

CS4530 Final: Quiplash

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Basic Description

Covey.town is an open-source social platform which allows people to connect in a virtual 2D town. While it includes a few game booths people can join up at, like Connect Four and Tic-Tac-Toe, we felt it was missing something: a game with more creativity in its gameplay.

We decided to change that by adding a new game:

Quiplash! Quiplash is a game where players compete to respond to prompts in the funniest way possible. At our new Quiplash booth, players can join up for a game, and even view their old scores and responses from past games.

Our game includes three types of prompts: text prompts, image prompts, and GIF prompts. We pull from a variety of sources to ensure a chaotic, varied, and fun experience!



Demo and Source

Our demo is hosted here:

<https://spring24-project-s24-group-204.onrender.com/>

Our code is hosted here:

<https://github.com/neu-cs4530/spring24-project-s24-group-204>

Tech Stack and Design

Our work extends the existing Covey.town codebase. Our frontend is implemented using React/Chakra, employing React hooks to handle updates from our backend, which handles both core game logic.

In addition to managing the state of our game, our backend also makes API calls to MongoDB, Giphy, and Unsplash to retrieve its prompts. Because these calls have a fair amount of latency to them, we worked carefully to make the game work asynchronously with other parts of the stack.

All of our git merges are tested using an automated pipeline, and then deployed using Heroku if the tests succeed and the merge is approved by one of our team members.

Potential Future Work

There's a few potential things we could do to smooth out gameplay for hypothetical future versions.

Probably the largest is "auto-completing" sections of a round if, say, players submit their responses early, or they all vote for a response early. This would need some more nuanced communication between the frontend and the backend.

Another thing we could do is try to make updates to player stats more instant. When a player joins a game, their stats show up, but only once the game updates state again. This works, but is not as convenient or intuitive as an immediate update.