

CS4530 Final Project: "Bomb Party"

Group 414: Damon Mack, Eric Wang, George Doty, Thomas Wilson

Description:

When first entering Covey.Town we felt that it lacked gameplay for larger groups. Our goal was to make a game that was fun for groups of both casual and competitive players. After much deliberation, we decided to add Bomb Party to Covey.Town. Bomb Party is a turn-based online word/party game that challenges players by testing their vocabulary in a fun yet competitive environment.

Here's how it works: Players are presented with a short string of random letters, and their task is to craft a word that includes that string. The players must submit a word containing that substring before the timer runs out. When the timer runs out, the bomb explodes, and the current player loses a life. Each player has three lives, and the last one standing emerges victorious.



Future Work:

In the future, there are a few things that we would like to see added to our BombParty game. The easiest thing to add would be a settings panel on the front end. We have settings implemented in the backend but couldn't fit adding a setting window into our last sprint. Another thing we would like to see added would be an option to change difficulty, resulting in more or less common substring prompts. Lastly, we think that a single-player practice mode would be fun for players without a group to play with.

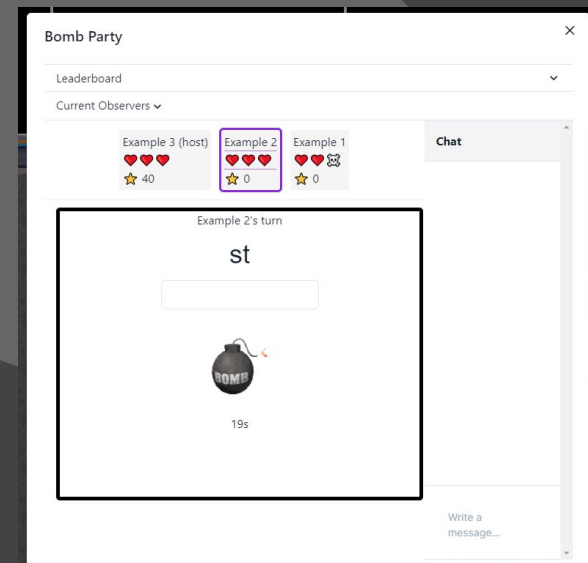
Tech Stack and Design:

We implemented our feature on top of the existing Covey.Town codebase by adding a new GameArea in the basement area of Covey.Town. Using Tic Tac Toe and Connect Four as inspiration, we created a new BombPartyArea.

We utilize setTimeout and setInterval in the backend to handle the timing of our turns and execute updates at the ends of each turn and each tick of the countdown.

Bomb Party's implementation also includes a dictionary that loads over 370,000 words for players to enter when prompted.

The implementation strongly follows model-view-controller, with the classes in townservice having complete control of the game's data representation and the BombPartyAreaController serving as the interface between the react components and the model.



Demo & Source:

Demo site: <https://spring24-project-group-414.onrender.com/>

Repo: <https://github.com/neu-cs4530/spring24-project-group-414>