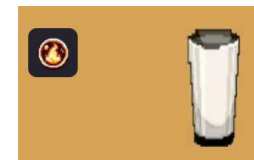


Select toppings and cheese/sauce to fulfill orders



Cooking Button and Reset/Trash



Customers and orders will appear over time

CS4530 Final Project: "Pizza Party Game"

GROUP 207: Shoaib, Jasper, Nagi, Dhivas

Press Start Game to Begin after interacting with table

Our feature: Pizza Party Game

In the original Covey.Town experience, users explored a 2D map, interacting with others they encountered. While this fostered connections, we identified an opportunity to enhance gameplay. We observed that users sometimes struggled to find ways to interact with food. To address this, we've introduced a new feature: Pizza Party Game!

A designated table on the map allows a player to create pizzas for generated covey.town customers. By approaching the station and joining the party, users can add toppings and cook pizzas- fulfilling the specific orders of the customers. The more pizzas you make, the higher your score. You can then compare high scores to see who the best pizza maker is.

Demo and Source

Our demo site: <https://pizza-party-exbp.onrender.com/>
Our code: <https://github.com/neu-cs4530/spring24-project-s24-group-207>

Start of game

Covey.Town interactable in spawn area



Technology Stack and Design Decisions

We implemented the Pizza Party Game feature in the existing covey.town codebase. Each game element such as pizzas, customers, and toppings are represented as components in the React framework. These components are dynamically constructed when the game starts and rendered on the screen using React rendering engine.

When the game starts, a series of customers with different pizza preferences are generated, which the player must fulfill by creating pizzas with the correct toppings. The game state is tracked by the PizzaPartyAreaController backend, and synced to each client using React state and effect hooks. A game area was added to the React.JS UI to display the game elements such as pizzas, customers, toppings, oven, and trash. This game area relies on several React hooks to receive updates.

Our continuous integration pipeline runs an automated test suite on the frontend and backend components, and then deploys the site using Heroku and render.com.

Future Work

- Audio cues for pressure and challenge: These cues can enhance the experience- immersing players in the fast-paced world of cooking.
- Player profiles and social features: Connecting with friends, sharing achievements, and competing against others.
- Unlockable ingredients, dishes, and tools: As players progress, they can unlock new ingredients, recipes, and gadgets, adding depth and variety.
- Animations for preparing food and serving customers: Realistic animations bring the cooking process to life, making it satisfying and