

Team 212 - Pixel Cafe

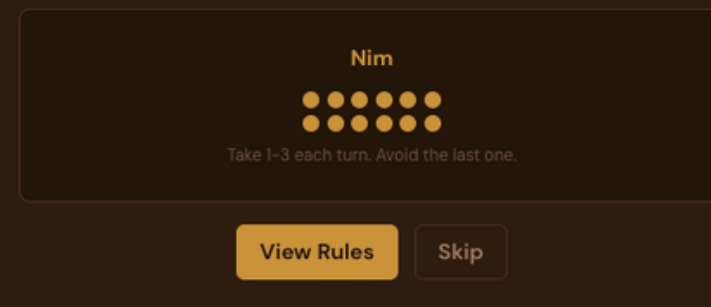
Amine Nazih, Joseph Trisnandi, Allie Clark, Akshitha Bhashetty

Overview

GameNite is a competitive browser-based game platform where players compete in real-time games, climb a global leaderboard, earn chips for winning, and spend them on cosmetic upgrades. Players can view game tutorials, join bracket-style tournaments, follow friends' rankings on a friends-only leaderboard, and customize their profiles with frames, badges, and titles.

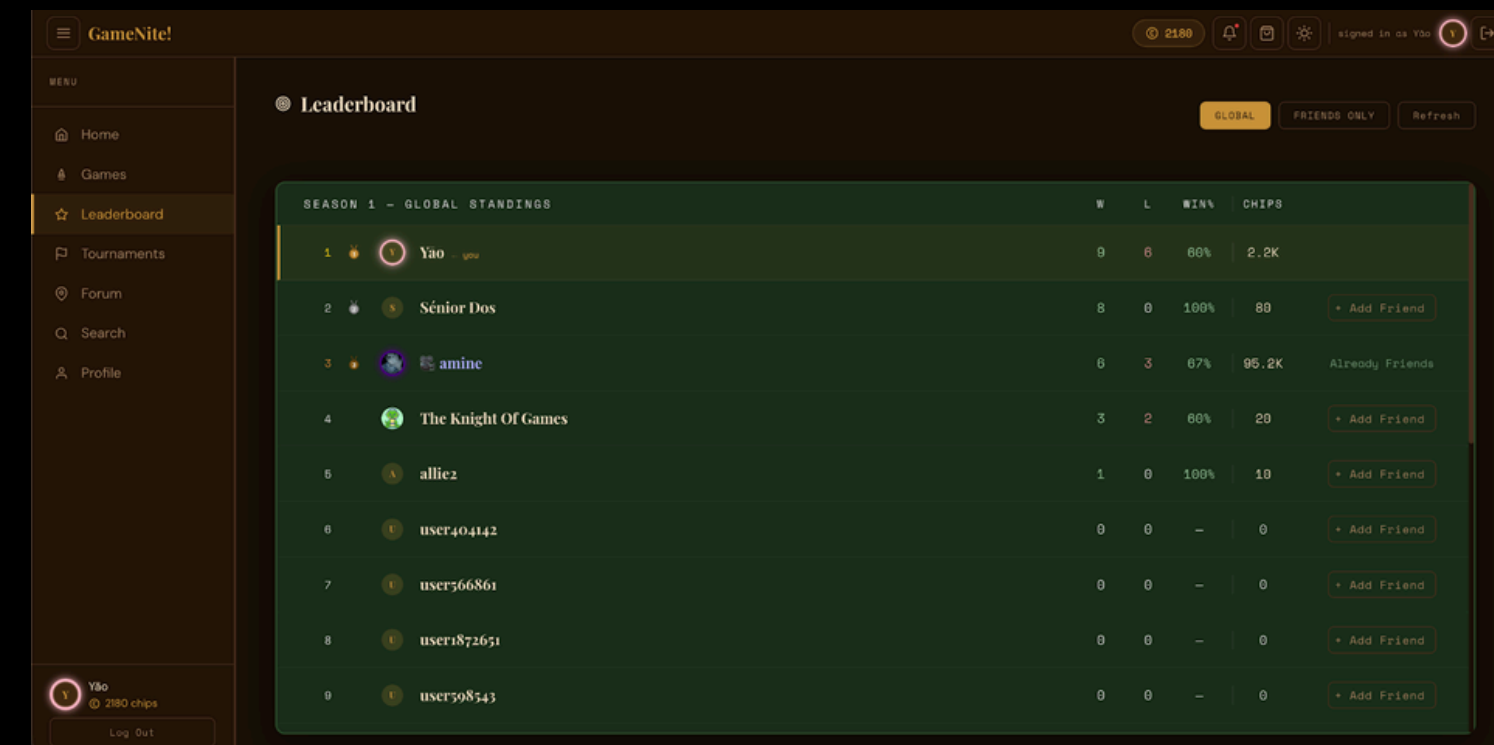
First time playing Nim?

Want a quick rules refresher before you continue to the game?



[Website Link](#)

[Source Repo Link](#)



What's Next

- Per-game leaderboards - separate rankings for each game type
- Mutual friends display - show how many friends you share with another player on their profile
- Gifting system - send cosmetic items to friends
- Refactor - extract the leaderboard rank computation into a background job rather than a synchronous RPC call, to improve game completion latency at scale

Design Decisions

- Frontend: React + TypeScript, React Router, Vite
- Backend: Node.js + Express, Socket.io for real-time game events
- Database: Supabase (PostgreSQL) with Row Level Security; player ranks are recomputed via a Postgres RPC after each game outcome so rankings stay consistent without polling
- Auth: Username/password via bcrypt + OAuth (Google) via Supabase Auth
- Testing: Vitest + React Testing Library for unit tests; Playwright for end-to-end flows
- CI/CD: GitHub Actions on every PR

