

ABOUT

FriendLink is a full-stack social gaming platform built on the GameNite codebase. We added a persistent social layer (friends & private messaging), invite-only game coordination with shareable links, full profile customization with emoji/custom avatars, an achievements system, live online status indicators, and dark/light mode theming — converting a session-based game app into a lasting community.

Live Demo

<https://spring26-project-group-103.onrender.com/>

Source Repo

<https://github.com/neu-cs4530/spring26-project-group-103>

KEY FEATURES

Friends & Direct Messages — Send requests, accept/reject, block users, real-time notifications

Invite-Only Games — Private lobbies with shareable invite links; convert to public anytime

Profile Customization — Display name, bio, emoji or custom avatar, achievements badge system

Online Status — Live green/yellow/red dots; auto-away on idle; appear-offline mode

Dark Mode — CSS token theming; persists via localStorage; follows OS preference

In-Game Private Chat — Recipient selector in chat panel; public vs private message labels

TECH STACK & DESIGN

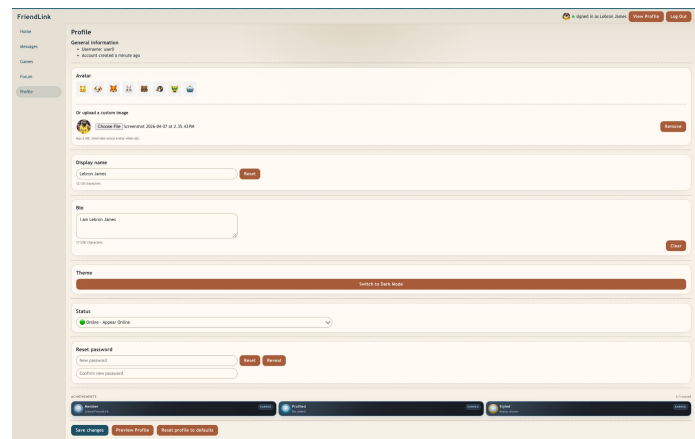
Client: React SPA, React Router, TypeScript, CSS custom properties
Server: Express REST API + Socket.io (real-time) + Keyv (storage)
Shared: Zod validation schemas & TypeScript types across packages
Monorepo: Three npm workspace packages: client / server / shared
Testing: vitest + testing-library (unit), Playwright (end-to-end)
Deploy: Render cloud hosting

Process & Workflow

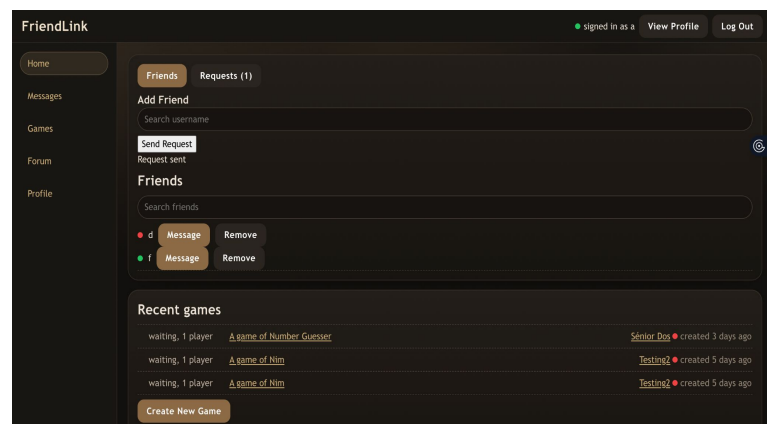
- 3 agile sprints: Sprint 0 (planning), Sprint 1 (backend), Sprint 2 (frontend), Sprint 3 (polish & deploy)
- GitHub Projects board with issue tracking and short-lived feature branches
- Weekly TA check-ins supplemented by async standups between sessions
- All feature work merged to main only after at least one PR review

SCREENSHOTS

Profile Customization



Friends & Direct Messaging



WHAT'S NEXT

- Push notifications (email/mobile) for friend requests & DMs
- Group chats beyond one-to-one direct messaging
- More games and a plugin architecture for new game types
- Friend activity feed and game history timeline
- Migrate Keyv to a persistent DB (PostgreSQL / Supabase)
- OAuth login (Google / GitHub) for easier onboarding