

Covey.Casino (Group 307)

Gilad Avni-Heller, Nadine AlMuashar, Omri Leshem, Parker Brandt

Deployed Demo:

<https://spring24-project-team-307.onrender.com/>

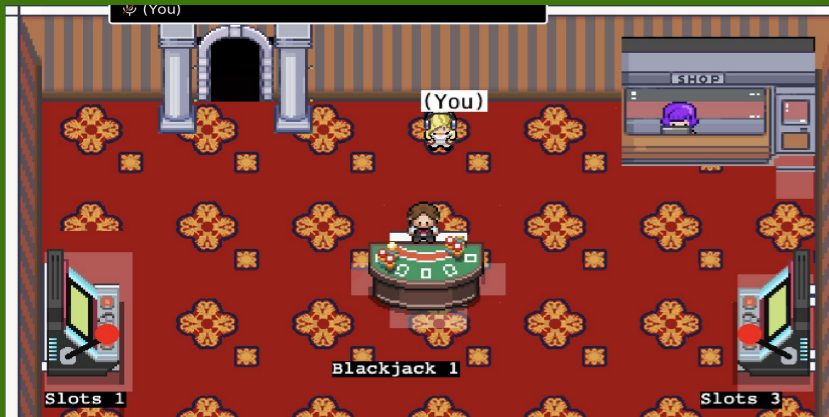
GitHub Repo:

<https://github.com/neu-cs4530/spring24-project-team-307.git>

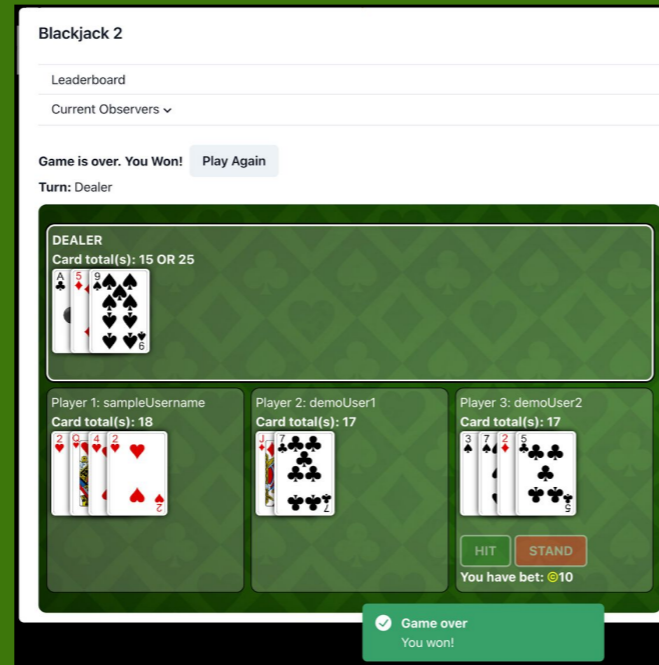
Our Feature: Covey.Casino

Covey.Casino is a new area within Covey.Town dedicated to the traditional gambling games of blackjack and slots. Players have the opportunity to engage in blackjack against a non-player dealer or gambling their Covey.Coins (our in-game currency) on slots. There is a navigable Shop Area where players could make purchases with their hard-earned money. Players have to create a new profile or log into an existing one to maintain their balance and purchased items.

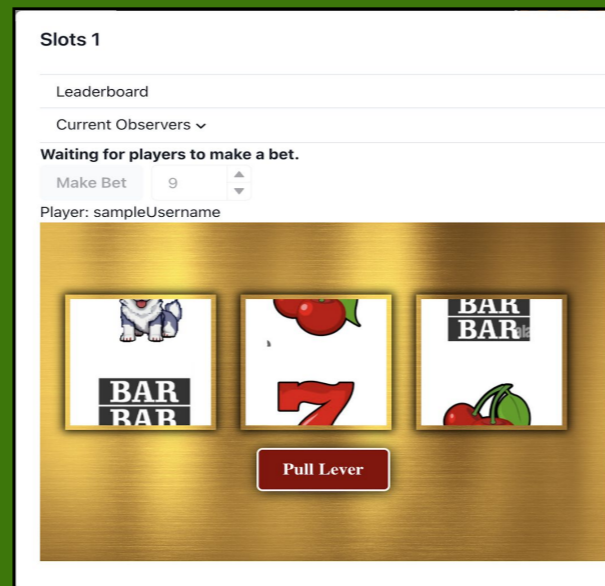
We believe this will add a new feature to Covey.Town where players would gain a sense of continuity across logins, feel high stakes in the gain and loss of Covey.Coins and interact with the other players in Blackjack and the Casino Area.



Blackjack gameplay pictured below



Slots gameplay pictured below



The Casino Area pictured to the left

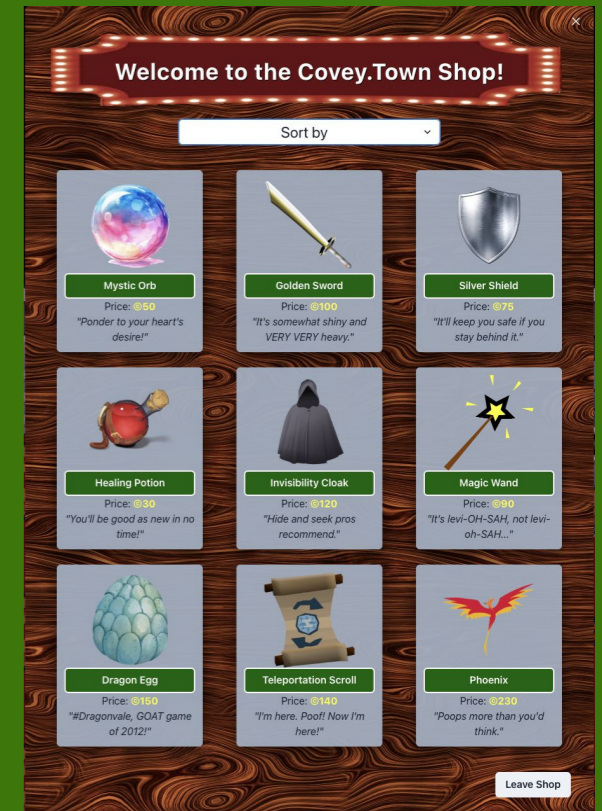
Our Tech Stack & Design

We implemented each Casino game by extending the existing Game and GameArea interfaces. We added three new interactables, one for Blackjack, one for Slots and one for the Shop (the shop with its own new interactable type).

Each area is accompanied by at least one object of its type in the updated tilemap.

The CasinoArea in addition to the interactables were uniquely designed to make the aesthetics and experience of a Casino come to Covey.Town.

Firebase was used for both authentication and data storage. No other additional technologies were used.



The Shop items pictured above

Future Work

We believe that the abstraction of the code could be done more properly in between the games. In some aspects of the design, it is specific to ConnectFour and TicTacToe where we had to adjust our code to fit in the previous designs. Other Casino games might not be able to be refactored into these specifics, therefore creating a broader Game Area or more specifically a Casino Area for its unique games.

Future work could also entail creating features for each item bought from the Shop in the Casino, adding Poker or other Casino games, extending the current game features to spectate the game if its full, make it accessible for visually impaired individuals, sending Covey.Coins to other players and so on.