

Covey.Casino

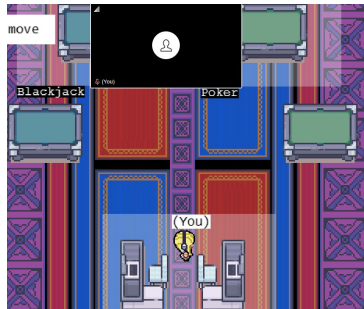
Proposal

In Covey.Town, games exist as another social conduit for users to interact while they meet virtually. However, there exist no multiplayer games(games for more than 2, and a variable number of players), which makes it difficult to use games as a meeting space for anything other than one-on-one meetings. In addition, the games that exist are simple and provide no continuity of rewards for users to track their progress and encourage return.

Our proposal is to implement games that will cover both of these shortcomings - blackjack and poker. These games can be played with up to 8 players, making them excellent options for variable-player games - in addition, players who do not sit at the table can still watch and chat with the players, making the games viable meeting spaces for large groups. They do not require too much user attention, which also makes them attractive as backgrounds for a larger meeting. The games also provide a good avenue for persistent rewards, a player might earn money from being logged in to Covey.Town, and can earn more through playing blackjack or poker, they may then use there money to buy new card skins used within the games.

Product

Our product can be found at <https://spring24-project-group-209.onrender.com/> and our code is at <https://github.com/neu-cs4530/spring24-project-group-209>



Select a username and password

Enter existing username and password to log-in
Or new username and password to register

Name

Password

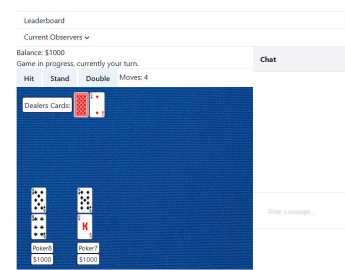
Technology and stack design

We implemented poker and blackjack as extensions of the game area interactable class. They have their own objects in our Tiled map and which allows them to be loaded and interacted with by the player. These games are displayed in the frontend using chakra and other assets that we created for the cards and backgrounds. They are synced to the players using the backend which is deployed on Heroku. The shop area is an extension of the interactable class as well and is designed in a way to make future shop implementations easier and faster. This will allow for improvements to the current shop as well as multiple kinds of shops being able to be created. Our tech stack also includes firebase, which we use for account authentication as well as storing the data of our users for persistence.

Future Work

As stated before there is a lot to be done with the new shop area interactable, with the coolest idea being to create a shop where people can sell stuff that they own/create in covey.town. This would create a dynamic shop and make use of the skeleton backend that is created already. Future work for our casino games includes improving the visuals so they are more of a table and less of a grid as well as adding more casino games and other ways to earn money.

Blackjack



Poker

