CS4530 Final Project: "Private Conversation Areas"

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Our Feature: Private Conversation Areas

When conversation areas were added into Covey.Town, users were then able have discussions with others according to topics. However, this leads to problems such as overcrowding. Some conversations may be more private or sensitive, and users may not be comfortable with any random user joining in.

The feature we developed is having **private conversation areas.** When a user creates a new conversation area, they have the ability to set it as private and to decide who else can join.

Demo and Source

Our code is available at: https://github.com/neu-cs4530-s22/team-project-2n

Our demo site: https://elastic-jackson-e69897.netlify.app
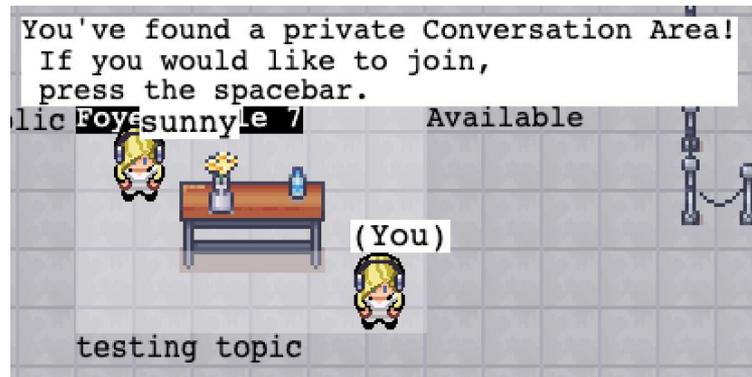
Our Technology Stack & Design

We implemented private conversation areas with the existing covey.town codebase. We added fields to players and conversation areas to keep track of player permissions, conversation area status, and requests to join a private conversation. When a player enters an empty conversation area, they will be prompted to select a topic and privacy level for the conversation area through a React/Chakra modal. If they select to make the conversation private, a sidebar will open up on the right to allow them to configure it. When other players enter the private conversation area, they will receive a prompt to join. Then, the Admin can choose to accept or deny the request at their discretion. The CoveyTownController tracks the join requests on the conversation area so an admin can see all pending join requests. The player can also see the status of their pending join request. All updates are sent to the involved players via Axios.

Future Work

Future work might include allowing Admins to remove a user within the private conversation area. Other users can also request to join in different "modes", such as being a 'participant' or a 'listener'. We could also build on top of the request function to include a set of questions for entry. These question would be used to determine compatibility and to see whether the joining user is actually interested in the topic.