

CSINO online

Group 304

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♥ CSINO Online brings multiplayer poker to the GameNite platform! We now support Texas Hold'em, Omaha, and Pineapple.

Players choose between casual mode (no profile impact) and competitive mode (real profile balance at stake), with full 4-round betting, real-time pot updates, and hand evaluation at showdown.

A global leaderboard tracks competitive standings across all GameNite games, and an admin system lets room creators configure buy-ins, manage players, and send invitations. Accessibility features include dark/light mode, adjustable card and text sizes, ARIA screen reader support, and non-color-only visual indicators.

Play Now!

<https://spring26-project-group-304.onrender.com/login>

<https://github.com/neu-cs4530/spring26-project-group-304>



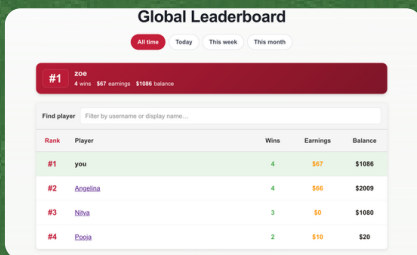
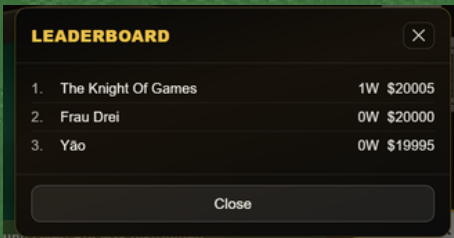
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Frontend (React): component-based UI for the poker table, betting panel, leaderboards, and admin controls
Backend (Node.js + Express REST API): handles core game logic, user auth, balance management, and admin permissions
Real-time (Socket.io): orchestrates live game state sync across all players, turn enforcement, timer events, and leaderboard updates
Database (MongoDB): leverages a flexible document schema for user profiles, balances, game history, and room state

*Other key design decisions included keeping all authoritative game state server-side (preventing client cheating), routing balance deductions through separate casual vs. competitive logic, and using socket broadcast events to keep all clients in sync without polling.

Tech Stack



What's Next?

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- Audio announcements: spoken alerts for turn changes, wins, and timer warnings to improve accessibility
- Keyboard-only navigation: full gameplay without a mouse, completing WCAG compliance
- Game history log: per-user record of past games, modes, and outcomes viewable on the profile page
- Additional poker variants: Short Deck, or other community card games using the existing variant rule engine
- Tournament mode: structured multi-table competition with blind escalation and elimination rounds



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