



CS4530 Final Project: Covey Cats!



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Our Feature

Covey.town is an amazing platform for users to interact and play games with their friends, but what if the user wants a break from socializing and spend some time on their own without being lonely? Our idea, covey cats, easily solves this issue by allowing users to have a life-long companion with them throughout their entire covey.town experience.

With this new feature users can visit the adoption center to pick out and name their very own cat. After adoption, the cat will walk around with the user wherever they go and will always be there whenever they log back in. Users can interact with the cat by playing, bathing and feeding their cat to keep them happy and healthy. Users also have the opportunity to further customize their cat by adding accessories and changing their name. Once the user had enough they can head back to the adoption center to give back their cat:(

Technology Stack & Design

- We utilized firebase for user authentication, allowing users to sign up using email and password, and subsequently log in using the same credentials. This way we were also able to store the cat data in order for the user to keep their cat whenever they come back.
- We used axios in order to connect the frontend to the backend server. Specifically, this library helped us make requests from the frontend to backend endpoints that interacted with the cats and users collections.
- We utilized Chakra UI for styling frontend React components, including the adoption center, profile, and surrender cat modals.
- We created pixel art for each frame of the cats and converted them into SpriteSheets that we then animated within TownGameScene
- We created an adoption center area using Tiled, where we made the front desk interactable by having a pop-up modal that helps users guide their way to adopting their cat.

Future Work

In the future we would love to implement more animation features, so cats can emote in the game and also be able to interact with other cats when two cats come close to each other. Another great feature would be the option for users to take pictures of their cats in the game and collect them in a photobook. Lastly we also thought of creating a cat cafe for other users to hang out with all the cats.

Demo and Source

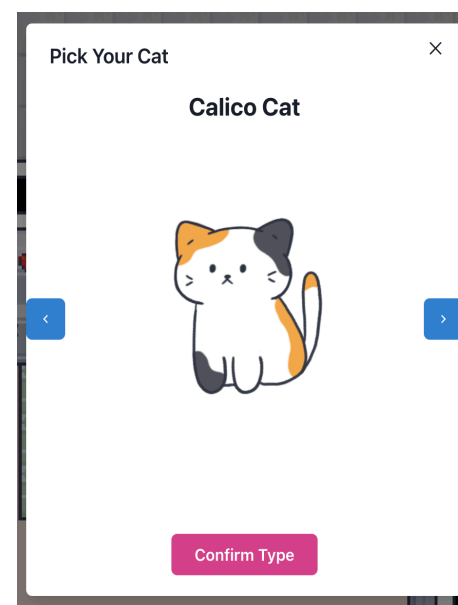
Frontend: <https://spring24-project-group-502.onrender.com/>

Backend: <https://covey-cats-b1be96275933.herokuapp.com/cats/4HsOqhpYL2HnZwT8uv4w>

Code: <https://github.com/neu-cs4530/spring24-project-group-502>



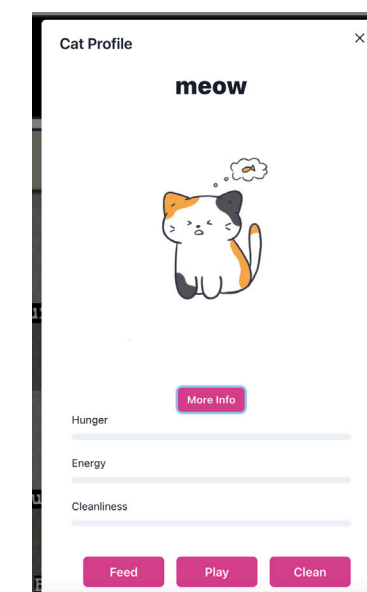
Adoption Center



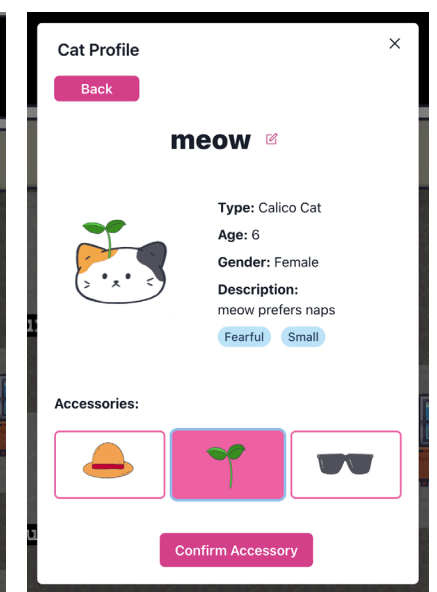
Picking Cats



Cat Sprites



Cat interactions



Cat extra info