

GAMENITE TAVERN

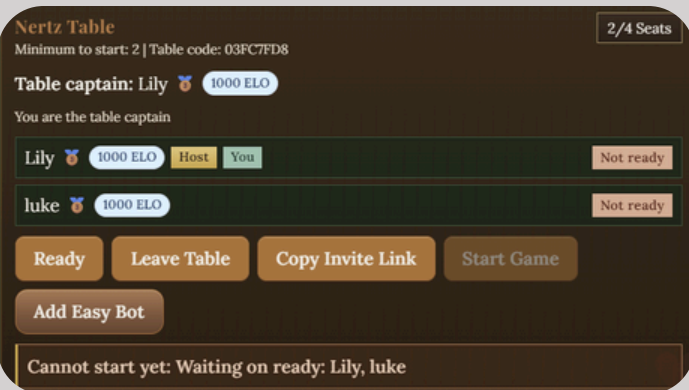
DEVELOPED BY IPEK OZCAN, LUKE CHRISTENSON, NIKHIL MENON, NICOLAS CRUZ

WE MAKE IT EASY TO PLAY GAMES WITH YOUR FRIENDS

Transform your casual mini-games into a competitive, real-time social platform. Play Nertz online built to replicate the in-person experience. You and your friends can now jump into lobbies with ease and track your progress with ELO rankings!

LOBBIES

Introducing lobbies! Get rid of the mess of joining multi-player games, and know who you're playing before starting the game.



TECH STACK

React + TypeScript + Vite (client), Express + Socket.IO (server), MongoDB/Keyv (data), shared Zod types.

WHAT'S NEXT?

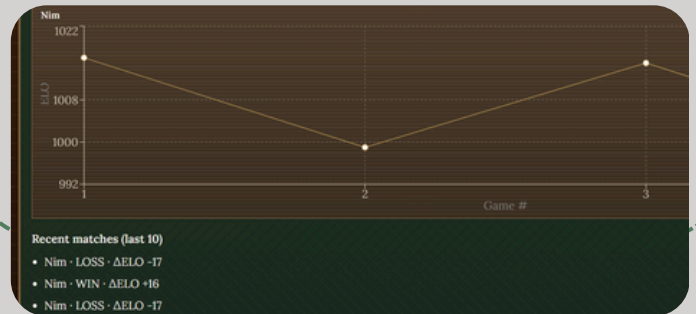
Spectator Mode, Custom Avatars, Improved Caching Systems

DESIGN

Server-authoritative + race-safe Nertz state (fairness/correctness), Socket.IO real-time sync (instant multiplayer updates), dedicated Competitive Profile system with ELO and rank tiers.

ELO

Who's really the best player.. Now you don't have to ask! With a nuanced multi-person ELO system, ELO is calculated for *all games*, including Nertz! See your progress and win/loss history, and aim for the next rank.



Our most competitive game yet! With real-time updates, race your friends knowing the results are entirely skill.

NERTZ



FIND OUR PROJECT HERE!

NertzNite: <https://spring26-project-group-107-helloworld.onrender.com>

GitHub: <https://github.com/neu-cs4530/spring26-project-group-107-helloworld>