



# GameNite: Group 414

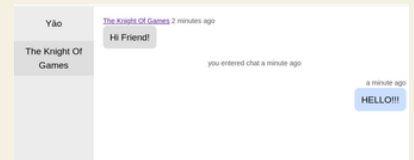
## Automatic Matchmaking



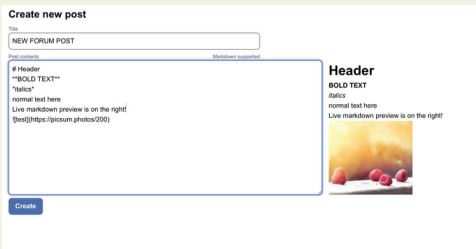
## Custom Pop-up Profiles



## Chat with Friends



## Markdown Language support



## Host Private Games



## Adding Friends



### PROJECT DESCRIPTION:

GameNite is a web platform combining a community forum with multiplayer games, creating a space to play and discuss. This project extends the platform with three major improvements: an automatic matchmaking queue so players can find opponents without manually browsing lobbies, social features including friends lists, private messaging, and profile customization, and rich forum communication through full Markdown and image support.

### TECHNOLOGY STACK

These enhancements are built with a TypeScript back-end, React front-end, Socket.io for real-time events, and MongoDB for persistent storage, deployed on Render.



### WHAT'S NEXT

Future work includes messaging privacy controls and queue indicators for friends. Direct image uploads are partially implemented and ready to complete. Longer term, a notification system for friend activity and match invites could significantly improve platform engagement.

### LINKS

#### Demo:

[bit.ly/4cgSBX7](https://bit.ly/4cgSBX7)

#### Repo:

<https://github.com/neu-cs4530/spring26-project-spring26-project-group-414>



bitly