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📖 Covey.Town Library 📖

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Feature overview

Currently, Covey.Town is made up of spaces that only persist as long as users are engaging with them. We believe that in order to create a meaningful, engaging community space, there should be a common area where users can collaborate, be creative, and make things that will persist beyond the time when the user is in the space.

Our project is a **collaborative library** where Covey.Town users can share and read books. Users can author a book, submit a prompt for themselves and others to respond to, or pull in a public domain book from OpenLibrary. They can read submitted books in a persistent global library and favorite books for quick access in the Favorites bookshelf.

Users have a chance of gaining **magic powers** when they read books, and as their magic levels increase they can cast spells which modify their sprite's appearance.

To support all of the above, we also added a new user login system.
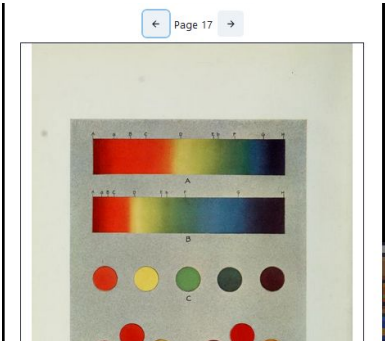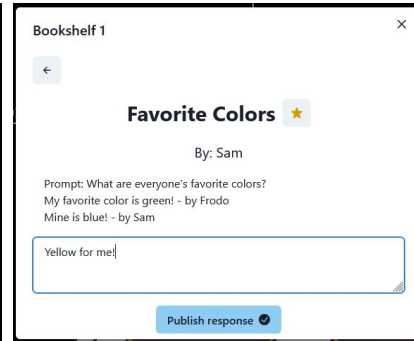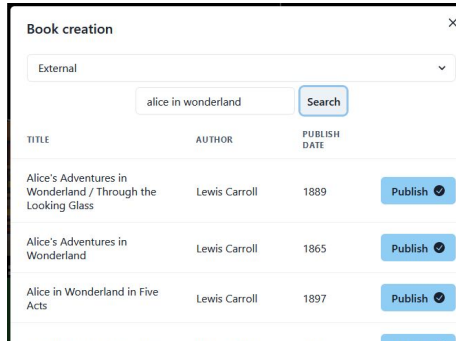
Design and tools

Our additions to the Covey.Town codebase consist of backend and frontend `Books`, two new `InteractableAreas` for drafting and reading books, frontend `Bookshelves`, controllers for each `InteractableArea` and the `Books`, database integration through `FirebaseApi`, user authentication, sprite modifications for "magic spells," and a `MagicSidebar`.

We used Firebase for our backend database, OpenLibrary API to integrate external public domain books, and Phaser to perform the sprite modifications that happen when a user casts spells.

Future work

If we were to extend our project, we would polish our book reading and writing UIs with interesting assets to give them a library-like feel. We would also create a leaderboard for magic levels, and moderation tools for the library like an option to report inappropriate books.

Links: demo @ https://covey-town-library.onrender.com, repository @ https://github.com/neu-cs4530/spring24-project-group-309