

Team 514

New Features!

- Friends & DMs
- Private Lobbies
- Leaderboards & Stats

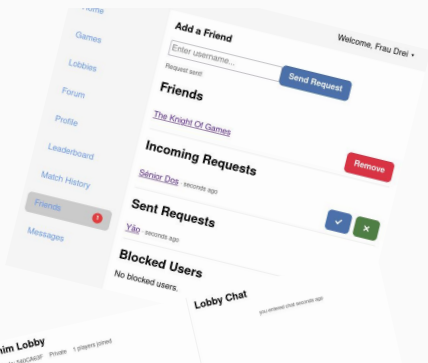
Why these changes?

We thought GameNite lacks the social features needed to foster a sense of community

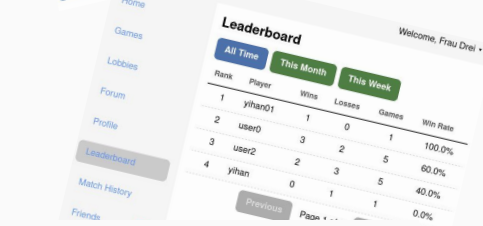
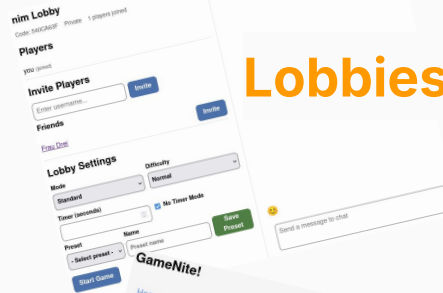
What's Next

- Real-time games
- In-game voice channels
- Team games

Friends & DMs!



Lobbies!



Leaderboard!



<https://spring26-project-group-514.onrender.com/login>



<https://github.com/neu-cs4530/spring26-project-group-514>

Tech Stack & Designs

- **Real-time first:** **Socket.IO** powers live timers, lobby chat, and notifications
- **Storage:** **MongoDB** via Keyv, with in-memory fallback for local dev

Tri Khuu, Logan Chandler, Yihan Luo, Tasmey Makwana