

ABOUT THE PROJECT

Playrift is a platform for turn-based games, forums, and group competition. Players can challenge opponents to Nim or Number Guesser, track progress through leaderboards and game history, and form communities through groups, with moderation tools for group leaders and interaction controls (block, mute, report, hide) for every user.

LINKS

[▶ Demo Site](#)
g215-playrift.onrender.com

[Source Repository](#)

TECH STACK & DESIGN DECISIONS

Stack

Frontend: React + Vite client

Backend: Node.js + Express server

Database: MongoDB

CI: Github Actions

CD: Deployed on Render

API & Data Model

New /groups and /dm resources with full CRUD endpoints

New Chat, Message, DM, Group, and LeaderboardConfig models

Shared messaging powers DMs, group chat, in-game chat

Architecture

Extended User, Thread, and Comment models for moderation and privacy

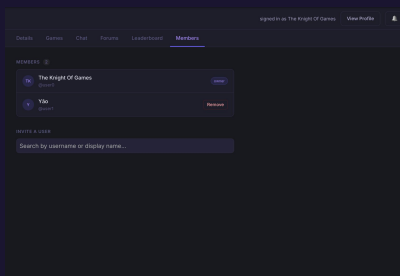
Games and Threads optionally scoped to a Group

Agile workflow: 4 sprints, GitHub Projects

KEY FEATURES

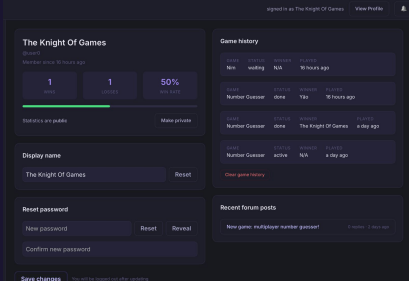
1 Groups

Create groups with chat, forums, exclusive games, and a leaderboard. Leaders moderate members, messages, and forum posts; users can be invited, removed, or readmitted.



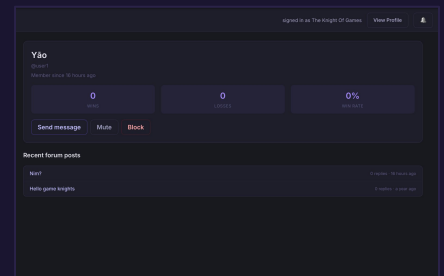
2 Gameplay Stats

Profile tracks wins, losses, win rate, and win streaks with a chronological game history. Stats can be made private, hiding them from others and limiting your own leaderboard access.



3 Moderation

Block, mute, or DM any user, with unread-message notifications. Report group forum posts, hide your own posts, clear chat history, and add emoji reactions to any message.



WHAT'S NEXT?

Recurring group events

Scheduled tournaments and weekly game nights sent to a group, with automatic bracket generation.

In-game badge ranks

Visible rank indicators next to usernames based on total wins, displaying player skill levels at a glance.

Friends system

Send and accept friend requests, with a dedicated friends list and quick-challenge shortcuts.

Refactor: unified notifications

Consolidate DM, report, and group notifications behind one pub-sub service to simplify the frontend.