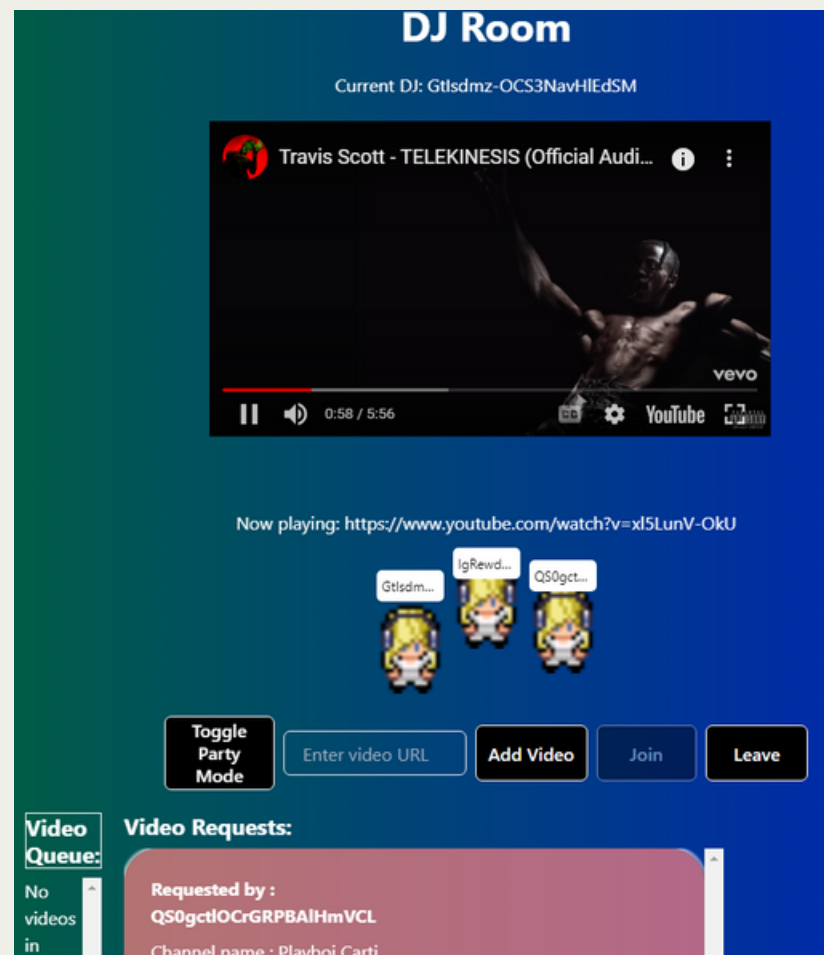


Our Feature: DJ Room

In the original form of CoveyTown, we noticed there weren't very many ways for users to interact with each other in small groups. As such, we decided to create a new InteractableArea where users can simultaneously watch videos together like a movie theater. DJRoomAreas can be joined by anyone. The first player to join the room will act as the DJ and will get control privileges over the queue. While a video is in progress, new users will automatically play the video at current time. Further possible use cases of the DJ room are virtual video-art galleries, collaborative distance learning spaces, online communities coming together to watch their favorite videos, and simply just friends coming together virtually to share a good laugh. The DJ room solves the problem of not currently being able to share playlists of videos to a live audience in a semi-private setting in Covey.Town.



Our Tech Stack & Design

We implemented our feature within the existing Covey.Town codebase. The DJ Room is represented as a new InteractableArea (DJRoomArea) in Covey.town, with DJRoomAreaController updating the game state in the frontend. Users interact with multiple React/Chakra modals, which allow users to watch YouTube videos using an API and emit events to request videos.

Future Work

Currently, syncing of videos only includes all users watching the same video. The main feature that we would want to implement in the future is syncing of video pause/play & scrubbing across users. This would further increase the community aspect of our feature. Some desirable features include the ability to kick disruptive users, synchronous party mode, and a like/dislike system for engaging the audience.

Source and Demo

Our demo is available on [Render](#) and our code is available on [Github](#).