

OUR FEATURE

Our feature for Covey. Town is an interactive kitchen area, where users can get ingredients from the refrigerator and experiment different ingredient combinations at the stove to discover our hidden recipe. There is also an inventory, so that the user can interact to organize the items or consume the delicious food they just cooked.

Many people complain about the lack of interaction with other players in this virtual world. What if you don't want other players to see you? What if you want to walk faster in this giant office? What if you want to look different from others? Our team implemented various enhancements for your virtual character, each is associated with a recipe. Enjoy the surprise of what enhancements you may get from the food you cooked.

FUTURE WORK

The main objective for our team to improve is to add more social functionalities to the kitchen area. We are planning to enable users to see the recipes they have already discovered, so that they don't have to memorize the ingredient combinations they used before. Apart from that, when a user clicks other players in the area, they will be able to see the recipes that player has made, so players are able to exchange their discoveries in the area. Lastly, adding more ingredients and recipes is also an improvement we could work on.

COVEY KITCHEN

CS4530 Final Project

Group 507:

Yinuo Wu, Yunkai Wang, Veronica Lekhtman

Source Code

Github Repo:

<https://github.com/neu-cs4530/spring24-project-team-507>

Demo Site:

<https://spring24-project-team-507.onrender.com/>

TECHNOLOGY STACK & DESIGN

We built our functionalities based on the existing Covey.Town codebase, employing both the Stove game and Refrigerator game as model components to manage the state. Their controllers serve as the channel to communicate between the front-end and the back-end. And there is a Inventory which keeps its state consistent among the stove, refrigerator, and the social sidebar. The project also utilized MongoDB to manage the database our project needs to store all the ingredients and recipes. We also relied on Phaser API to edit the character's outfit change, invisibility, and speed-up buff.

DEMO

