

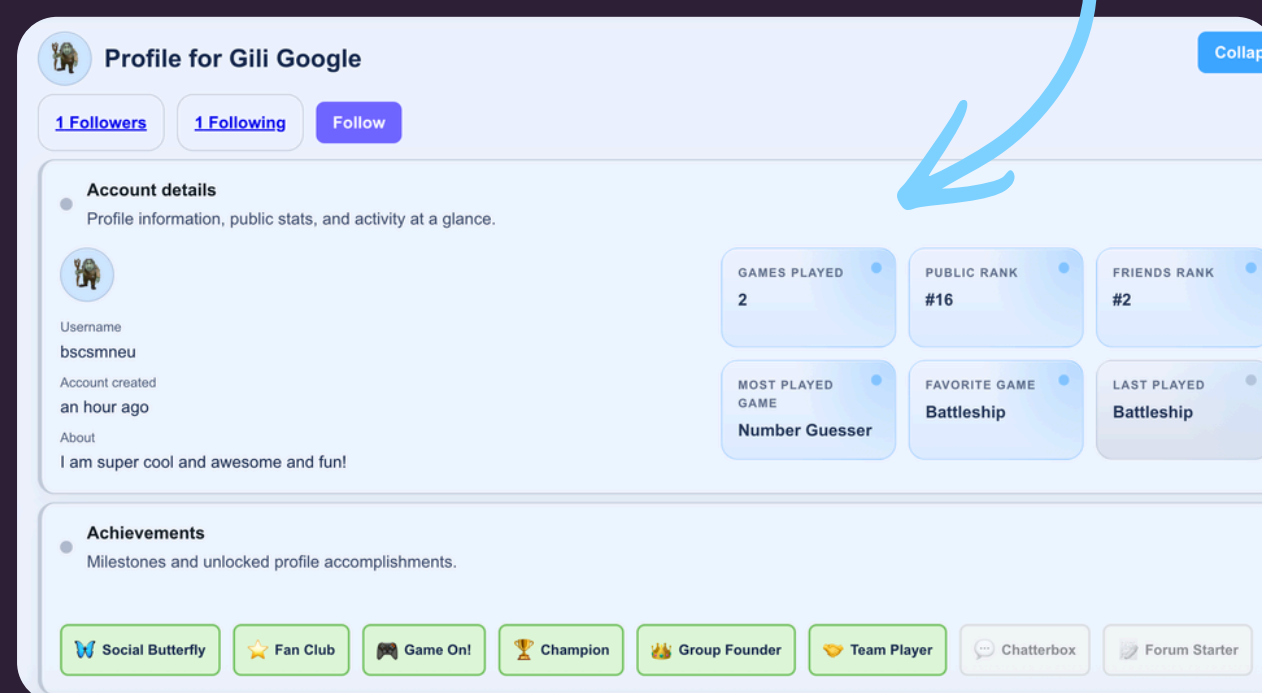


gambit

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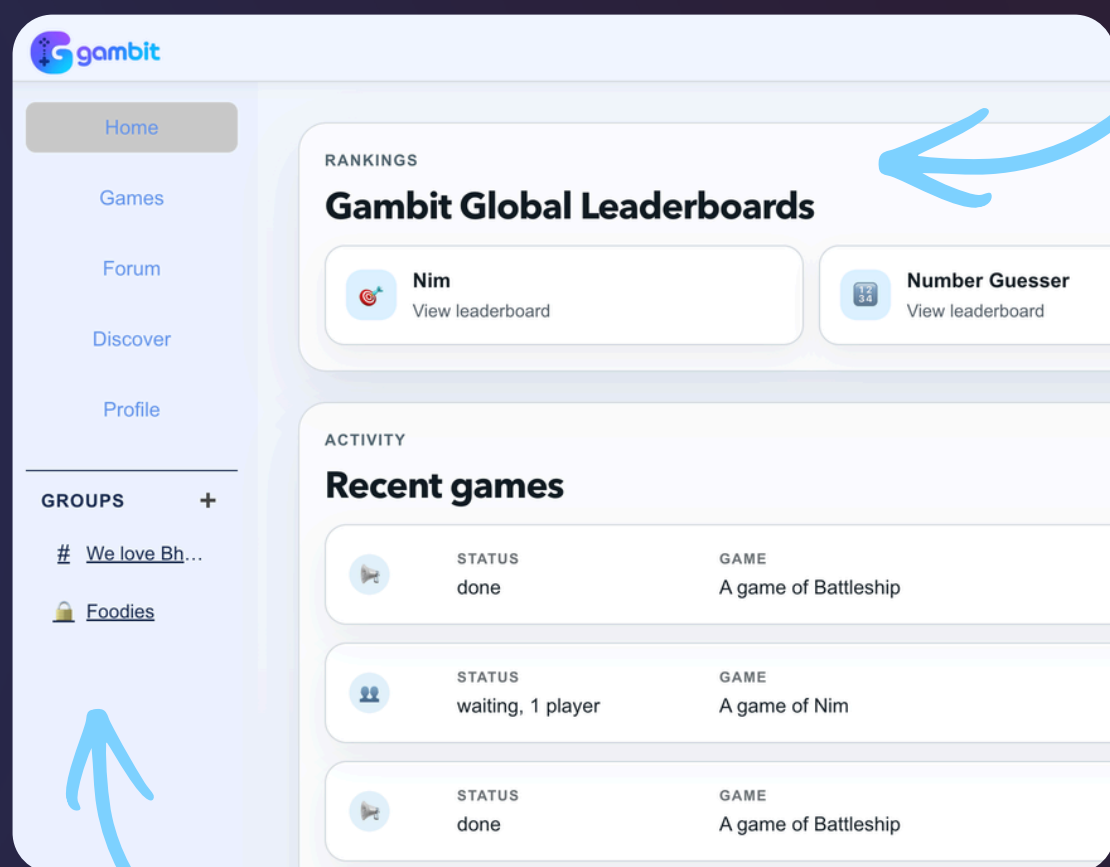
Gambit is a **social gaming platform** designed to turn one-off matches into lasting connections and communities. It enables players to build relationships through **friends and followers**, organize gameplay within public or private groups, and engage in socially contextual experiences that persist over time. With features like messaging, shared game activity, competitive leaderboards, and both multiplayer and bot-based gameplay, Gambit supports continuous engagement, skill development, and meaningful interaction—transforming gaming from isolated sessions into a connected, community-driven experience.

User Stats. Profile Views, and Avatars



Collectable User Achievements

Global Game Leaderboards



Public/Private Groups



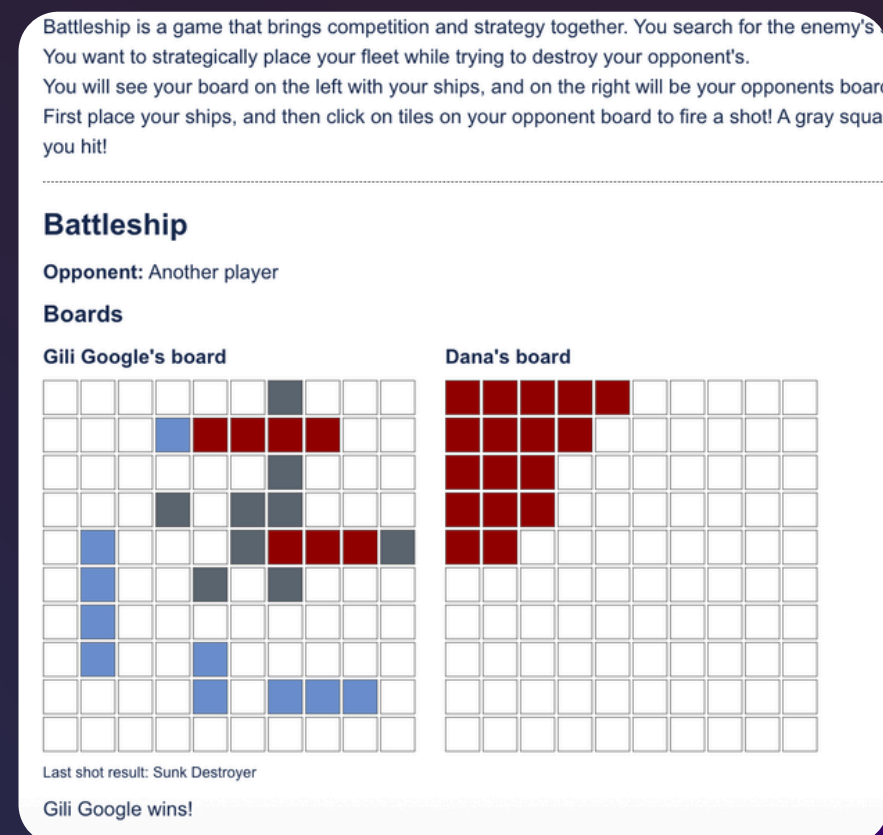
Deployed with CI/CD on Railway and MongoDB Atlas using a monorepo project architecture.



Utilizes a React frontend with an express backend. The backend follows the CSR pattern. Google SSO for authentication and session persistence

Looking ahead, we'd push the platform further by adding Microsoft/Northeastern SSO for seamless campus login, advanced per-user stats and trend graphs, Battleship power-ups for deeper gameplay strategy, and a full multi-group tournament bracket system.

Battleship Game + AI Opponent



<https://spring26-project-group-213-production.up.railway.app/login>



<https://github.com/neu-cs4530/spring26-project-group-213>