CS 4350 Final Project: "Voting Area"
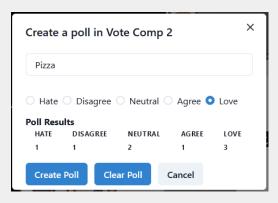
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Features

Covey.Town offers a virtual environment where users can engage with each other through conversation and viewing areas. However, if a user wanted to conduct votes or surveys with a larger number of players, they may find it difficult to do so with the current functionalities.

Our feature adds a voting system which allows users to vote on topics proposed by other users. They will have an option to pose questions and receive replies through surveys as well. Options given to our users include 5 choices in the polls. They may reply with either hate, disagree, neutral, agree, and love. The total tally for each category is displayed in the poll.

Technologies Stack & Design

We have implemented this feature through a new interactable area that is added to the Covey.Town map. On the back end side of our tech. Stack, we used Node.JS for a runtime environment, as well as Mock API in order to store data. On the frontend we used React.JS to display code to the client side via a web browser, and Twilio as our web application framework. Structurally, our code is mostly built upon the existing codebase. However, many adjustments were made to many existing files such as added types in the Covey.Town socket file.

Future Work

We originally planned to allow users to block other players through a vote-kick system that puts users on a blacklist from participating. If a difficult user is causing a disturbance or trouble, then other users can vote to remove that user from the voting area. However, we did not get to implement this feature, so we would like to add this kick feature in the future.
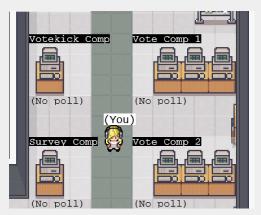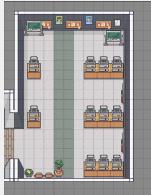
Demo & Source

Demo Site:
https://coveytown-votingarea-8mlr.onrender.com
Source Code:
https://github.com/neu-cs4530/fall23-team-project-group-611

Voting Area Map