

# PROJECT FRIENDLY FIRE

Developed by Team 308 - Get OutPLYD (Paula Sefia, Leyuan Wang, Yutong Wu, David Busnel)

Tech Stack: TypeScript (React), Render, MongoDB, GitHub Actions, Jira

## NEW FEATURES!

Friend System



Game Rankings

Friend Groups

Game Powerups

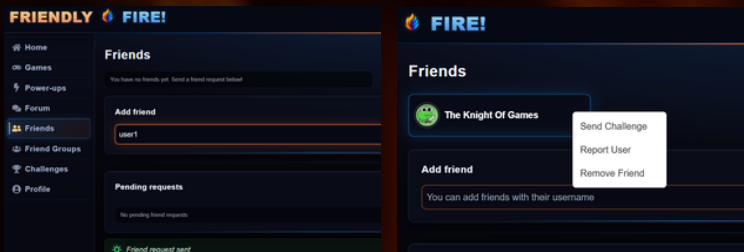
New Profile Pages

## WHY THESE CHANGES?

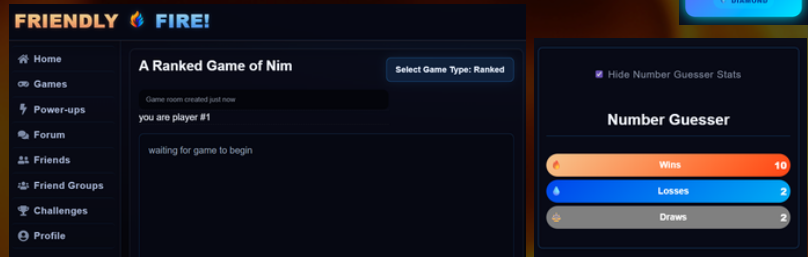
While GameNite itself provides fun ways to play games with other users, we believe the service will be more engaging if users are able to foster a broader sense of community and enjoy friendly competition with one another!

## FRIEND SYSTEM! GAME RANKINGS!

Meet someone cool? Want to play with your existing friends? Afraid of being forever alone? Send other users a quick friend request, and let the power of friendship work its magic!

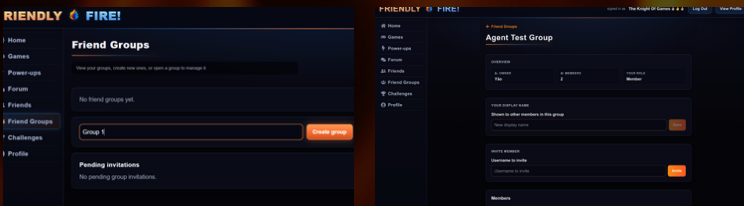


Choose games that can influence your ranking! Compete with other users and win as many games as possible! Earn more points and improve your stats! Will you be the first player to reach the diamond rank?



## FRIEND GROUPS!

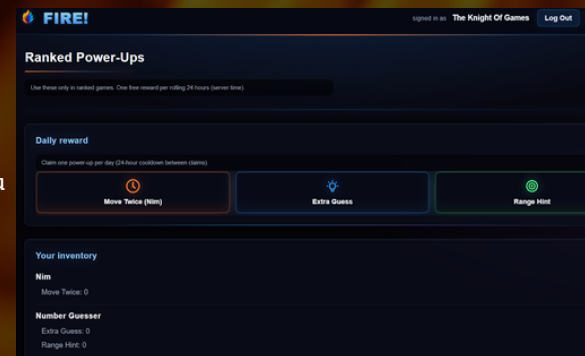
Not done making friends? Take things to the next level! Create your own group of friends and bring everyone together! Jump into games made only for your group!



## GAME POWERUPS!

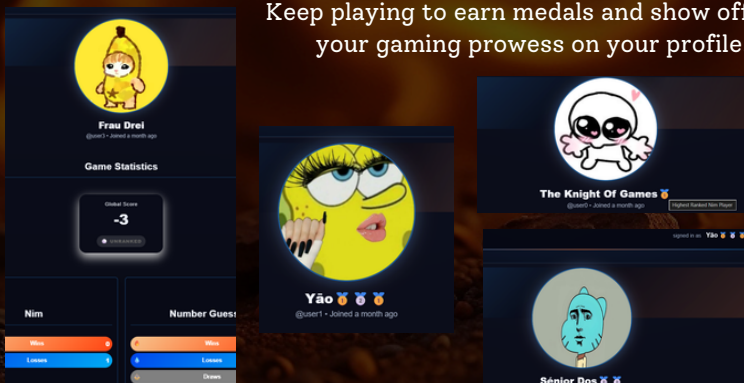
Are you tired of constantly losing to other gamers?

Collect daily powerups that you can use in any game to get a competitive edge against your foes!



## NEW PROFILE PAGES!

You need a profile as awesome as you are! Check out our improved profile pages! Keep playing to earn medals and show off your gaming prowess on your profile!



## WHAT'S NEXT?

- Session Persistence
- Stay Signed In After Refreshing the Page
- Customizable Profile Pictures
- Top 10 Leaderboard as Service Continues to Scale
- Adding a light-mode-friendly version of the service
- Adding Friends via Display Name
- Tool to Limit Multiple Display Names and Usernames
- More Board and Card Games
- Renaming Friend Groups → Clans
- Gacha System

LINK TO OUR REPO: [CLICK ME!](#)

LINK TO THE WEBSITE: [CLICK ME!](#)