



GameNite transformed from a simple game platform into a social, competitive experience focused on community-building through real-time multiplayer interaction, more expressive communication, and competitive progression.

you entered chat seconds ago

Player seconds ago

@yaos hey man, this is an example of a mention

Player just now

Hello again! This is an example of markdown rendering

WHAT'S NEXT

- Host-configurable rules (custom roles, extra Mafia members) in the lobby when creating a game
- Friend lists, invite-only lobbies, and game history
- Tier badges and player search on the leaderboard

OVERVIEW

Core Theme

All features center on COMMUNITY:

- Mafia: collaborate & bluff
- Chat: GIFs, markdown
- Leaderboards: competition

Tech Stack

- MERN Stack (MongoDB, Express, React, NodeJS)
- Fully written in TypeScript
- RESTful API + WebSockets for communication
- Infra: Render.com (Web Hosting), MongoDB Atlas (Hosted MongoDB), Github Actions (CI)
- Services: Giphy API

Mafia
Game room created a minute ago
Player #1 is [The Knight Of Games](#)
Player #2 is [Yao](#)
you are player #3
Player #4 is [Frau Drei](#)
Player #5 is [Lebron James](#)

Night Phase
Your role: Mafia 30s remaining

The Knight Of Games	Kill
Yao	Kill
Senior Dos (you)	
Frau Drei	Kill
Lebron James	Kill

Mafia Wins
Your role was Nurse.
You lost this round.
Alive: 2 Eliminated: 2 Players: 4

Player #1	Cop	ELIMINATED
Player #2	Nurse	ELIMINATED
Player #3	Mafia	ALIVE
Player #4	Civilian	ALIVE

FEATURES



Mafia: Real-time social deduction with roles (Mafia, Cop, Nurse, Civilian), voting phases, and private chat. Design: All games implement a shared GameLogic interface, so Mafia extended this




Leaderboards: Global rankings, win/loss stats, role-aware scoring, daily/weekly/all-time filters, anti-farming scoring. Design: stats are computed and ranked server-side, with built-in anti-farming logic that prevents a malicious user from farming consecutive wins against a victim user



Interactive Chat: @mentions, GIF support via Giphy API, Markdown formatting, private Mafia channels. Design: GIF API keys stay on the server. Mafia-only chat channels are enforced server-side a cheating client can't subscribe itself.

Hello


The Knight Of Games Player 2 minutes ago



Player 2 minutes ago
Ohhhh blocked by james

Player 1 minute ago
jaysan tatum is the goat

Player 1 minute ago



Nim Leaderboard

Nim Number Guesser Mafia

Daily Weekly All-Time



<https://www.github.com/neu-cs4530/spring26-project-group-511>



<https://cs4530-s26-511.onrender.com>

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