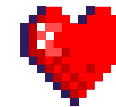


ARE THEY THE ONE?!



LOVEY TOWN



CS4530 Final Project: Timothy Bennett, Ananya Tadigadapa, Iris Wang, Karen Xu

1. MATCH

Possible Matches

Name: Iris
Age: 22
Gender: Female
Gender Preference: Female

Waiting...

Name: Ananya
Age: 22

Match

My Profile

Name: Karen
Age: 22
Gender: Female
Gender Preference: Female

Edit Profile

2. GO ON DATES

Ask a question

I hate all these questions

What is your most controversial opinion?

What book are you reading?

When was the last time you lied? About what?

What is your favorite pizza topping?

What book would you bring with you to a deserted island?

Match

This one's not the LOML!

No history yet!

When was the last time you lied? About what?

I am lying right now

Submit

OVERVIEW

Lovey Town allows you to form deep connections with other members by setting a profile, viewing members who meet your criteria, and going on a date if you both match each other. Profiles can be loaded from browser data between games. In the date, players alternate asking and answering 6 questions. If they both like each other at the end, they can each see their lover in their username in the town after leaving the game. Rejoining and playing a date overrides any former lover status.

TECH STACK

We implemented Lovey Town in the existing Covey.Town codebase by creating a new interactable area and controller. The front end was created from Chakra UI elements. We also utilized external libraries for special effects. The back end mirrors the existing games but with more complex moves and game states to support the matching to dating pipeline. Joining the game actually means being in the waiting room to match with other players, so there are “match” moves, as well as “update profile” moves to handle the player editing their information. A matching algorithm only shows players with the gender of ones’ preference. Once on a date, there are question and answer moves. Each move emits messages to the other players so that the React views and backend are updated locally. While we considered adding some of these profile elements to the player controller, we decided to keep everything local to the game for design simplicity.

FUTURE WORK

There are several ways that this work can be extended. Firstly, a detailed profile could allow for potential matches to result in love more often. Second, an optional task we had listed was to redirect users to other games in the town for a second date. With more time, this could be a Covey.Town specific feature that adds value to being in this specific town versus other platforms.

Code: <https://github.com/neu-cs4530/spring24-project-group-105>

Demo: <https://spring24-cs4530-team-105.onrender.com>