

Making GameNite Competitive

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Challenge Mode

Challenge Pick/Ban Phase

Players take turns banning games until the randomizer selects one from the remaining pool!

Available Games to Ban



Banned Games

- None yet.

21s remaining

It is your turn to ban a game!

- New way to play which encourages players to be skilled across all game modes!
- Turn timer forces players to think quickly and finish games.

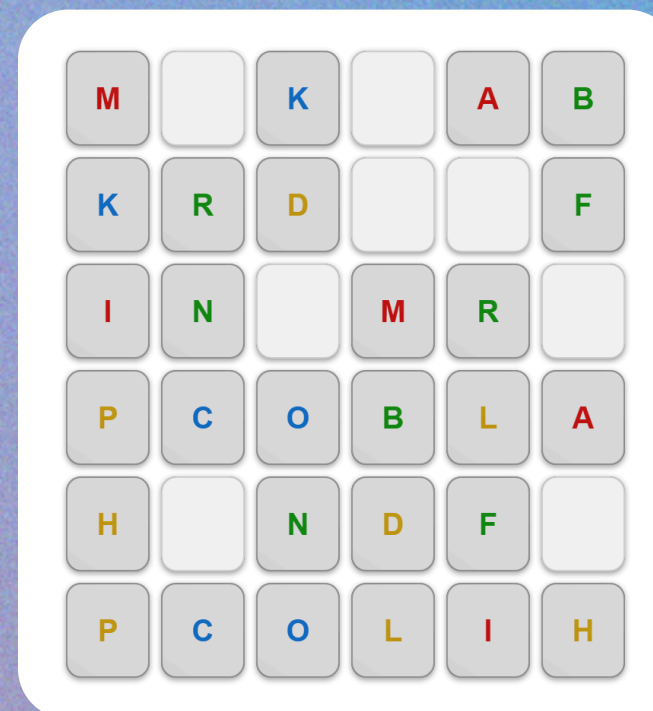
Leaderboard

1 point per opponent beaten.

Rank		Player	Points
#1	↑ 1	Air Mail (You)	11
#2	↑ 2	Yāo	10
#3	↓ 2	The Knight Of Games	10
#4	↓ 1	Blue Cherry	7
#5		Frau Drei	4

- Site-wide ranking system made to track your performance.
- Rankings based on points, awarded for beating opponents in completed matches.

Competitive Games



- Four new fun and competitive games to play!

Liar's Dice

It is currently **your** turn.

Current bid: 3 dice showing 3

Players

- Yāo — 5 dice
- you — 5 dice

Your dice

🎲 2 🎲 3 🎲 3 🎲 4 🎲 5

Your move

Quantity:

Face:

Bid History

- Yāo bid 1 × 1
- you bid 3 × 1

Why These Features?

- By creating a competitive environment on GameNite we can ensure players will keep coming back!

What's Next?

- Side-wide Tournaments, More engaging UI, and more games!

Design Choices

- 1) Leaderboard: Uses existing win record data, along with snapshot storage for tracking current position and change.
- 2) Challenge Mode: Wraps GameNite's existing game logic with pick/ban, timers, and a centralized game registry.
- 3) Followed existing game architecture.

Tech Stack

- TypeScript
- React
- Vite
- Express
- Socket.io
- Zod
- Playwright
- MongoDB

Team 508

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[Our Repo!](#)