

VersusHQ Update Tournaments & More!

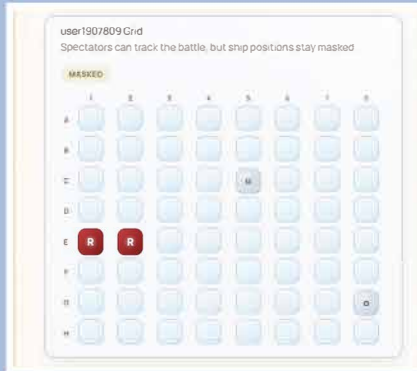
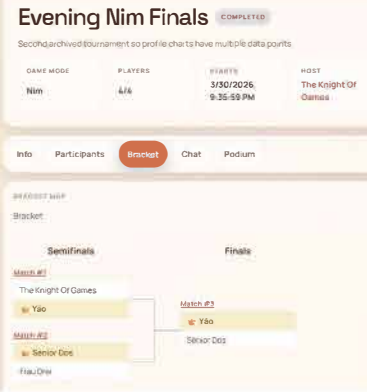


NEW FEATURES

- BRACKET STYLE TOURNAMENTS
- NEW GAME: BATTLESHIP
- PROFILE STATISTICS TRACKING
- NEW & IMPROVED UI

TOURNAMENTS

Test your skills in classic and new VersusHQ games against other players in the new lvl bracket-style tournaments! Accumulate points from victories for bragging rights on the new global leaderboard!



BATTLESHIP

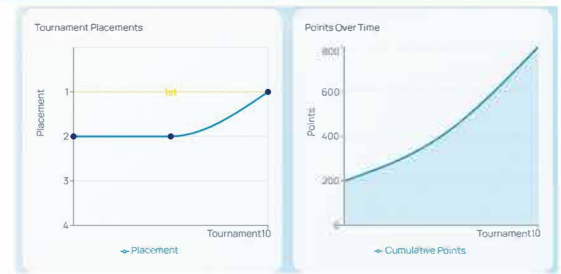
Play against a friend or hone your skills against an ai in our new Battleship game mode! Battleship is also available in the newly added Tournament system!

DESIGN DECISIONS:

The NiteOwls team understands our communities desire for competition, so for our first large update we decided that tournaments with stat tracking and a new gamemode would keep things fresh.

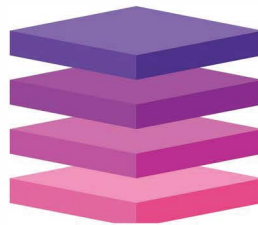
PROFILE ENHANCEMENTS

Log in via Google SSD and visit your and other player's newly customizable profiles to view performance statistics.



UPCOMING UPDATE:

- Private tournaments & private groups w/ chatrooms
- Friend system to easily challenge and message friends
- New performance stats to track for XP and site-wide levels



Express.js
Server Framework



React
Front-End



MongoDB
Server Framework



Node.js
JS Environment



TECHNOLOGY STACK

VersusHQ is built using a MERN stack forked off of our parent site, GameNite. This stack structure was selected to easily build off of the source codebase, allowing for simplified database management and a clean API integration.

RESOURCES:

TEAM NiteOwls:

- Caio DaSilva
- Ananya Saggi
- John Rotondo
- Andrea Son



[Click here to try out Versus HQ for yourself](#)



[Click here for our Github repo for the source code](#)



[Click here for a video demo of Versus HQ](#)