CS4530 Final Project: Character Customization and SSO
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Our Feature: Character Customization

Currently, in Covey Town, only usernames can be personalized. Players share the same default skin, lacking distinct identification. Our proposed feature would add customizable profiles during sign-up, enabling choices like hairstyles, colors, skin tones, and clothing, allowing them to express their unique style and identity within the game. For users' convenience, instead of creating an account for our service, we allow users to sign in with Github SSO. Signing in allows for a users' character customization to be saved in a database for retrieval for their next session.

Demo and Source

Our demo site is available at https://covey-ui-609.onrender.com/ and our source code is available at https://github.com/neu-cs4530/fall23-team-project-group-609.

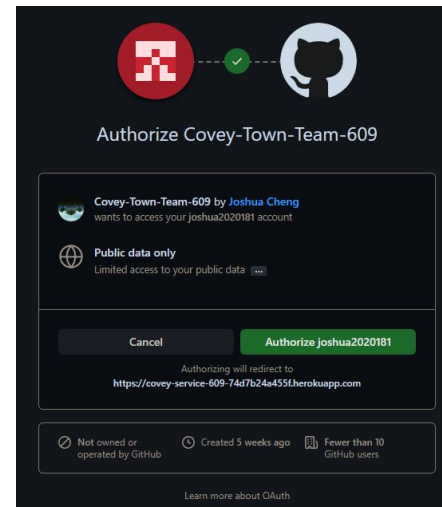## Our Technology Stack & Design

In order to make character customization last between sessions, we set up a Mongo database to store user profiles. We used the "passport" and "JWT" libraries to facilitate logging in and authenticating.

Future Work

We would like to add more SSO sign in options with popular platforms such as Google, Facebook, etc. We could also add a local sign up option with a user's email or phone number. As for the character customization, future work can add more customization options such as fully customizable colors or more hair/clothing options. We also briefly discussed adding customizable pets that follow the character around in game, but decided it was not feasible in the given time frame.