Conversation Area Media
Group 2L

Description

The original Covey.Town app allows players to speak to each other within Conversation Areas. However, it does not allow for any media, so our feature adds a visual and auditory aspect to those areas. When a player is creating a Conversation Area now, they are able to decide if it should be democratic or not. The media must be submitted as a link from various sources including file paths, YouTube, Facebook, Twitch, SoundCloud, Streamable, Vimeo, Wistia and DailyMotion.

Non-democratic Area

If an area is not democratic, the player who created the area is the designated DJ and they control what media is shown to all the players in that area. If the DJ leaves the area, the player that has been in the area the longest becomes the DJ.
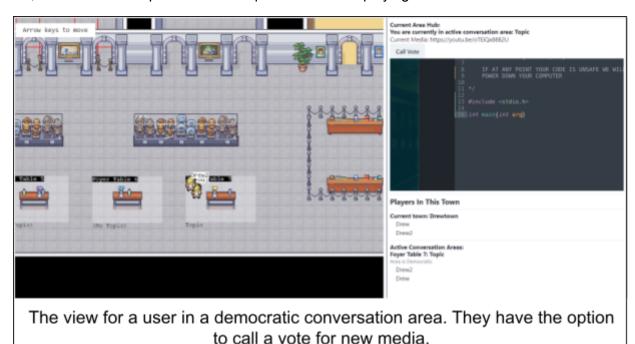
Democratic Area

If an area is democratic, all the players in the area vote on the media that is played. If the vote results in favor of the media, then the video is added to the queue. Once a video is finished, the next video in the queue will automatically play. If the queue is empty, no media will be displayed until there is another vote.

Demo

Our public demo site can be found here: https://relaxed-bell-617fc5.netlify.app/
The code can be found here: https://github.com/neu-cs4530-s22/team-project-2l

Technology Stack and Design

We built the conversation area functionality in parallel with the existing functionality for the conversation areas. When a user proposes a vote in a conversation area, the socket communication system is used to notify the backend. The backend sends a conversation update to all the users that tells them there is a new proposal for media to be played. These players are all given an option to vote 'yes' or 'no' on whether to add the proposed media to a queue. The queue is displayed in each conversation area and when a video ends, the next video is pulled from the queue and starts playing.

Future Work

Currently, the voting process is relatively simple, and does not allow for much choice on the users' part. Users can vote on new media, but cannot vote to skip media that's currently playing. When a vote is proposed, the media is displayed as a link. It would be easier for users to understand what they are going to watch if the media was displayed as the video title instead. Additionally, it would be nice to create a listening area distinct from a conversation area, where there is no video chat and only a stream. We would like to add individual control over video volume as well, as currently players can't control their volume. Having some more roles with different permissions in conversation areas could add to user experience as well; dictators can mute people, or we could have an 'oligarchy' of people who vote and users who can listen but not participate in the voting process. To add some functionality outside of conversation areas, we could add a thumbnail that displays next to any conversation area with media currently being displayed.

The form that pops up when a user calls a vote.

The view for a user in a democratic conversation area. They have the option to call a vote for new media.

The view for all players in a conversation area where a user has proposed a vote.

The sidebar view for a 'dictator' in a conversation area. A dictator can add media whenever they want, and can skip at will.