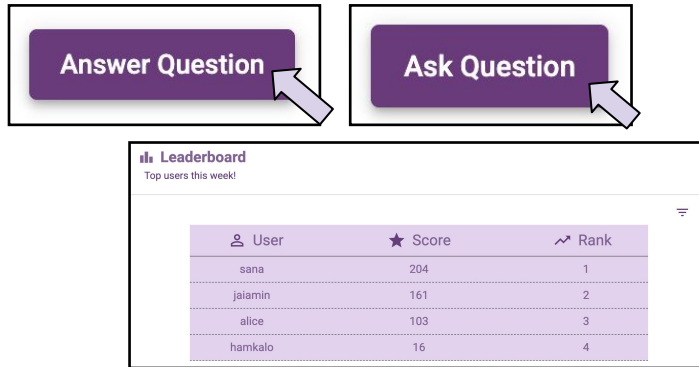


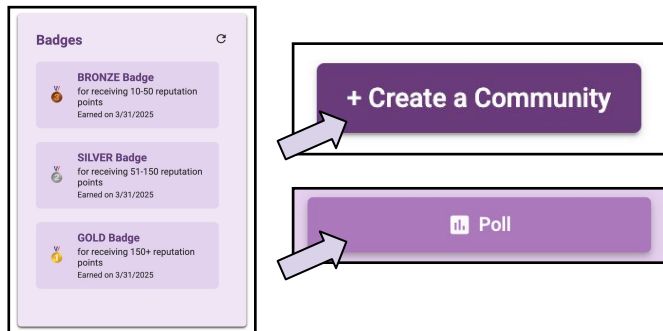


CS4530 Final Project: Jai Amin, Allison Blair, I Man Liu, Megan Liu

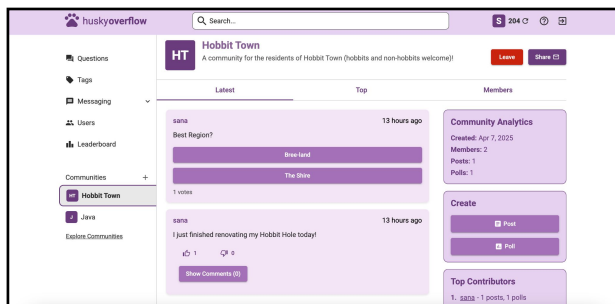
1. Build Reputation



2. Unlock Privileges



3. Explore Communities



Overview

We made huskyoverflow more engaging by adding a reputation system that rewards users for posting helpful content. When a user's questions or answers get upvoted, or they ask a question/answer, they earn points—and if they get downvoted, they lose some. As a user gains points, they can earn badges. There's even a leaderboard that shows them how they compare to other users. Lastly, we added community pages so users can join groups based on their interests, make posts or polls, and invite friends. This allows users to have meaningful interactions with others and form bonds!

Tech Stack

We built on top of the existing FakeStackOverflow technologies. We used TypeScript, Mongoose, and MongoDB on the backend, and React, TypeScript, and CSS on the frontend. We followed the original backend structure with service, controller, and test files (using Jest and Mockingoose) for features like reputation, badges, communities, posts, and polls. We also followed the original frontend structure with index.tsx, index.css, and hook files for a variety of features. Finally, we used Cypress for end-to-end testing.

Future Work

A possible feature that we could implement is adding a moderator role for communities. Moderators would have certain privileges such as the ability to delete posts, polls, comments, or users who are being disruptive. Another feature would be to include images in posts, which would enhance the content. A third feature could involve sending the user a notification when they earn a badge or when their badge gets revoked.

Code

<https://github.com/neu-cs4530/spring25-team-project-spring25-project-group-507>

Demo

- Frontend:
<https://cs4530-s25-507.onrender.com/>
- Backend:
<https://cs4530-s25-507-backend.onrender.com/>