

NightOwl

Real-time multiplayer · Party games · Living player profiles

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ABOUT NightOwl is a real-time multiplayer platform that transforms how people play party games online. Built with a scalable TypeScript stack, it ships Codenames with AI support, full match replay, and adaptive player profiles that get richer with every session.

Codenames: spymaster view

Word Pack: movies
Team Assignment: Random
AI Guesser: Enabled
You are Team 1 **spymaster** (user1111).

Codenames

Team-based party game where spymasters give one-word clues to guide teammates across a 5x5 word grid. Supports AI guessers and custom word packs.

Game Replay

Every game is recorded as turn-by-turn snapshots. Scrub through a timeline, jump to any move, and review the full match in read-only mode.

Dynamic Identity

Profiles auto-generate behavior traits from gameplay stats: win rate, pace, sociability, and game preference. Presence state updates live via WebSocket.

Replay: step through any past game

Game id: 62df3527-5a8d-490f-9268-ffdc1ccc75c

Players: you, user2222

Turn 7 of 8

Timeline

Jump to turn

7

Jump

By: user2222

Action: placed a mark on square 8

Play

Previous Turn

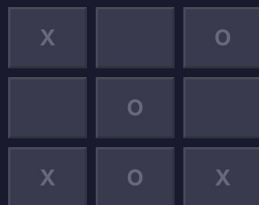
Next Turn

Turn 3: placed a mark on square 5

Turn 4: placed a mark on square 9

Turn 5: placed a mark on square 3

It is currently user1111's turn (X).



Watching replay mode (read-only).

Player profile: dynamic identity

Dynamic identity

COMPETITIVENESS

developing

Still building momentum in rated games.

SOCIABILITY

unknown

No game-chat activity yet.

PACE

quick

Usually finishes games quickly.

PREFERENCE AFFINITY

explorer

Spreads play time across different games.

Tech Stack

- TypeScript monorepo
- React 19 + Vite + React Router
- Express 5 + Socket.io
- MongoDB via Keyv
- Vitest + Playwright E2E

Architecture

- Shared DTOs across all layers
- REST for CRUD, Socket.io for events
- Immutable server-side game state
- Replays stored as turn snapshots
- Dependency injection throughout

What's Next

- More games: Pictionary, Trivia
- Leaderboards and tournaments
- Spectator mode
- AI opponents for async play
- Plugin architecture for games