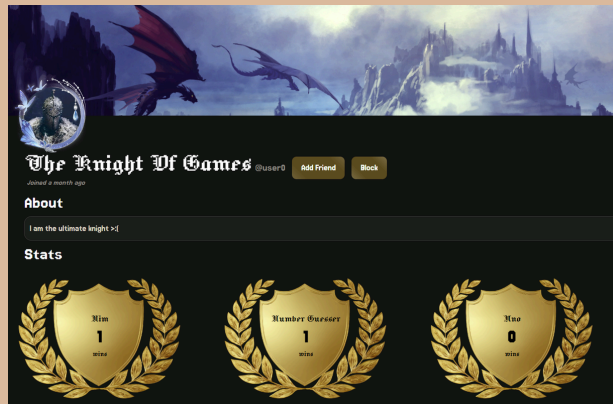


Group 609

GameNite

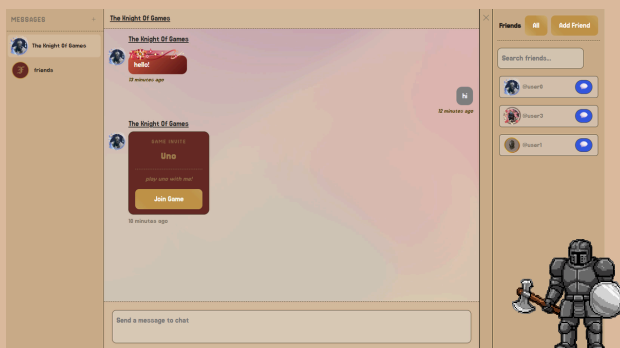
Justin Chen, Rebecca Lee, Amy Lu, Aaron Xu

GameNite functions more as a collection of isolated gaming experiences rather than a cohesive community. There is a lack of social infrastructure, limited games, and a generic interface that prevents users from expressing themselves, resulting in low retention. To resolve this, our project introduces a comprehensive social infrastructure that allows for friending, direct messaging, and inviting friends to games with capabilities to express yourself through profile pictures, personal bios, and personalization.



Tech Stack & Design Decisions

GameNite is built with a React/TypeScript frontend and a Node.js/Express backend, connected by Socket.io for real-time updates (game moves, chat, presence) and REST for standard CRUD operations. Game state is kept server-authoritative, with MongoDB (or in-memory storage) for persistence. Shared Zod schemas across client and server keep the API contract consistent. Visually, we wanted to display a medieval aesthetic with the familiar layout and features of modern social apps like Discord and Tumblr.



What's next?

Future development will focus on adding more games and enriching the forum with post-locking, downvoting, and upvoting mechanics. We plan to unify the platform's visual identity while enhancing the storefront with sorting options, including ascending and descending price filters.

Repo: <https://github.com/neu-cs4530/spring20-project-spring20-project-group-609>

Deployed Site: <https://gamenite-609.onrender.com/>