

GROUP 505

# Team io

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**GameNite evolves from turn-based to real-time multiplayer gaming with Competitive Snake as proof-of-concept!**

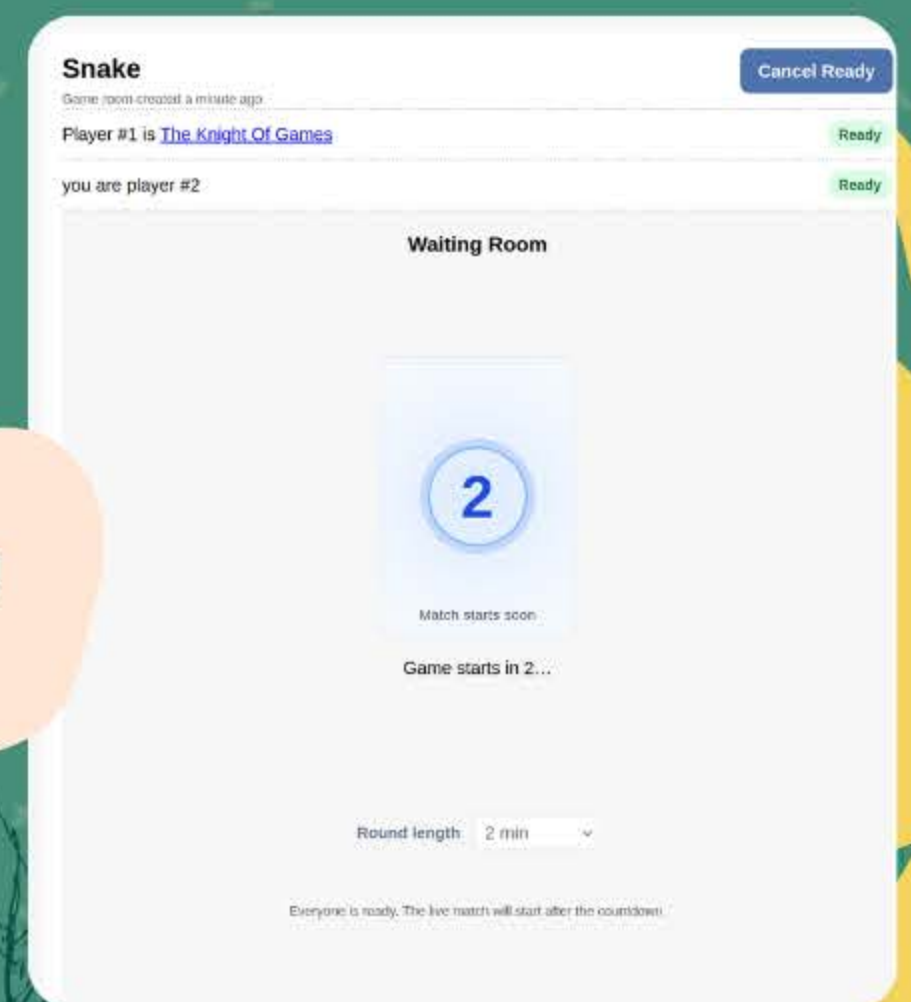
Global Rankings: SNAKE

Rank	Player	Score
#1	PixelQueen	95
#2	GitchinTheMatrix	95
#3	SpeedRunner2	94
#4	IronClad	91
#5	HealerMain	90
#6	MagiCaster	89
#7	GameGal	88
#8	Protogeep	82
#9	RNG_Jesus	77
#10	CaptainCrunch	76
#11	MechaPilot	64
#12	SneakyPete	66
#13	DragonBane	50
#14	ShadowSteja	42
#15	TankBuild	32
#16	LootGoblin	23
#17	NoobSlayer99	15
#18	CosmicDust	12
#19	The Knight Of Games (You)	0

Live Scoreboard

Player	Items
The Knight Of Games	0
You	0
Yào	0

**Live + All-Time  
Leaderboard**



**Waiting Rooms!**

## Tech Stack

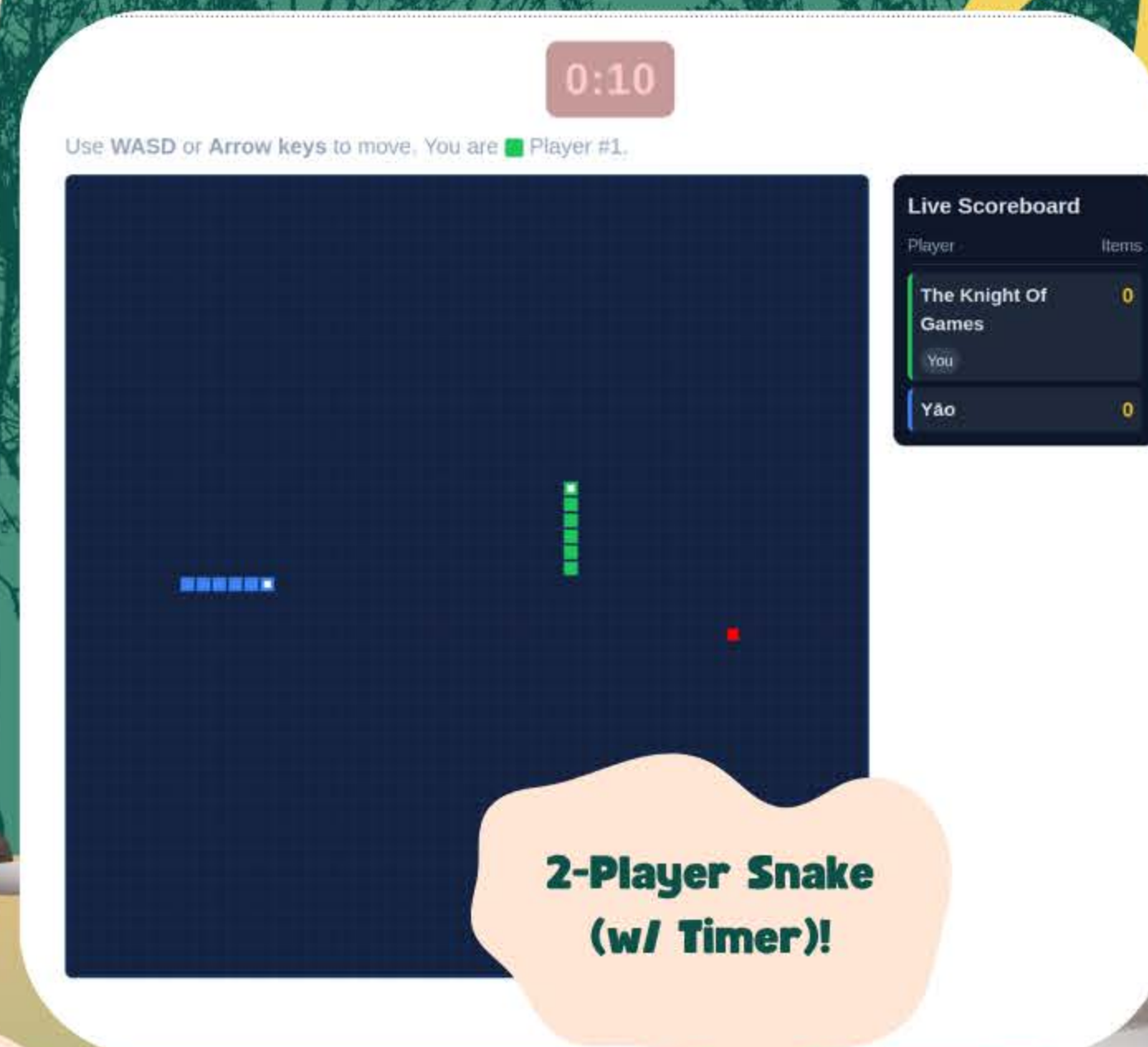
**WebSockets, server-side tick rates, grid-based movement, and reusable architecture for future games.**

**Frontend:**

**Backend:**

## What's Next

**Additional real-time games, enhanced matchmaking, improved scalability, and modular refactoring.**



**2-Player Snake  
(w/ Timer)!**

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PUBLIC DEMO & REPO**

<https://spring26-project-spring26-project-group-lr7c.onrender.com/login>  
[github.com/neu-cs4530/spring26-project-spring26-project-group-505](https://github.com/neu-cs4530/spring26-project-spring26-project-group-505)