

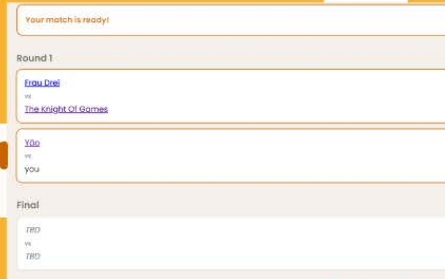
showdown!

Group 312

Developed by: Nick Ashizawa, Will Whelan, Sonia Cho, Vitor Prates

New Features

Showdown! is for competitive social gaming - transforming casual play into community-driven tournaments with built-in social features.

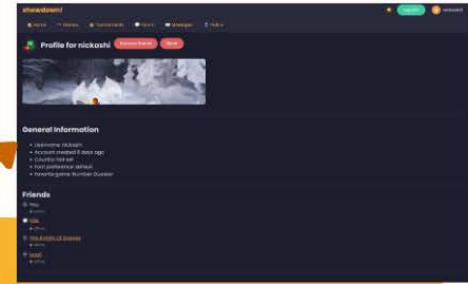


Tournament

- Users can create tournaments that other users can join
- Casual as well as ranked tournaments can be made
- Users gain or lose MMR based on ranked tournament wins/losses

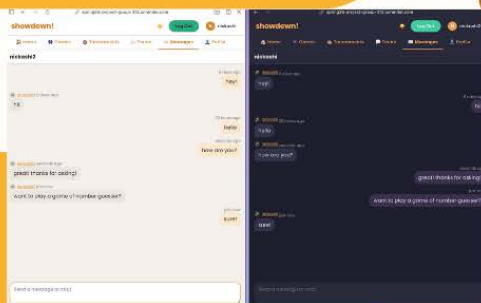
Customization

- Users can add profile and header pictures to better express themselves
- Users can use Single Sign On to login to Showdown!
- Users can toggle between light and dark mode



Social

- Users can add or remove other users from their friends list or block users
- Private messaging or group chats can be made
- Users can directly invite friends to join their game



Links

- <https://spring26-project-group-312.onrender.com/login>
- <https://github.com/neu-cs4530/spring26-project-group-312>

What's Next

- Additional games
- Party features
- Private profiles vs public profiles
- Game statistics
- etc...