

CS4530 Final Project: "Vote Kick"

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Our Feature: Vote Kick

Due to the nature of public towns, the presence of disruptive individuals is unavoidable. The lack of a mechanism to swiftly handle users who use inappropriate language via the all-chat feature in these open spaces has become a significant concern for users aiming to host inclusive virtual communities.

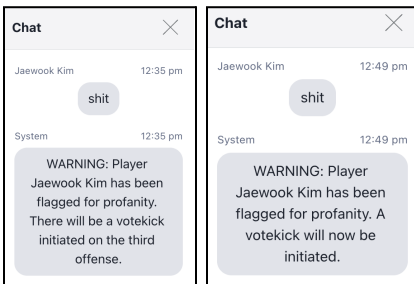
To tackle this issue, we developed an exciting new feature concept - a "vote to kick" feature. Using the Profanity Filter API, we have a list of inappropriate words that users should not say in chat, and if a user says words from the list too many times, a votekick procedure will begin. If the user is voted to be kicked, they will be disconnected from the town and unable to join. Additionally, users can create an account to share an identity across multiple towns, consequently allowing towns to identify kicked users via Firebase.

Demo and Source

Our demo site is available at <https://covey-town-votekick-frontend.onrender.com/> and our code at <https://github.com/neu-cs4530/covey-town-project-team-207>



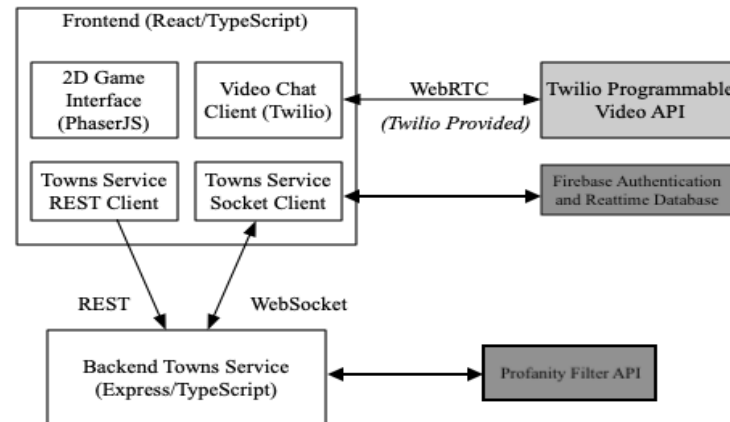
Additional requirement in the TownSelection screen to login via Google (before and after successfully logging in)



When a user uses profanity in the public chat, they will receive different warning messages depending on the number of offenses

Our Technology Stack & Design

We implemented the vote to kick feature in the existing Covey.Town codebase. The votekick user interface is a modal that is added to the town map. The Town tracks messages sent in chat and determines whether they are inappropriate via a call to the Neutrino API.

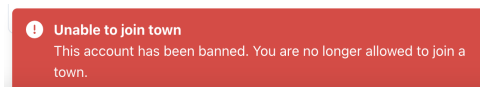


Future Work

Currently, the votekick feature works as intended, we imagine that the voting feature could be extended for other purposes (games that involve voting, voting for decisions in group conversations/meetings, etc). Future work might review these abstractions and create a more standardized voting feature. Also, getting kicked via vote from a town bans the user from being able to join any town permanently. Future work might also involve only banning the user from joining the town that they were kicked from, and setting a set duration on how long a user is kicked for.



When a user uses profanity three times, a votekick modal pops up for all users. If >50% of the town users choose to "kick", the offending user will immediately be kicked from the town.



A kicked user will be forbidden from joining a town.