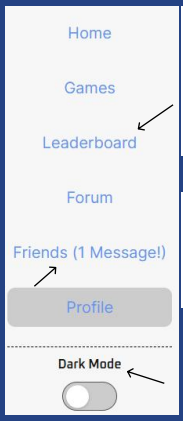
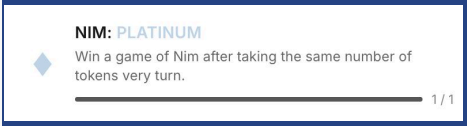
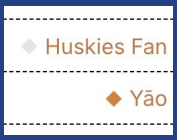
GameNite Unlocked! enhances user engagement and improves connectivity through secure authentication, personalized profiles, new social features, and a rewarding achievement system.







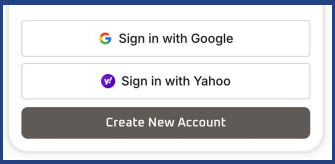
What's Next!

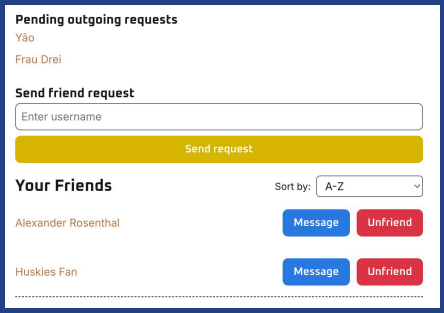
More profile customization through banners or color themes. Friends activity feed to showcase newly unlocked achievements and recent gameplay. XP/Leveling system based on achievements and site usage.

GameNite Unlocked !

the new and improved interactive gaming site !

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





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 gameing 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.

Group 104 -
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Source Repo: https://github.com/neu-cs4530/spring26-project-spring26-project-group-104-1