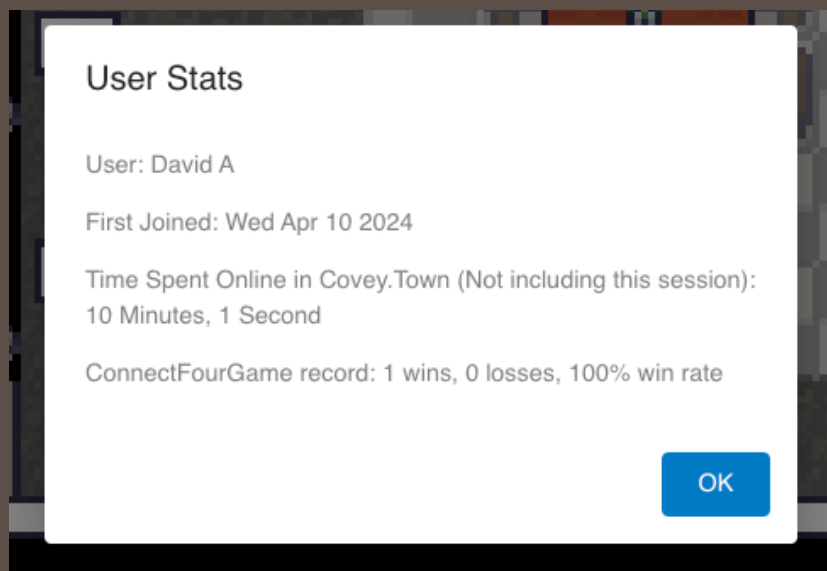# CS 4530 Final Project: "Persistence"
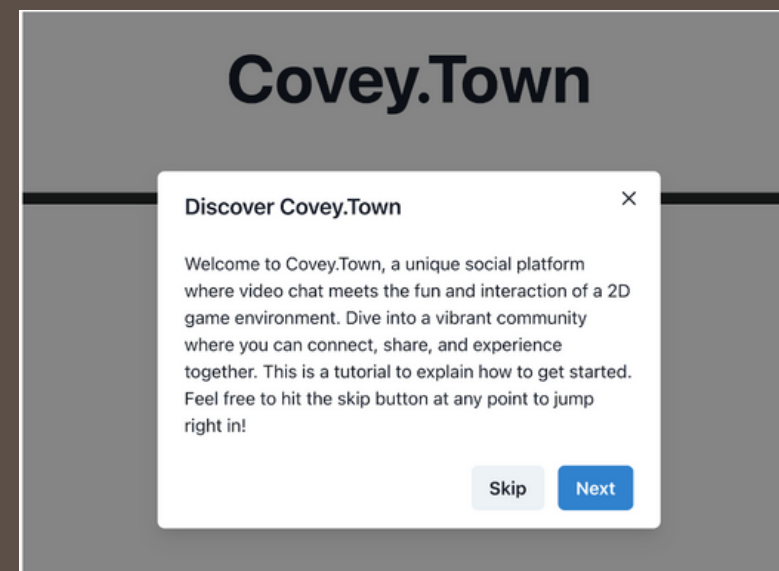
Group 104: Thomas Weatherbee, David Alade, Aryan Kale, Satwik Misra
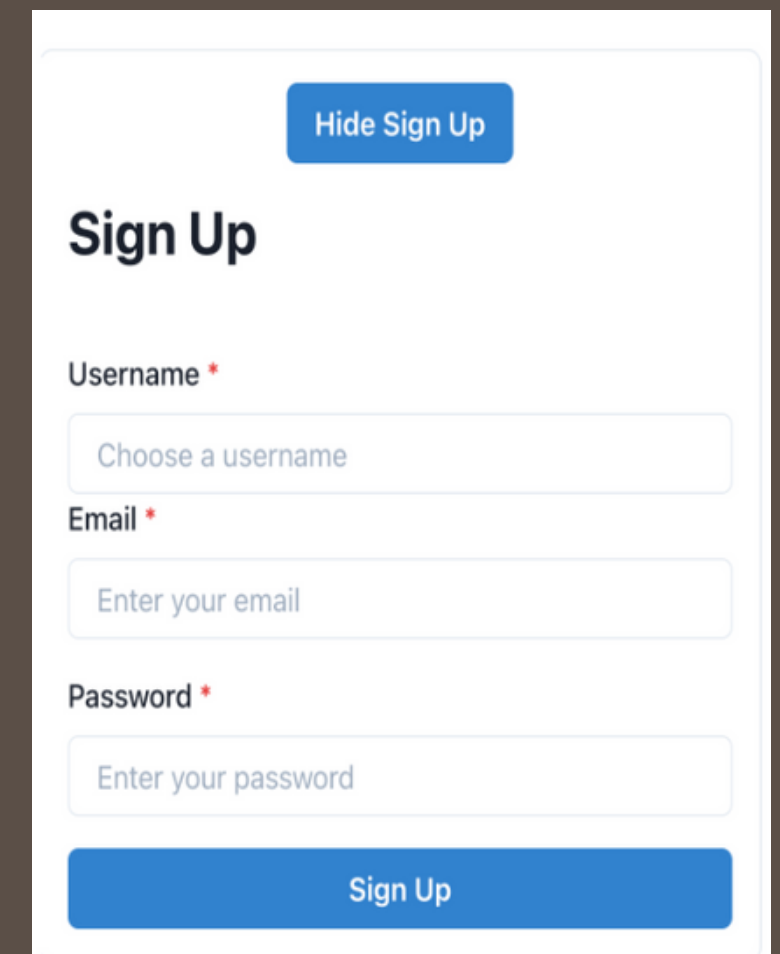
Our Feature

Stats Popup

Tutorial Displayed When a User First Joins

Sign Up Form

Our Covey.Town upgrade enhances user experience by integrating a data persistence layer. This feature is facilitated by an authentication and onboarding flow for users, allowing them to create and maintain profiles across sessions. This enables features like: revisiting favorite towns, viewing chat histories, making friends, and accessing various other statistics. For example, users can see how much time they've spent on the app, when they first joined, and their game records. All these statistics persist across different sessions for a user.
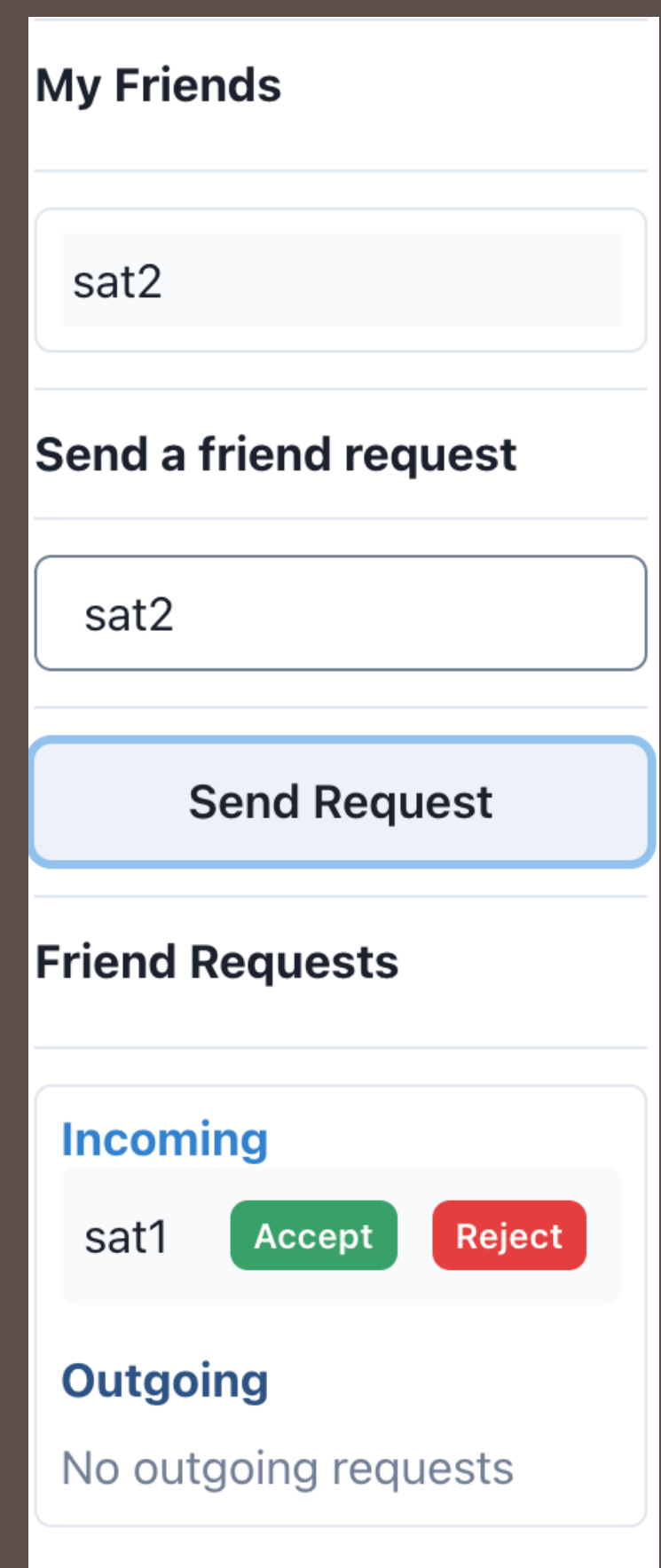
Our Tech Stack and Design

Our frontend integrates the Firebase Auth SDK, enabling user session data to be securely attached to their accounts. For database interactions, we utilize Prisma to construct our queries to Supabase. We chose Prisma for its simplicity in performing migrations and for its powerful capabilities in managing queries across relationships. Our decision to use PostgreSQL was driven by our schema's complex relationships, which are more efficiently managed using SQL rather than a document-based database. Lastly, we opted for Supabase due to its user-friendly interface, valuable data visualizations, and the availability of a free tier :)

Friends Sidebar

Future Work

We believe that we've successfully implemented a useful feature that allows users to have their accounts and data persist throughout various sessions on Covey.Town. If given more time and resources, we have a few ideas the next steps that we could take with this project. The first would be adding more customizable profiles. As of now, the only thing that a user has to their profile is their username, but there is more information that we could save such as their age, their hobbies, and even a profile picture and this could be shared with other users in the town. Additionally, another social feature we think could be useful is user status indicators, which could inform friends or other users in a town if you are active, busy, or away, similar to how other social platforms work.

Demo and Source Code

Demo Site: https://spring24-project-group-104-main.onrender.com/

Source Code: https://github.com/neu-cs4530/spring24-project-group-104