

TeamNite

Group 102: Tyler Lam, Dylan McConnell, Keelan Donovan, Johnathan Villa

Features and Description

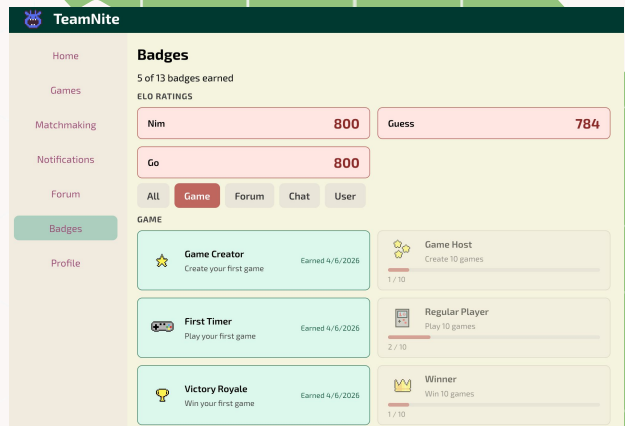
TeamNite has the foundation of a great social gaming platform, but currently lacks the features needed to keep players engaged over time. Gaps in progress tracking, multiplayer accessibility, community interaction, and user privacy make the experience feel incomplete. We're proposing four key upgrades to change that. A badge and ELO system will reward players for wins and in-game achievements, making progress feel visible and meaningful. Automated matchmaking will make it easier than ever to find and join multiplayer games. AI-assisted forum tools will improve thread discovery and organization, encouraging richer, longer-lasting community discussions.

Finally, enhanced privacy and blocking controls will give users the ability to protect their profiles and feel safe interacting on the platform. With these additions, TeamNite becomes a more immersive, social, and secure experience.

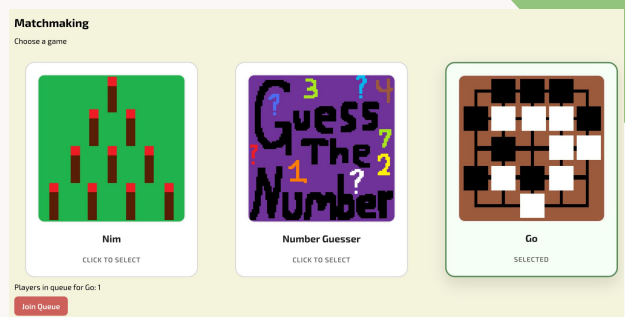
Technology Stack & Design

We implemented our features on the existing GameNite starter code, improving the UI with CSS styling and React Bootstrap components. The badge system extended the existing user data model, matchmaking built upon Socket.io for real-time pairing, and forum improvements added AI-assisted search to the existing thread structure. Our CI/CD pipeline runs a Vitest suite checking ESLint formatting and backend tests, with both the frontend and backend deployed on Render.

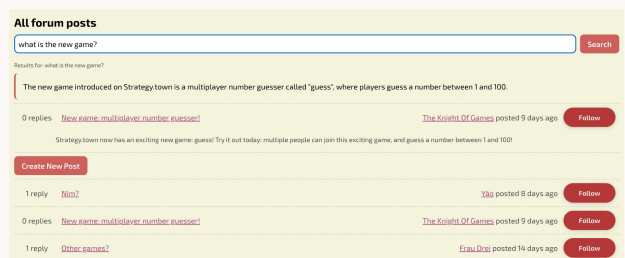
Badges



Automated Matchmaking



AI Forum Search



Future Work

In the future, we would like to implement leaderboards for competitive play, allowing users to compete for top rankings and fostering a more competitive and engaging experience on the platform.

Demo & Source

Our demo site is available at <https://spring26-project-group-102.onrender.com/login> and our code is available at <https://github.com/neu-cs4530/spring26-project-group-102>