

GameNite Unlocked! enhances user engagement and improves connectivity through secure authentication, personalized profiles, new social features, and a rewarding achievement system.

**Leaderboard**

#	Player	bronze	silver	gold	platinum	Total
1	Huskies Fan	3	1	—	1	5
2	Alexander Rosenthal	2	—	—	—	2
3	The Knight Of Games	2	—	—	—	2

**NIM: PLATINUM**

Win a game of Nim after taking the same number of tokens very turn.

1 / 1

Dark Mode

**Huskies Fan**

**General information**

- Username: user5
- Account created 7 days ago
- Authenticated with Yahoo
- Email: testusergamenite@yahoo.com

Huskies Fan

Yao

### What's Next!

More profile customization through banners or color themes.  
 Friends activity feed to showcase newly unlocked achievements and recent gameplay.  
 XP/Leveling system based on achievements and site usage.

**GameNite Unlocked!**  
 the new and improved interactive gaming site !

Project Link: <https://gamenite-104.onrender.com/>

Sign in with Google

Sign in with Yahoo

Create New Account

**Pending outgoing requests**

Yao

Frau Drei

**Send friend request**

Enter username

Send request

**Your Friends**

Alexander Rosenthal [Message] [Unfriend]

Huskies Fan [Message] [Unfriend]

### Tech Stack & Design Decisions:

- Frontend: React, Typescript, Vite, Playwright
- Backend: Express. MongoDB, Vitest
- OAuth support with openid-client, secure session data with express-session, and email sending with nodemailer.
- Real-time gaming and chats are handled through Socket.io events, while forums, leaderboards, and profiles are exposed through REST API endpoints.

The backend combines Express route controllers with socket middleware that authenticates via session data, keeping real-time and REST flows consistent.

The app supports authenticated, interactive features like forum threads, game lobbies, leaderboards, and direct messaging. Server-side design emphasizes modular controllers and a clean API structure under /api. Frontend UI uses context providers, hooks, and error boundaries to manage auth state, theming, and runtime stability.

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