

GAMENITE

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GitHub Repo: <https://github.com/neu-cs4530/spring26-project-group-607-1>

PROJECT SUMMARY

The goal was to extend matchmaking features in GameNite. This included support for friend requests, pinging other users and inviting friends to games, and the ability to play with an AI player.

TECH STACK

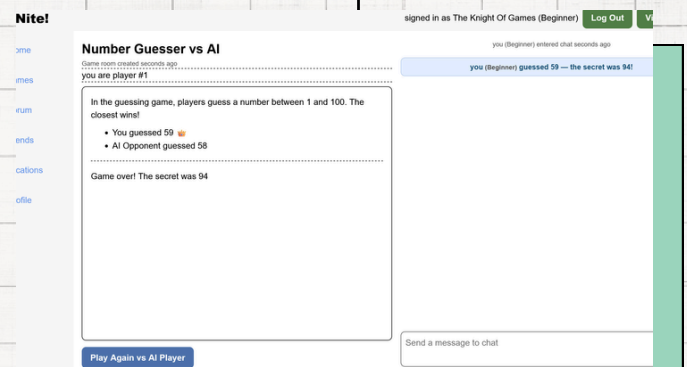
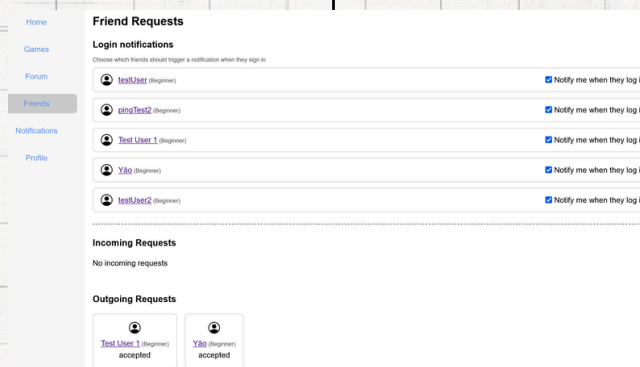
This project was developed using TypeScript with Node.js on the backend and React on the frontend. Our application uses MongoDB as the database.

DESIGN DECISIONS

We used a frontend architecture which emphasized reusable components and hooks to avoid duplication and improve readability. On the backend, we maintained a clear separation of concerns with a distinct service layer. We used websocket functions on the backend when needing live data updates, avoiding unnecessary calls to the API.

WHAT'S NEXT?

GameNite can be extended to support messaging between friends and the ability to block other users for security. Additionally, the AI player can be better integrated into the application, perhaps with a more advanced model to create moves.



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