

Feature Overview

In GameNite 95 you are able to play battleship against a player or AI.

- When playing with an AI you are able to choose the difficulty.

You can also create and join a club and chat with your team members.

There is also a leaderboard keeping track of the score of all the players.

You are able to invite your friend to a game

You can customize your profile, adding a banner, and a bio

Screenshots

Battleship

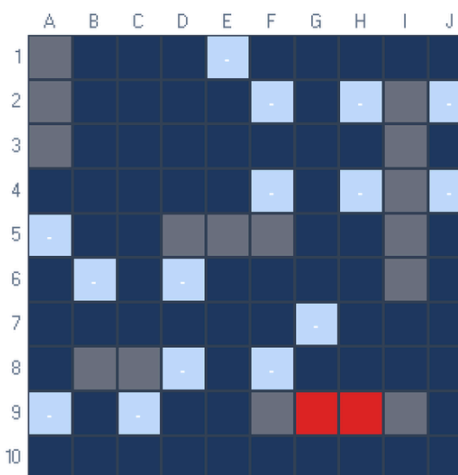
Game room created a minute ago
you are player #1

Battleship

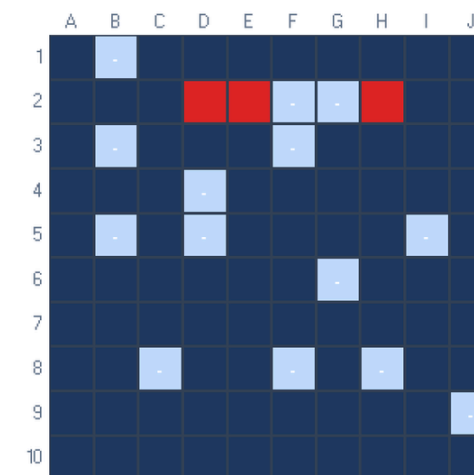
Your turn - click on the enemy waters to fire!

Enemy ships sunk: 0 / 5 · My ships sunk: 0 / 5

You



Enemy



Ship Hit Sunk Miss Unknown

Club tab

Technology Stack & Design

TECHNOLOGY STACK

- ▶ Built frontend with Windows-95 inspired theme with a component based framework
- ▶ Integrated Single Sign-On for secure login and session management across the platform
- ▶ Used MongoDB to manage user profiles, friends, clubs, leaderboards, forum posts, and game state persistence.
- ▶ Add more bullet points as needed for your project's tech stack.

Next Steps

FUTURE IMPROVEMENTS

- We plan to add more robust inter-club communication/interaction
- Adding more themes to give users more UI options
- Make battleship between clubs more intuitive
 - Allow each member to place a ship
- Allowing club members to play club-specific games within their club