

LEAGUE OF CONNECTIONS

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OVERVIEW

League of Connections (LoC) is an online browser-based competitive game platform that emphasizes ranked gameplay, structured discussion, and inclusive design.

DEMO SITE

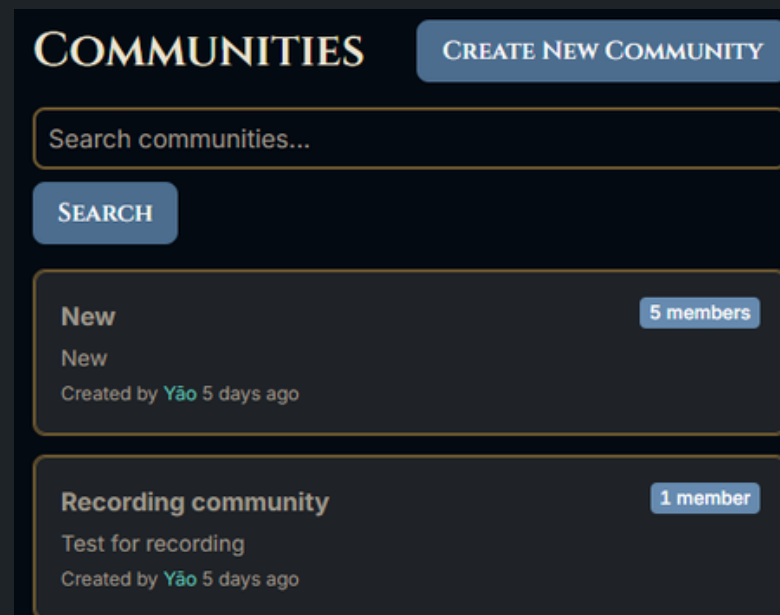
spring26-project-group-1z7t.onrender.com

GITHUB

<https://github.com/neucs4530/spring26-project-spring26-project-group-113>

NEW FEATURES

Join or create new communities with other players!

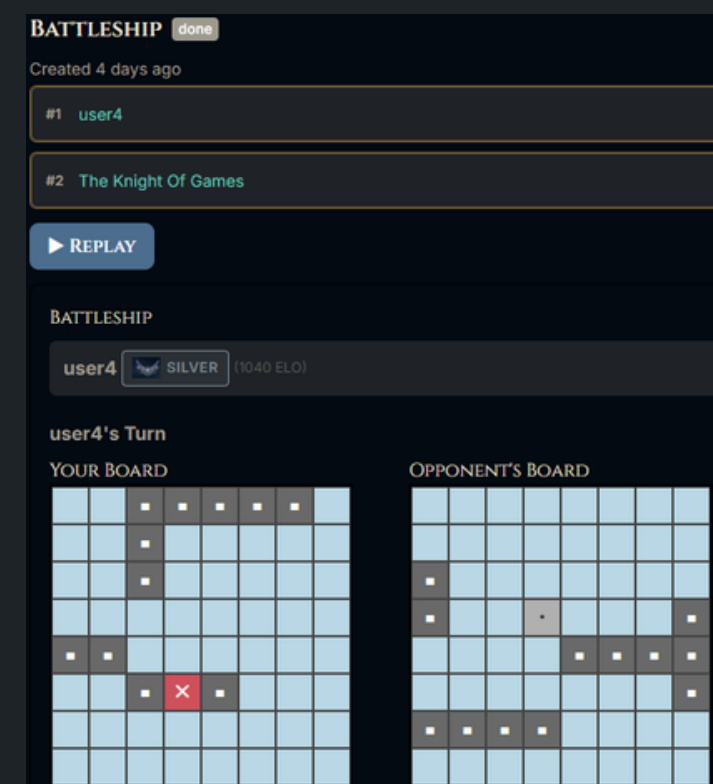


Choose your preferred font size, along with accessibility settings!

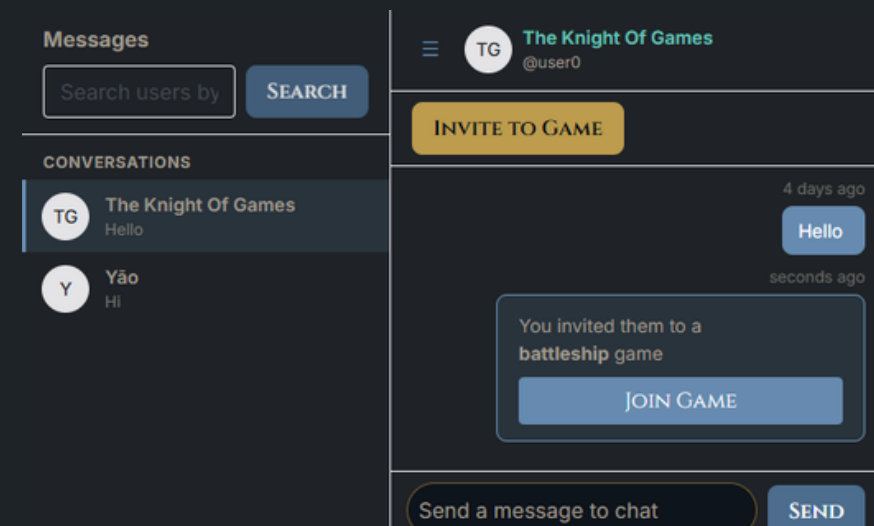


Play in competitive matches of battleship, and see how your rank updates live!

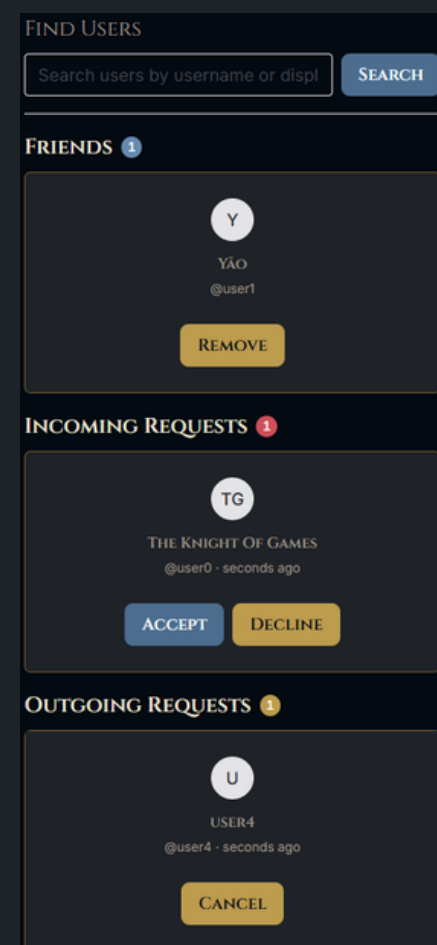
BATTLESHIP LEADERBOARD				
RANK	PLAYER	TIER	ELO	W-L
1	user4	SILVER	1040	2-0
2	Yáo	SILVER	1020	10-9
3	test	SILVER	1000	0-0
4	Sénior Dos	BRONZE	960	4-6
5	Frau Drei	BRONZE	940	3-6
6	The Knight Of Games	IRON	680	9-25



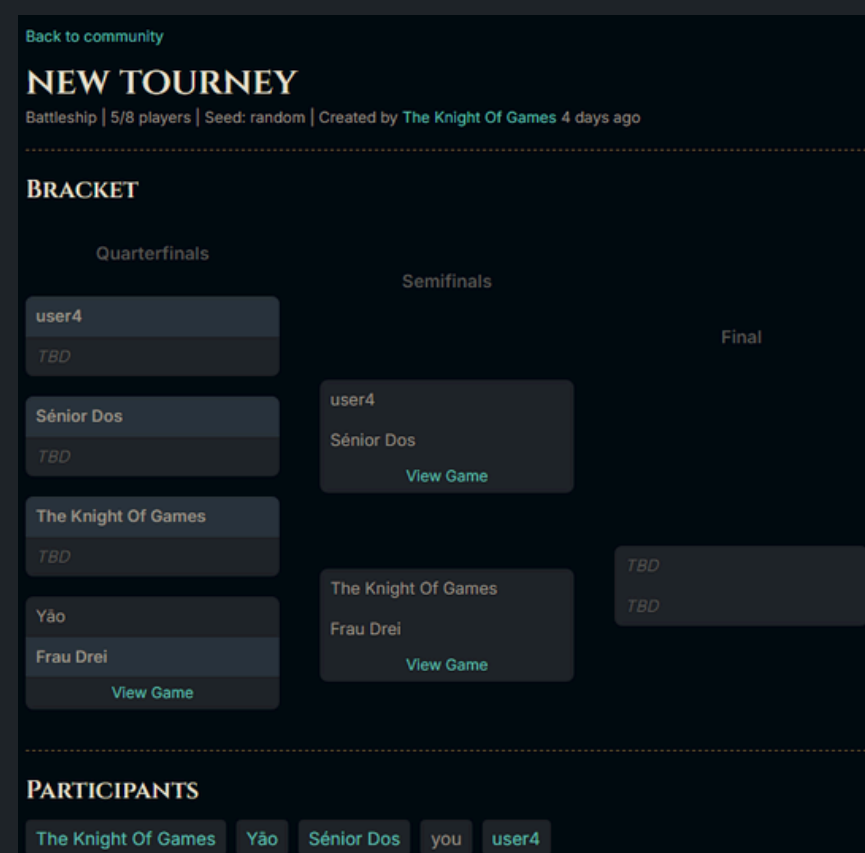
Chat with other users and invite them to play games!



Find new friends!



Participate in community tournaments!



TECHNOLOGY STACK & DESIGN DECISIONS

Our site features a Battleship game with 3 levels of AI opponents (random, BFS based, heatmap driven), an ELO system with a global leaderboard with live updates, and replay/history functionality. There's also a community system with forums and tournaments, along with a friends and direct messaging system. Accessibility support for color blindness and different font sizes were implemented via React context providers and CSS variable mapping, and these settings persisted through user records.

WHAT'S NEXT?

Some features that we could add to LoC to improve the user experience include:

- Different Battleship grid sizes (10x10, 15x15)
- Allowing embedded images and videos in Community posts/comments
- Blocking users from sending direct messages
- Implementing AI chatbot to analyze game replays and give feedback on games