



Group 311: Amanda Lee, Helen Miao, Shrey Patel, Veda Nandikam

Technology Stack & Design Decisions

We used Typescript as our coding language and Git to collaborate. We used Firebase for authentication as well as for our database. We used Swagger for API calls, Render for deployment, and Twilio was used in the original Covey.town video features. We implemented the hospital area feature in the existing Covey.town codebase where the area is represented as an object in the tilemap and the area was designed using the map editor, Tiled. The object is dynamically constructed when the map is loaded, and rendered on the screen by Phaser. The hospital area modal, pet selection modal, and all our frontend UI are created using React/Chakra UI. The logo for our name and our poster design was created using Figma.

Feature: Pets

In Covey.Town, we noticed how playing as just a singular character may be lonely and boring with little incentive to log back into the game. Moreover, there is nothing that is saved between Covey.town sessions, which leaves users feeling disconnected from the game. Thus, we grew interested in the idea of adding **Pets** to Covey.Town that can accompany your character! Pets and their respective information would be saved and retained across sessions.

Pets bring more uniqueness to each user who could have a different pet and pet name. A user's pet follows them around the map, offering cute companionship! Users are incentivized to regularly log into Covey.town to care for their pets by tending to their wellness bars that give visual feedback of the pet's health.

A new, interactive hospital area where the pets can be taken care of also immerses the user in the pet experience, making Covey.town more engaging. This feature brings a cute and fun element to the game where users can find fulfillment in seeing their care for their pet reflected in their pet stats. This feature makes the game more interactive, personable, and memorable!

Future Work

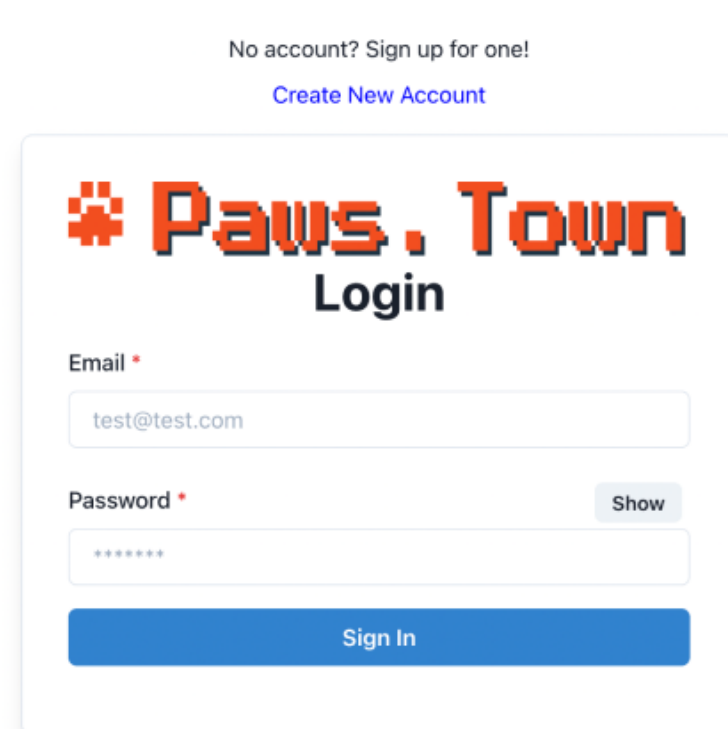
We would have loved to be able to integrate our Optional features, which would be great as possible future work. For example, having customization of a user's pet at the beginning where they can choose different colors, clothes etc. Another possible feature could integrate more interactions between different users and their respective pets such as trading pets or playing with each other. These could help enhance the pet user experience even more.

Demo Site:

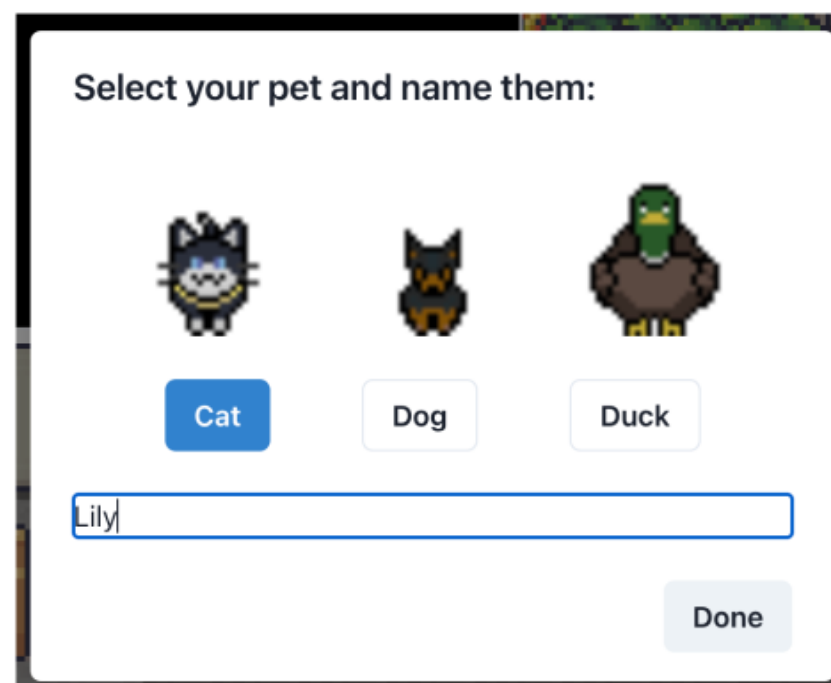
<https://spring24-project-team-311.onrender.com/>

Repo Link:

<https://github.com/neu-cs4530/spring24-project-team-311>



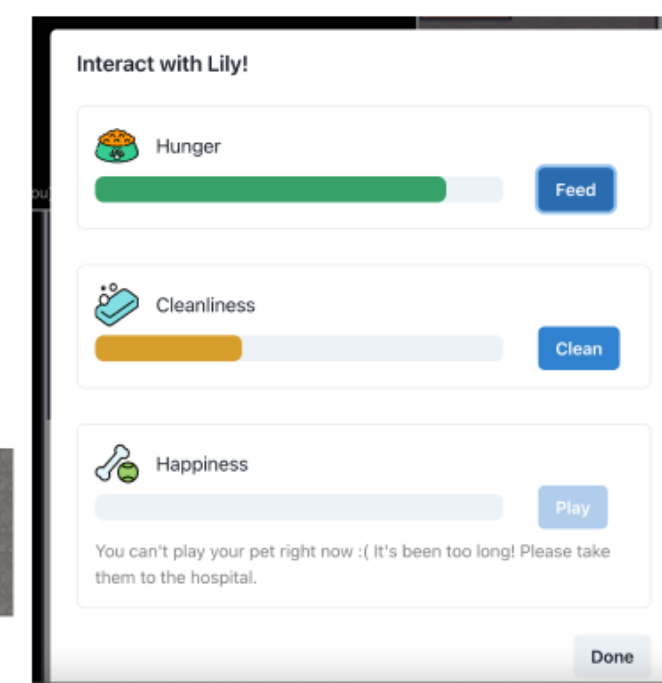
Authentication where a user can either login or sign up



Pet selection modal when a user first joins a town where they can choose and name their pet



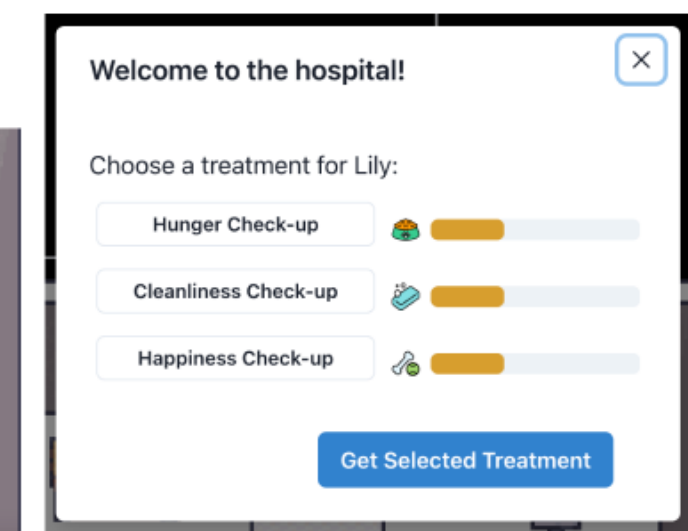
Different emotes for different states of the pet to remind the user to care for them



Pet care where a user can feed/clean/play with their pet



New hospital area on map



Hospital modal shows up when a user presses spacebar in the area. After a loading animation, a pet's selected stat will be healed.

