



GameNite! Group 515

Driving user retention through persistent progress, customization, and sense of community

Team Members: Niraj Nadarasa, Aditya Anantharaman, Phineas Wormser, Jonathan Cheng

Feature 1: Trophy Rankings



Leaderboards

Track top players by game and see where you rank.

- Total trophies
- Daily activity
- Nim
- Number Guesser

Total trophy leaderboard

Showing top 10

Rank	Player	Trophies	Wins	Losses
1	Yao	60	2	0
2	user5	54	3	1
3	you	53	3	5
#4	aditya	52	2	0
#5	Senior Dos	31	2	1

Competitive progression with persistent trophy tracking

Players earn or lose trophies based on game outcomes, with support for total, per-game, and daily leaderboards. Users can also view trophy totals and win/loss summaries directly on their profiles.

Feature 2: Coins and Cosmetics



Cosmetic Shop

Buy avatars, banners, and frames with coins, then equip them to show on your profile.

Seasonal Cosmetics

- Witch Avatar (88 coins)
- Forest Banner (140 coins)
- Silver Band Frame (70 coins)

Standard Cosmetics

- Knight Avatar (58 coins)
- Wizard Avatar (75 coins)
- Neon Avatar (58 coins)

Profile for aditya

aditya @aditya

Account created 6 days ago

CLAN: Juniper

Equipped: Knight Avatar, Fire Banner, default frame

- TOTAL TROPHIES: 52
- NIM TROPHIES: 52
- NIM RECORD: 2W - 0L
- NUMBER GUESSEY TROPHIES: 0
- NUMBER GUESSEY RECORD: 0W - 0L
- COINS: 0

A coin economy tied to gameplay and customization

Players can claim coins, create wagers for games, view transaction history, and spend earned currency on avatars, banners, and frames. Purchased cosmetics can be equipped from the shop or profile.

Feature 3: Clans and Seasons



The Best Clan

Season Rewards

Clan Actions

Members

Clan Cosmetics

Clans

Your Clan: Juniper

Season Snapshot

Browse Clans

Team-based competition with seasonal rewards

Players can create or join clans, manage roles, chat in real time, and compete on a season leaderboard. Top clans earn rewards based on seasonal net trophy performance and eligible member contribution.

More Info

Tech Stack

- Frontend:** React, TypeScript
- Backend:** Node.js, Express
- Data / Persistence:** MongoDB
- Realtime:** Socket-based chat & game updates
- Testing:** Vitest, Playwright
- Deployment:** Render

Design Decisions

- Server-authoritative progression logic for trophies, coin balances, wagers, and seasonal rewards
- Shared types across client and server to reduce integration mismatches
- Separated UI pages and service layers to keep the frontend focused on interaction and the backend focused on logic

What's Next

- Coin Monetization:** Allow players to purchase coin bundles with real money to expand the in-game economy
- More Games:** Add new multiplayer games so that progression and wagering feels fresh
- Tournaments:** Introduce bracket-style tournaments where players or clans compete for trophies, coins, and exclusive rewards

Try It Out!

Live Demo: <https://spring26-project-group515.onrender.com/login>

Source Repo: <https://github.com/neu-cs4530/spring26-project-group515>

Get In Touch



nadarasa.n@northeastern.edu
anantharaman.ad@northeastern.edu
cheng.jona@northeastern.edu
wormser.p@northeastern.edu



<https://github.com/neu-cs4530/spring26-project-group515>