

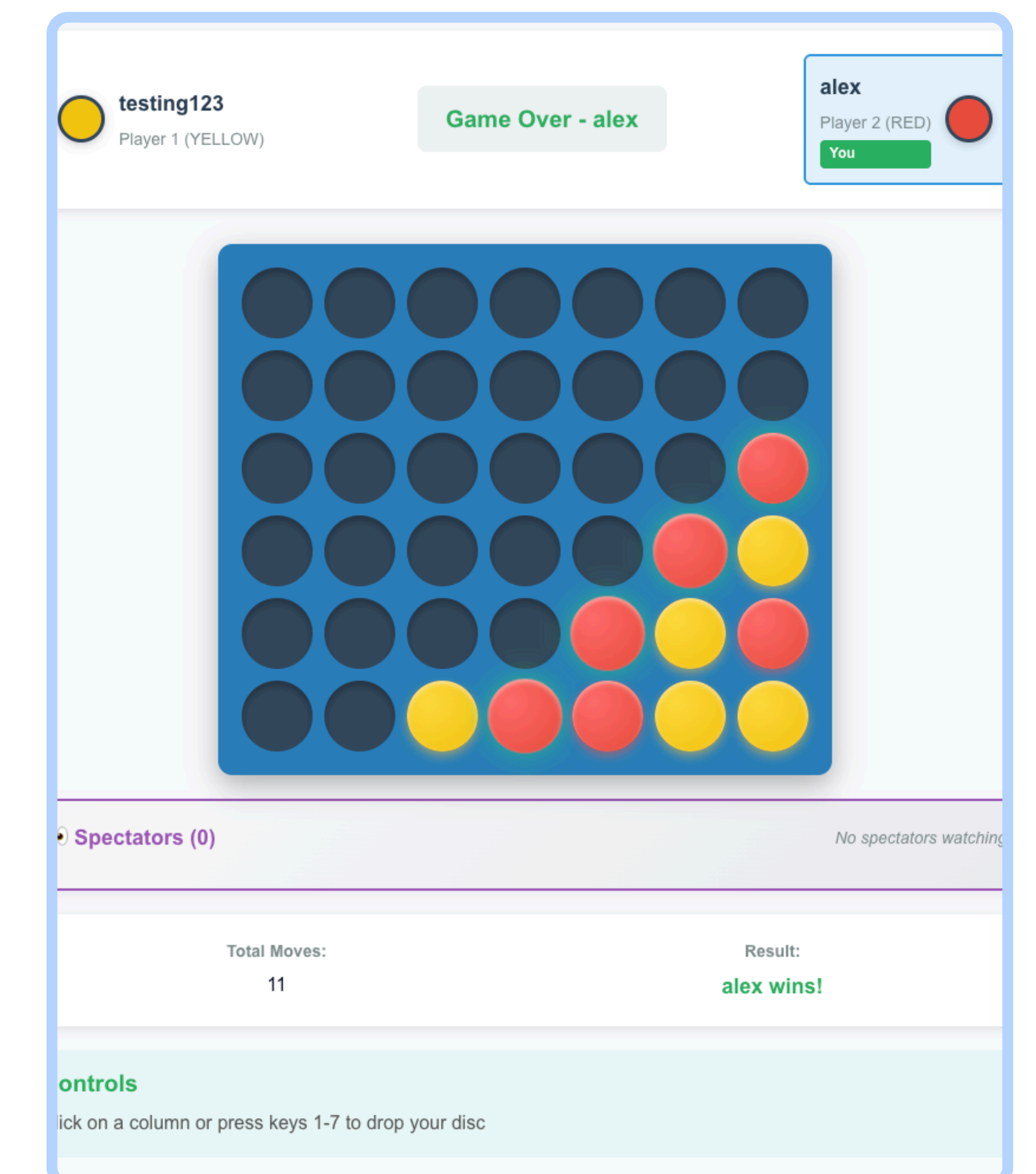
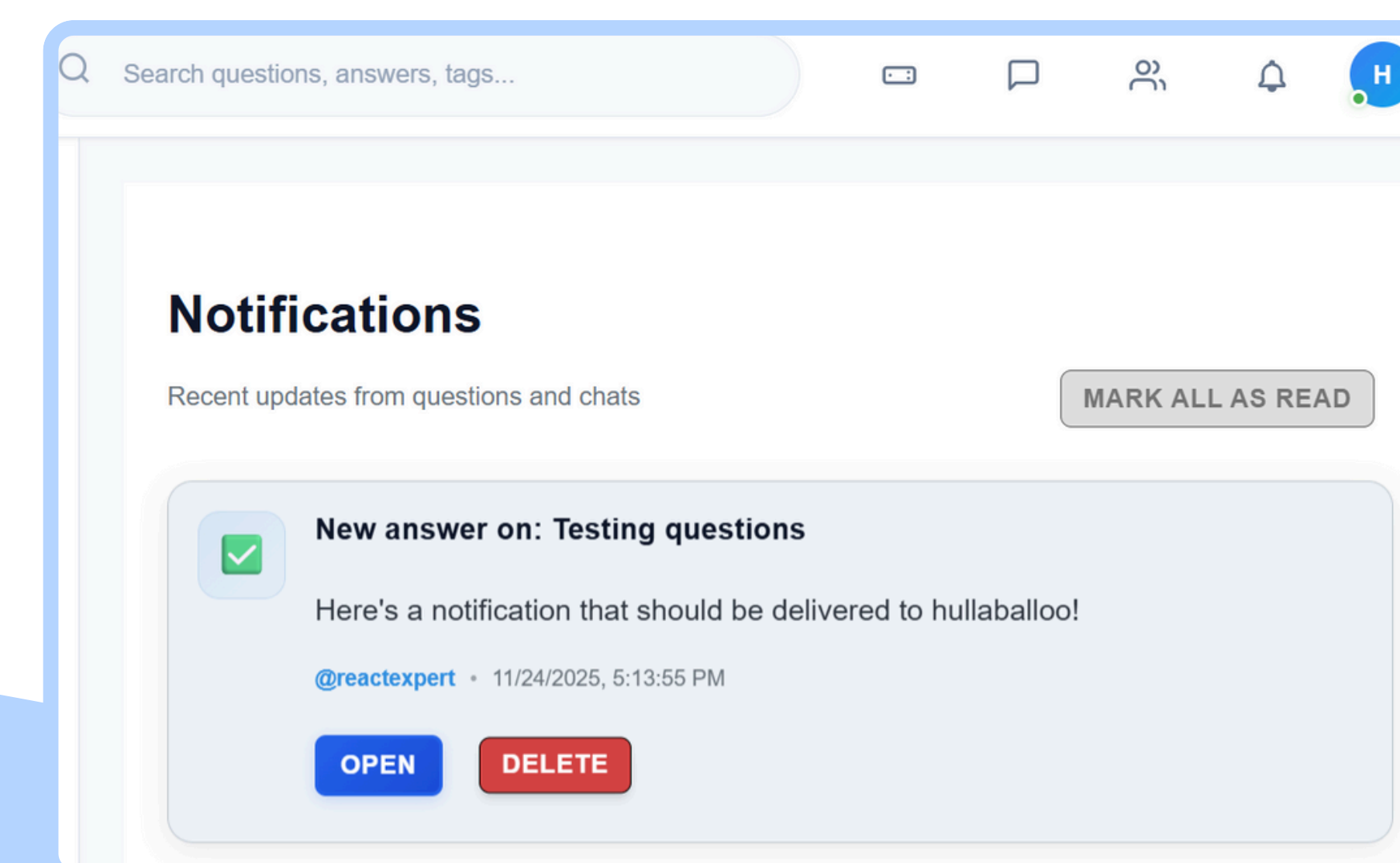
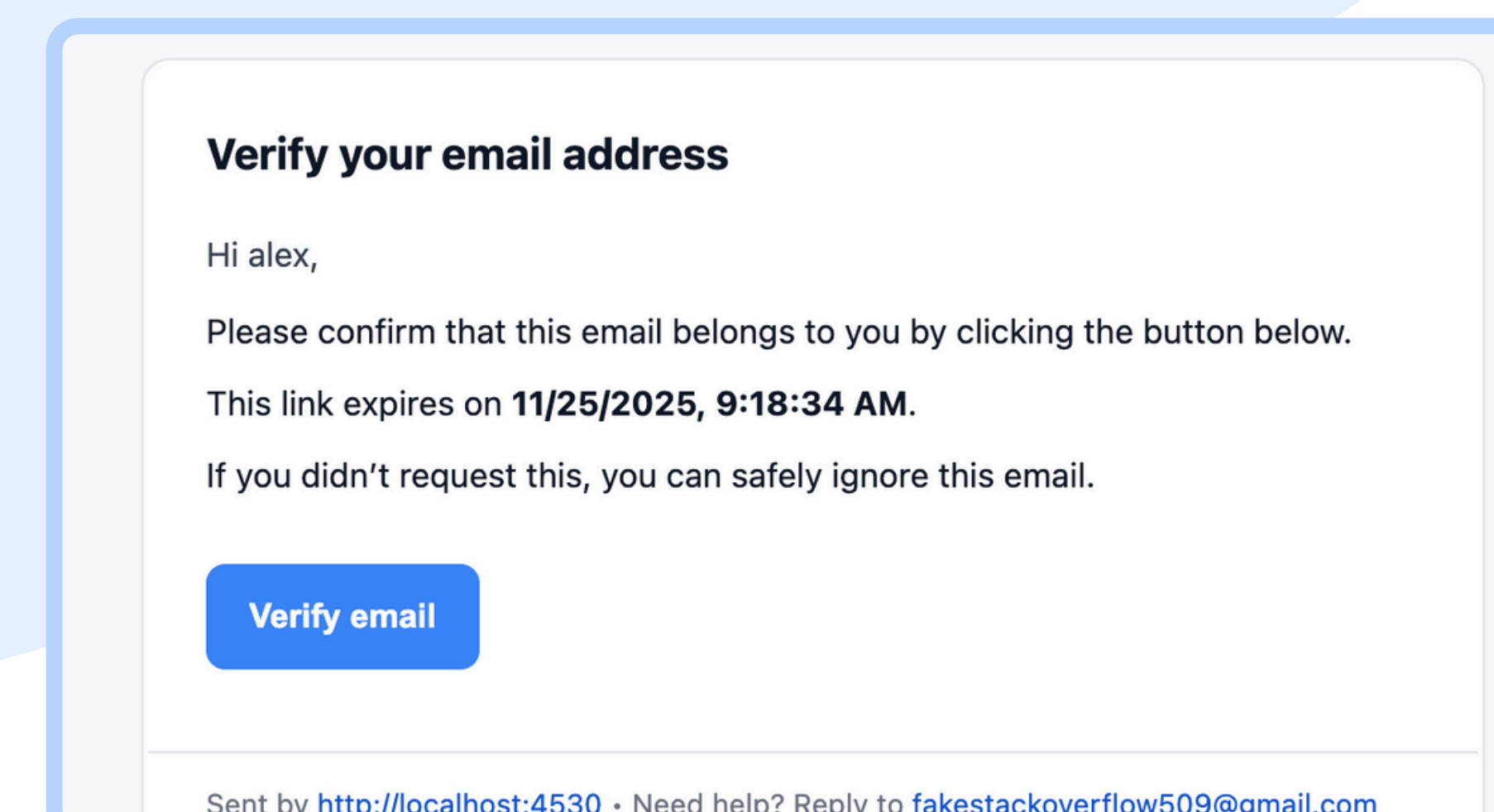
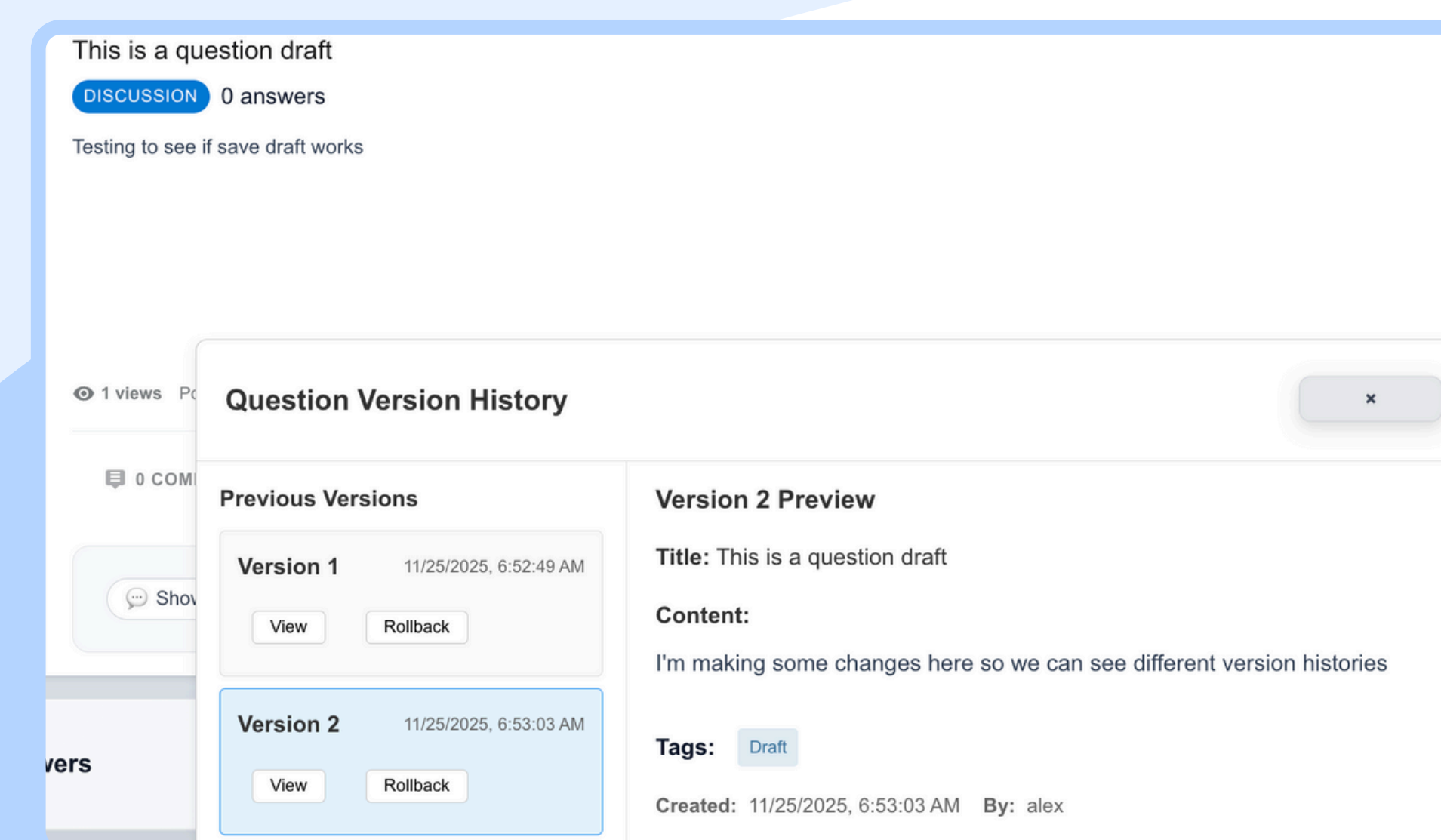
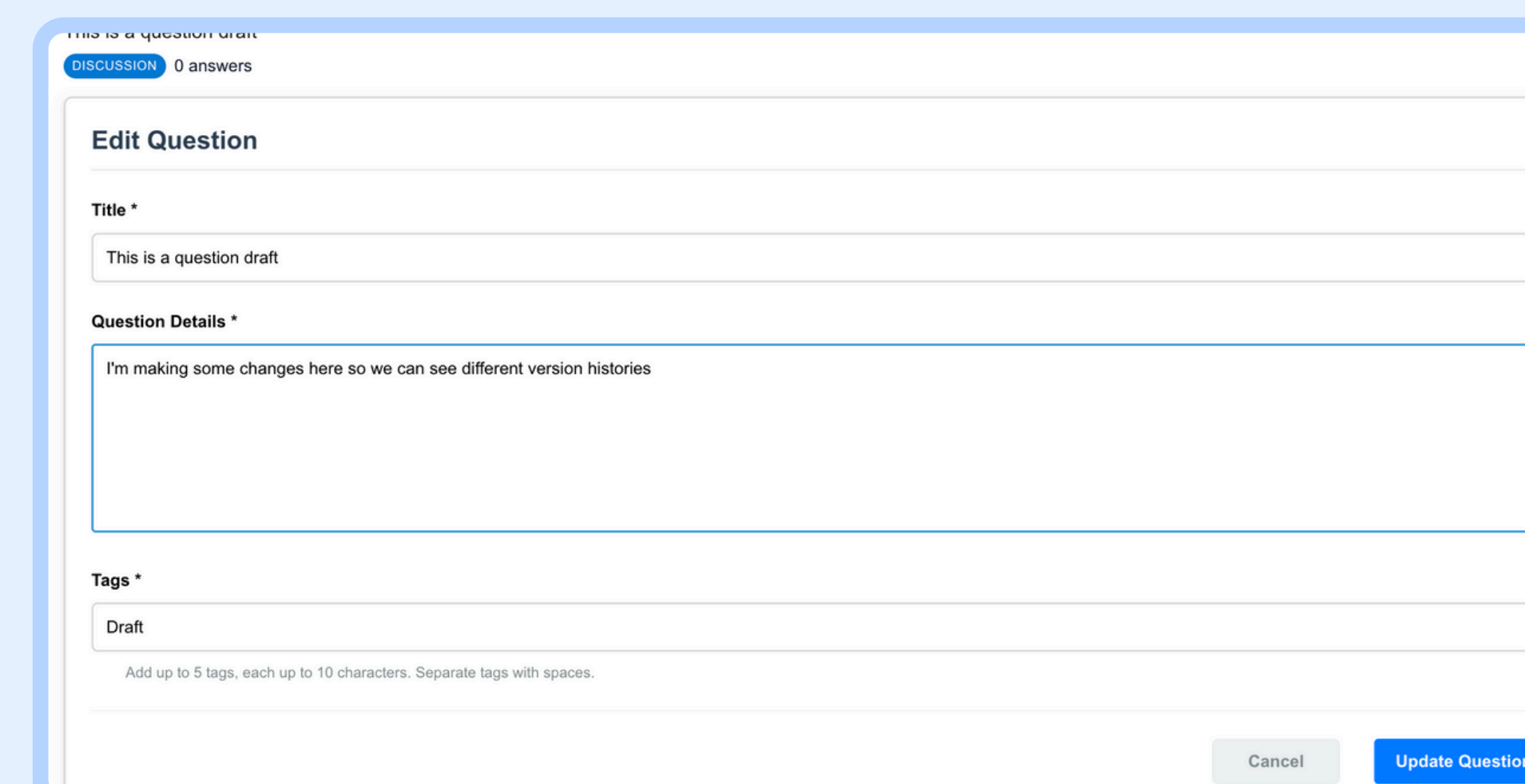
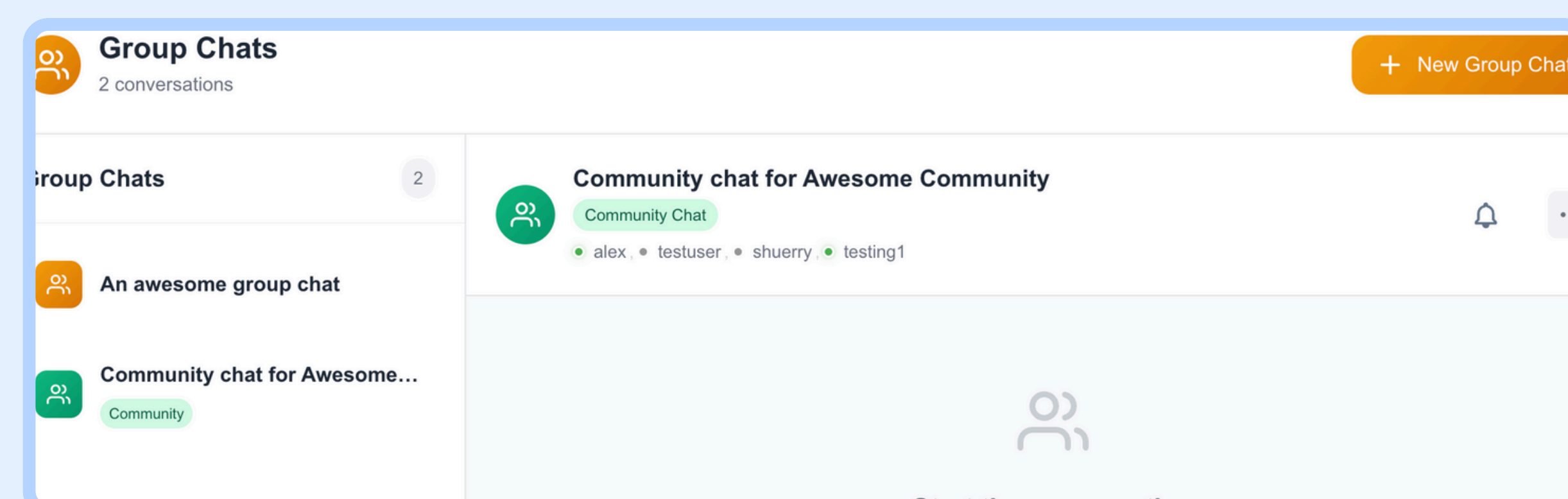
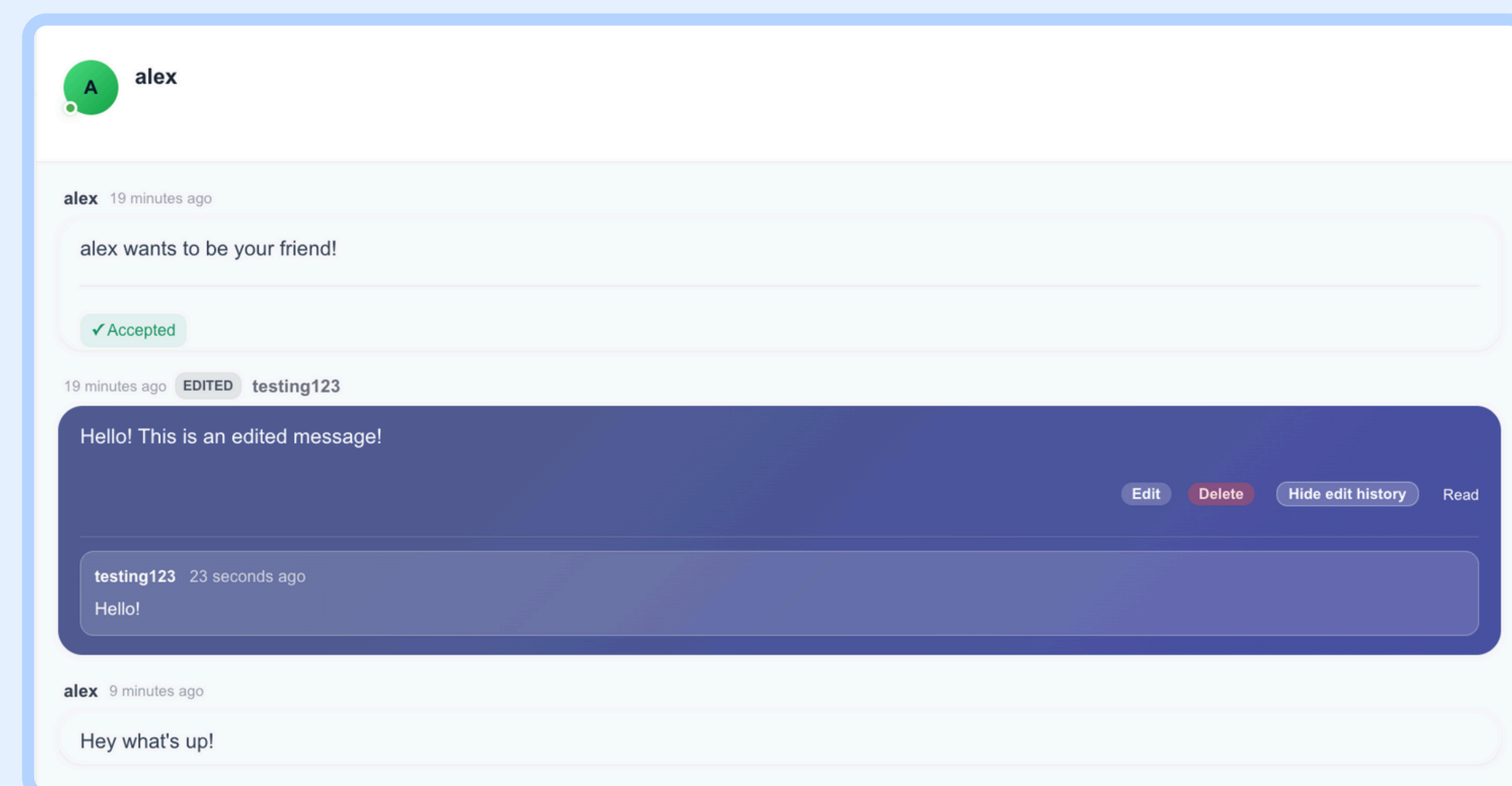
Our Features:

Connectify is an all-in-one tool for Q&A, Messaging, Gaming, and coming together as a community. Previously “FakeStackOverflow”, our comprehensive redesign includes:

- Editing & version history, deleting, receiving notifications, and profanity filtering for both questions and chats.
- Draft saving, filtering by popularity, and reporting questions.
- Group chats, community chats, and quality of life improvements in messaging - including read receipts, typing indicators, and online/offline statuses.
- Email verification.
- A multiplayer Connect-4 Game!

Tech Stack and Design:

The changes that we made to the Connectify’s codebase were categorized in 4 different areas: Question improvements, chat improvements, a new multiplayer connect 4 game, and general UI improvements. When creating new files and features, we closely followed the existing “FakeStackOverflow” architecture, separating our code into components, hooks, services, and controllers where applicable. Any features that were used in multiple places were abstracted out. This was done to maintain the SOLID design and maintain DRY (Don’t Repeat Yourself) principles.



Demo and Source:

Our code is on [Github](#).

Our deployment is on

<https://cs4530-f25-509-6v2m.onrender.com/>

Future Work:

In the future, we want to improve Connect Four by adding rankings, ladders, and quick rematch options so players stay engaged. We also plan to make questions better by using AI to tag them and detect duplicates before someone posts. Finally, we want to let users attach images in chats and questions to make communication more fun.