

# Arcadia!

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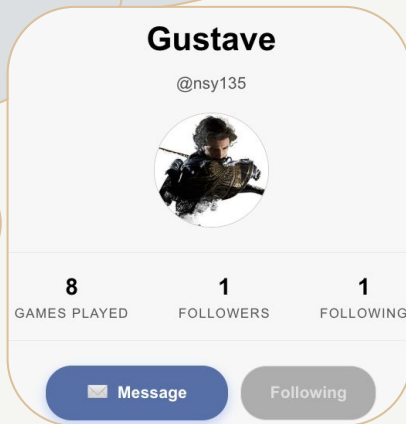
**What is Arcadia?**  
Arcadia is an engaging,  
social and accessible  
web-based gaming platform.

**Arcadia's Goals**

- Rich User Interaction
- Game Variety
- Seamless Mobile Play

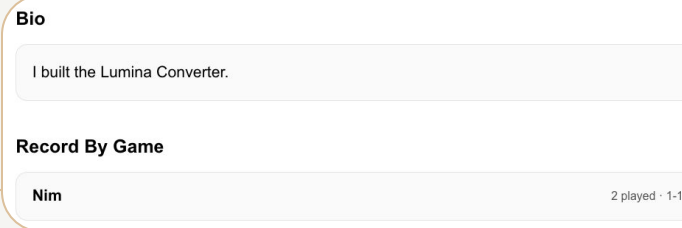
## Tech Stack

- Full-stack Typescript application
  - React: frontend
  - Node.js + Express: backend
- Socket.io: real-time interactions (gameplay, chat, etc.)
- MongoDB: data storage
- Session management and Google OAuth: authentication
- Render; Deployment
- GitHub Actions: CI
- GameNite: Source Codebase



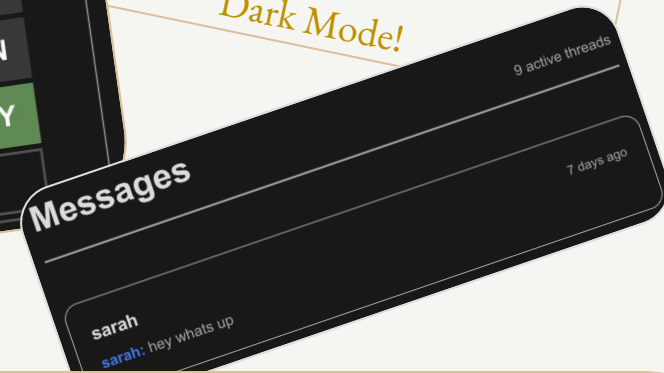
**Anyone around this evening to play?**  
Looking to brush up my Battleship skills!

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## What's Next?

- New games: increase engagement and variety
- Notifications + other social features: user interaction
- UI/UX refinements: user satisfaction
- Toggle game records to be public or private: additional user satisfaction
- See display names of followers: foster larger community



- Features!**
- Profile Personalization!
  - Game record displays!
  - Follow/message system!
  - React to other users' posts!
  - New games: Wordle and Battleship!
  - Accessibility and fully responsiveness on mobile devices!
  - Dark Mode!

## Design Decisions

- Dark Mode: simple toggle with global theme context for instance changes and consistency between sessions
- Account creation/login via SSO to minimize credential management overhead
- Private communication: profile-driven system
- Curated 5-emoji set for forum reactions with uniqueness constraint to prevent spam
- Battleship with multiple difficulty levels that allowed players to place their own ships and attack opponents' ships
- Wordle with multiple difficulty levels that changed secret word lengths and number of guesses
- Split user information into summary and profile types to maintain SRP
- Store game records as fields, followers in arrays

Project Repo: [Click Here!](#)

Hosted App: [Click Here!](#)