

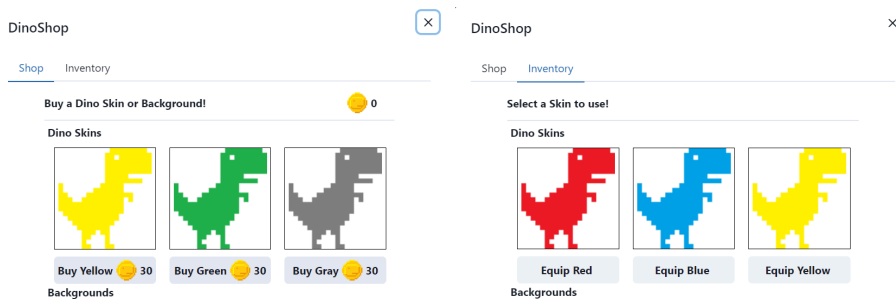
# DinoRun

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## Project Description

Certain design elements simply invite curiosity. When exploring a new digital world, your instinct is to climb the faraway mountain, to investigate the decrepit building, to creep through the small gap in the cliffside. In the best case, a dev has anticipated you doing this and placed the metaphorical cave behind the waterfall to reward your curiosity. Our team had this kind of moment as we first explored CoveyTown. Entering the archeological museum, we instinctively went up to the t-rex skeleton, hoping that we would be able to interact with it. We were not. Although we were originally dismayed by this lack of reward, we quickly realized that it was a great opportunity to improve CoveyTown.

Every bored school child is familiar with Chrome's dinosaur game. When the browser is unable to reach the internet, it displays an error and a dinosaur sprite that, when interacted with, expands into a game to play as the connection is being fixed. Given the thematic similarities to CoveyTown's archeology room, we thought that it would make a great addition to the town.

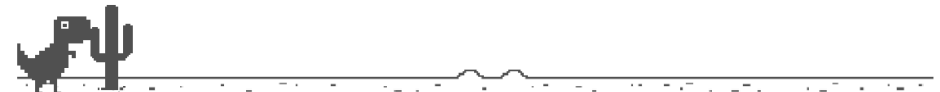
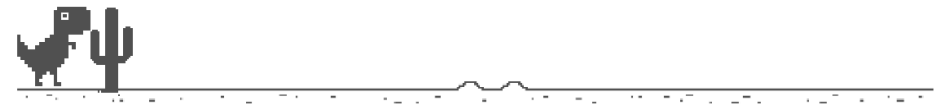


## Demo and Repo

The live site exists at <https://dino-run-swe.onrender.com/>. The repo exists at <https://github.com/neu-se/covey.town/>.

## Technology Stack

DinoRun is built in Phaser 3 and embedded into CoveyTown. It uses Firebase's Real-Time Database for storage and authentication. The shop feature is built in React and uses Chakra for the component library. It is supported with typescript-based backend and React hooks. It is deployed using Heroku and Render.



## Future Work

Further polishing of the Phaser game could be done, as the team had no Phaser experiences prior to the project. Additional extensions for this project would be adding more games to the archeology room or allowing a pet dinosaur to follow the player around.