Welcome to PersistenTown!

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Our Feature: Data Persistence

As it is currently implemented, Covey.Town does not support data persistence. This means users cannot create permanent accounts and maintain their data from session to session. This is holds back users from becoming fully invested in the game.

So… We introduced data persistence through **permanent user accounts**!

The main login screen now allows users to create a new account and sign into it. Users can sign in with Google for added convenience. If a user forgets their password, they can reset it through email. Users can also view their previous game history and a summary of their record.

Tech Stack and Design

We heavily made use of Google's Firebase service. We used it to implement an authentication mechanism, and used its Firestore database for persistence. Our front-end components used ChakraUI.

Future Work

New users can create accounts using their email or Google authentication, but Firebase allows using other third-party authentication, including Github, Facebook, Microsoft, and others, making it even easier for users to join PersistenTown. Future changes could allow for users to change their display name or email address, as currently all user information is immutable. To increase the sense of community, future developers might want to tackle making friends across accounts.

Demo and Source Code

PersistenTown is deployed at https://bit.ly/persist-live and our code lives at https://bit.ly/persist-code