

GameNite!

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GameNite is a real-time multiplayer web platform where users can play games like Nim, Number Guesser, and Push Your Luck, add friends, create friend/invite-only matches, and place wagers with in-game currency. This update also features a complete UI refresh to improve user experiences.

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

New Features

Friends System

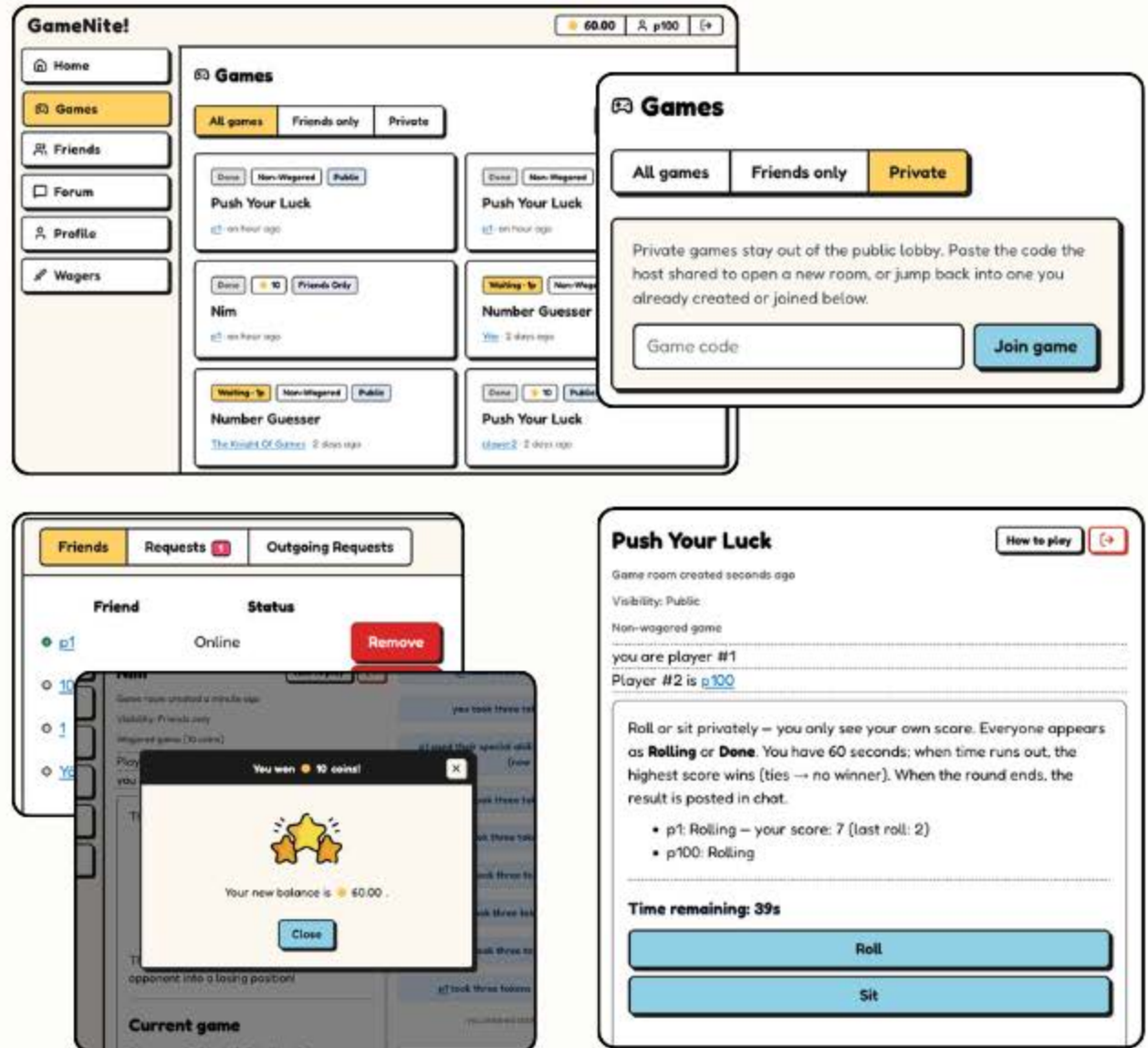
- Send/accept requests, remove friends, view online/offline status
- Create friend and invite-only/private games

Game Updates:

- Nim random special abilities
- Multiple guesses + hints in Number Guesser
- Push Your Luck dice game with timer

Wagering

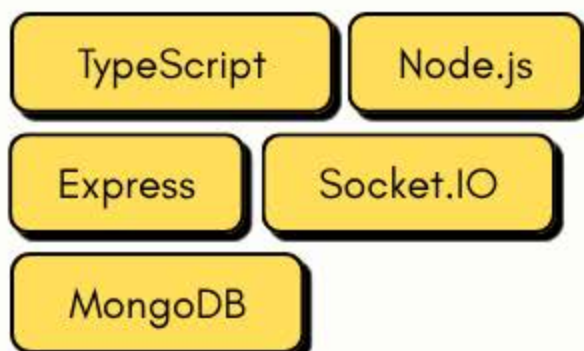
- wager in-game currency on game results and view wager history



What's next?

The next step is for our team to continue improving overall UX and refining existing gameplay using player feedback. With the MVP in place, we have a strong base to add more complex games and expand the wagering feature with more bet formats and purchasable in-game assets. We'll also focus on scalability and reliability to plan for an expanding user base: reusable architecture patterns, deeper test coverage, and better logging/monitoring to reduce regressions as complexity grows

Tech Stack & Decisions



- extended behavior without tightly coupling systems, making testing, iteration, and future changes safer.
- ensured accurate real-time status updates by marking a user as online when their first socket connects, and only marking them offline when their last socket disconnects.