

# Making GameNite Social

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## What we built

A multiplayer gaming platform with a friend system (requests, blocking, mutual friends, DMs, online presence), multiplayer Hangman (up to 6 players, custom/random words by category), and enhanced profiles (avatars, bios, game stats, social links, privacy controls).

## Tech Stack

React + TypeScript, Node/Express, Socket.io, MongoDB, Zod shared types. Tested with Vitest + Playwright.

## What's next?

Private game rooms, achievement badges, expanded game library, push notifications, and database migration for scalability.

## Links

### Demo:

<https://spring26-project-spring26-project-group-heh7n.onrender.com>

### Repo:

<https://github.com/neu-cs4530/spring26-project-spring26-project-group-504>

## US1: Friend System

### Friends

[Erau Drai](#) (online)  Offline

### Blocked users

Only you can see this list. These people cannot friend or message you in games until you unblock them.

[Senior Doc](#) (online)  Offline

### Pending friend requests

[The Knight Of Games](#) (online)  Offline

### Outgoing friend requests

1 (1)  Offline

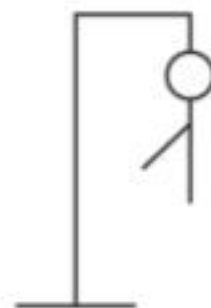
Friends list with blocking, pending requests, and online/offline status

## US2: Hangman

Multiplayer Hangman with category-based words and progressive drawing

### Hangman

Category:  Animals



TURTLE

Wrong guesses: 3/6  
Correct: E, T, U, R, L  
Wrong: A, B, D

🎉 You won! The word was "TURTLE"

## US3: Enhanced Profiles

Avatar gallery with selectable profile pictures for personalized identities

### Select a profile picture

