

CasinoNite

New Features



- Friends system with send, accept, decline, cancel, and remove flows
- Server-side token balance with daily refill logic
- Token balance displayed directly in the user interface
- Token wagering integrated into multiplayer game flows
- Poker with server-authoritative hidden information
- Automated tests, CI, and public deployment

Design Decisions



- Server-authoritative game state: all game logic runs on the server. Clients receive read-only views, preventing cheating
- Player-specific socket events: private information (i.e. hole cards in Poker) is sent only to the owning player's socket, never broadcast to all
- Token wager coverage enforcement: server checks available balance at both game creation and join time
- Shared type package: a single `@gamenite/shared` module defines types used by both client and server, eliminating runtime type mismatches

Future Work



- Expand poker with more complete betting rules, side pots, and all-in support
- Add more casino-style games that use the token economy
- Improve friend features with online status and better notifications
- Add richer token history, analytics, and player progression stats
- Polish the UI and make the overall experience feel more cohesive
- Strengthen reconnect handling and multiplayer reliability

Token History

See how many tokens you've won or lost after each finished game.

CURRENT BALANCE **1,895** BEST DAY NET **1,100**

Games settled: 4 | Total won: 300 | Total lost: 1,305

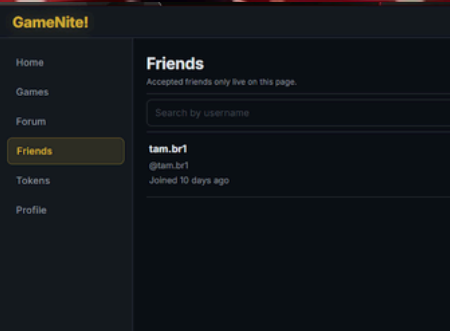
Won poker tournament (prize pool: 300 tokens)
POKER game
5 minutes ago

Entered poker tournament (wager: 100 tokens)
POKER game
5 minutes ago

Entered poker tournament (wager: 100 tokens)
POKER game
5 minutes ago

Entered poker tournament (wager: 1000 tokens)

FRIENDS!



TOKENS!

Tech Stack

- Frontend: React + TypeScript, React Router, Socket.IO client
- Backend: Node.js + Express, Socket.IO server, Deno-compatible TypeScript
- Database: Firebase Realtime Database for persistent game, user, and token state
- Deployment: Render (server) + Vite (client build)

Group 610

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Website: [CasinoNite](#)
Github Repo: [Repo](#)

POKER!

