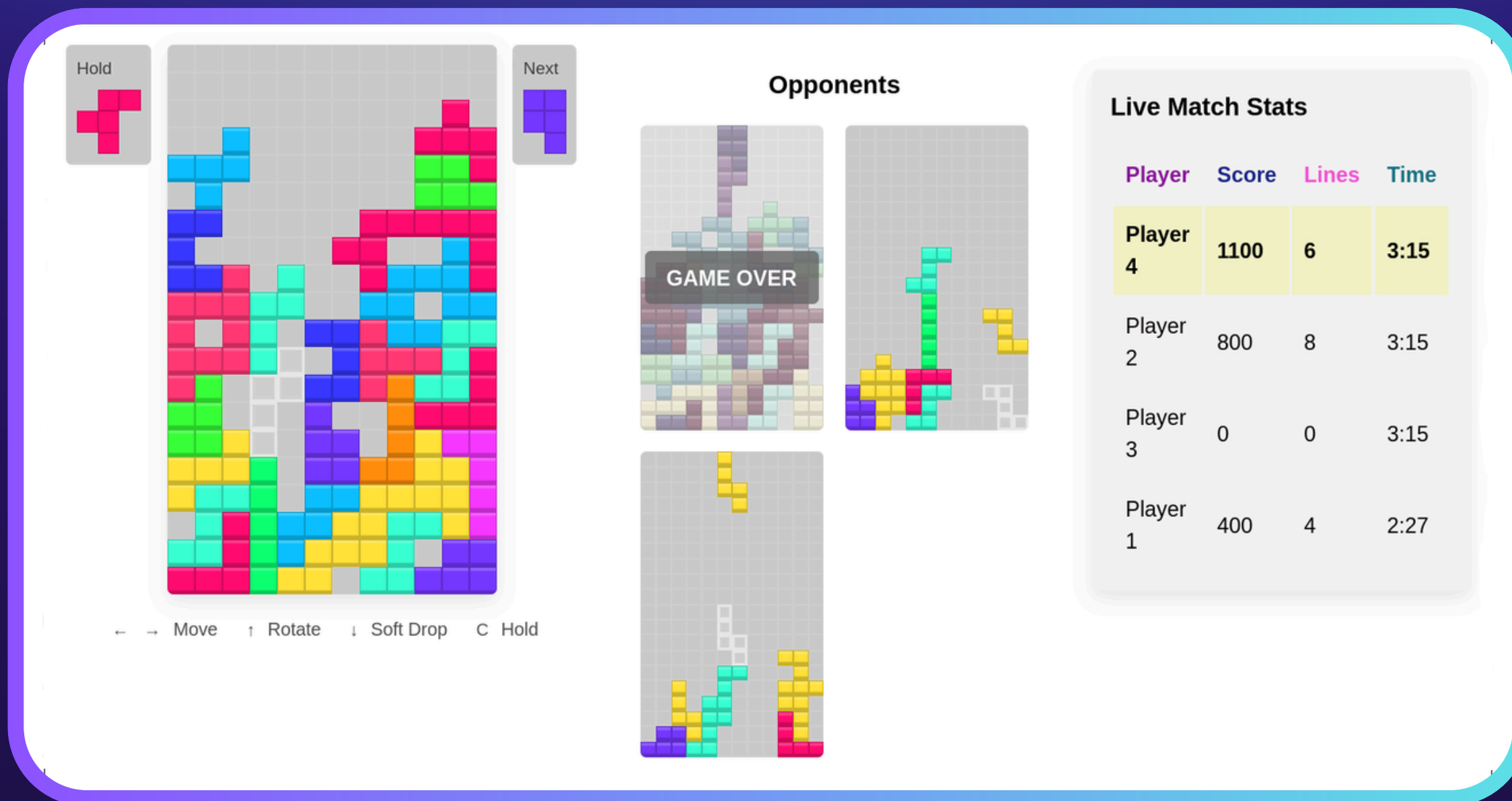


PETRIS

COMPETITIVE MULTIPLAYER PENTOMINO BATTLE

Compete against up to 3 other players in real time in this Tetris-like block game. Clear lines to earn points, and survive as long as you can to claim ultimate victory!



FEATURES

- Real-time multiplayer
- Pentomino pieces
- 3 difficulty levels
- Achievements
- Leaderboards
- Score tracking
- Ghost piece
- Next piece preview

TECH STACK

Game Platform & Websockets

Built on the GameNite platform, Petris uses websockets to transmit move information live.

Real-Time Gameplay

The game engine on the backend accepts all the typical moves - left, right, rotate - but also accepts a special "tick" move to drop pieces down the board. The server automatically transmits ticks on a time interval, with the speed increasing as the game progresses.

Player Progress & Data Management

In addition to the game itself, we added a leaderboard system and achievement system. Both of these store data in our MongoDB database, to track player progress between sessions.

WHAT'S NEXT?

- Extensions to the Petris project could include new features such as an Elo rating system or the ability to play with a friend via split-screen multiplayer.
- Additionally, new real-time competitive games could be added to GameNite leveraging the web sockets design, such as a slither.io type game.

Play Live: <https://spring26-project-spring26-project-group-h54z.onrender.com/>

See the Code: <https://github.com/neu-cs4530/spring26-project-spring26-project-group-406-1>

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