

STARRYNITE

TEAM 109

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OUR PROJECT

StarryNite is a social and gaming platform designed for night owls. Our platform includes new security features, DMs, more ways to interact on forums, and a new game type of UNO!

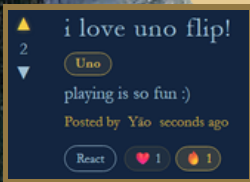
DEMO SITE: <https://spring26-project-group-109.onrender.com>

SOURCE REPO: <https://github.com/neucs4530/spring26-project-group-109-1>



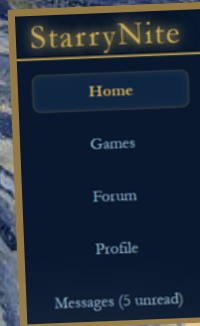
FORUMS

- Upvote or downvote posts you like, and sort by votes
- Add tags to your post and filter based on tags
- React to posts with emojis!



DESIGN DECISIONS

- User Interface built using React
- Back-end server run on TypeScript
- MongoDB is used for the database
- The website is deployed through Render
- OTP are created and verified through otplib
- Email delivered through the Resend platform
- Password reset is on a separate route and page to avoid adding complexity to the login code
- Created new types to support direct message handling
- Client-side handling for filtering and sorting of forum posts and password requirements to avoid network latency



MESSAGING

- Search for anyone you want to talk to or choose from a list
- Get unread notifications on your sidebar in real time and for each DM
- See at a glance when the last response in chat was



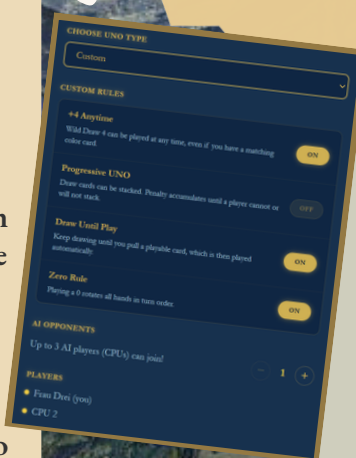
SECURITY

- Toggle for 2FA
- Requires email – sends email notifications on login
- Requires a strong password
- Prevents 3 previous passwords from being used



UNO

- Play an entire game of UNO with up to 4 players
- Choose between 3 types: Standard, Flip, or Custom
- Add AI players to fill up remaining spots



WHAT'S NEXT

These are some additional features we would like to add for future users!

- CAPTCHA on login
- Profile photo for users
- DM toggle
- Ability to add or remove special cards from the UNO deck
- Hotkey for calling UNO