

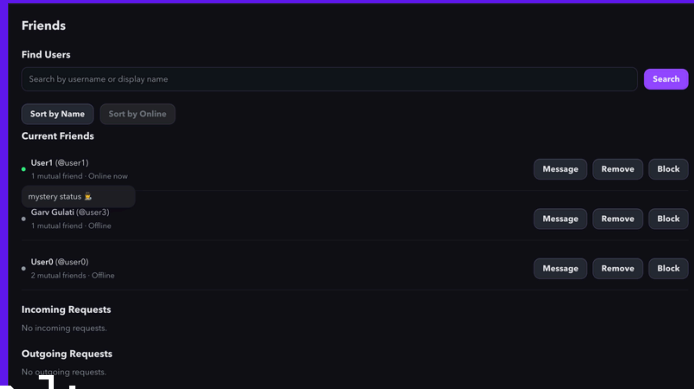
GameNite: Building a Social Gaming Platform

Team 409: Jiaqi, Yash, Garv, Julie

GameNite is a web-based multiplayer gaming platform. However, it lacked essential social functionality, limiting interactions to individual game sessions.

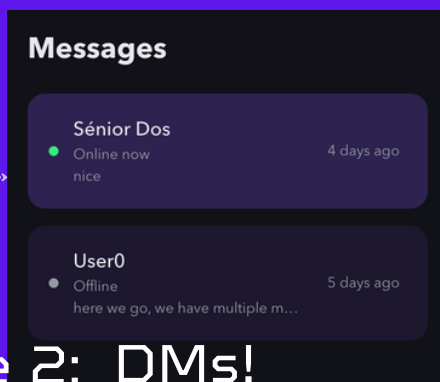
In this project, we extended GameNite by building a friend system, real-time direct messaging, and invite-only game rooms. These additions enable persistent relationships, private communication, and controlled gameplay experiences, turning GameNite into a more complete social gaming platform.

Built with: React + TypeScript, Node.js + Express, MongoDB, WebSockets (real-time updates)



Feature 1: Connect w/ Friends

- Send, accept, and remove friends
- Real-time updates without refresh
- Online/offline indicators



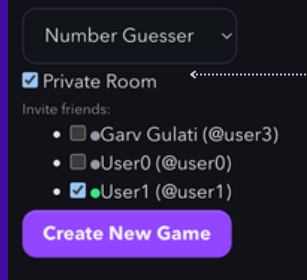
Feature 2: DMs!

- Private messaging with live updates

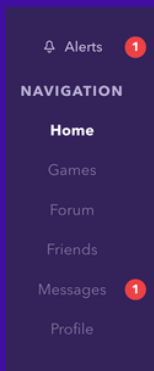
Feature 3: Private Rooms

- Create invite-only game rooms
- Control exactly who joins

Create new game

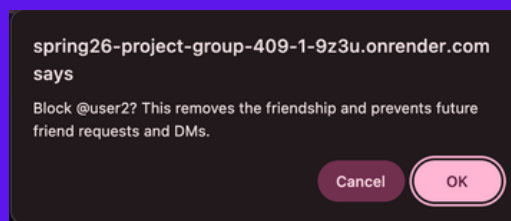


Feature 4: Stay Updated



- Notifications for messages, invites, requests
- Activity feed shows what friends are doing

Feature 5: Feel Safe



- Block or mute users
- Control your interactions

Design

- Real-time architecture using WebSockets
- Secure backend access control (HTTP 403)
- Scalable system design (modular services)

Try it yourself!

[Link to Repo](#)

[Link to website](#)

What's Next?

- Group chats
- Smarter friend recommendations
- Enhanced social features