

Github Repo:

<https://github.com/neu-cs4530/spring26-project-spring26-project-group-311>

Hosted Site:

<https://spring26-project-spring26-project-group-x2p9.onrender.com/login>



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Project Description

- Initially, GameNite offered a limited selection of two-player games, which could make the multiplayer experience feel repetitive for users who want to play with others. Our team chose to address this issue by expanding the cooperative (co-op) game library with single-player, two-player, and multi-player options, such as Checkers, Solitaire, and Uno, to give players more choices and an overall more engaging shared gameplay experience.
- Regarding social features, users could initially only socialize with each other via chats during a game or forum comments. For users who hope to make friendships through GameNite and chat at any time, we introduced new social features to allow players to socialize and make friends outside of game chats and forum comments. We introduced new pages where users can befriend other users, see their friends' activity, and message friends at any time. To further create a social environment and make new friends, we added a tournament feature. The leaderboard for our tournaments incentivizes further playing to compete with friends and improve game-playing skills.
- We chose to name our project "FaceOff!" due to the introduction of new multiplayer games and tournament gameplay.

Technology Stack & Overall Design Decisions

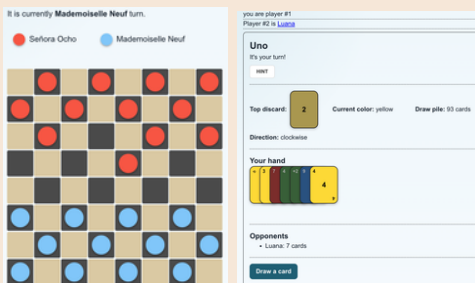
- FaceOff! was built in Typescript using React and based on the initial implementation of GameNite.
- The new games involved both front-end development of React components and back-end service logic.
- But the Friends and Tournament feature was built using new front-end and back-end extension of the original codebase.

What's Next: Future Work

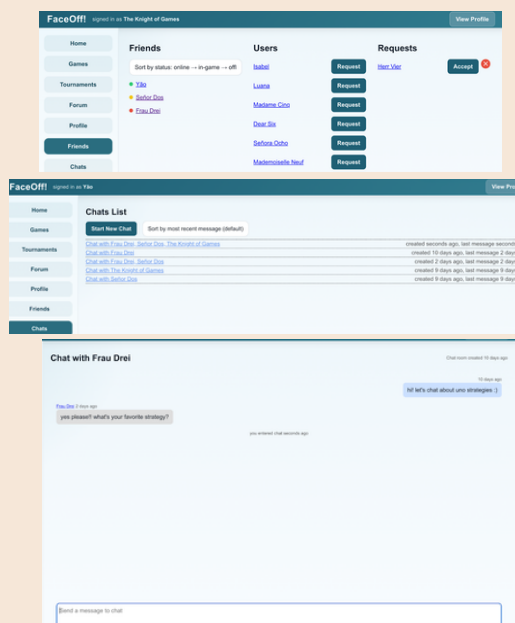
- We had initially proposed a user story with accessibility features, which aims to lessen the barriers to users with disabilities. These features would include:
 - Dark mode
 - Colorblind-friendly palettes
 - Keyboard navigation
 - Screen reader support
 - Adjustable text sizing
- We didn't implement any of our proposed extension conditions of satisfaction. Future work could implement those features, which include:
 - Notifications for new chat messages and friend activities
 - Filtering chat list and friends list
 - Ability to hide or customize status visibility
 - Solitaire: ability to undo moves
 - Seeding logic for tournament placement

Visual Demonstration of Main Features

New Games



Friends & Chats



Tournament

