

# CS4530 Final Project

Team Minior:  
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## Feature Overview:

Our team identified several issues with Strategy.town: the games lacked interactivity, social features were underdeveloped, and the frontend appeared unfinished. To address this, we implemented a team-based version of **Skribbl**, where one player drew on a whiteboard while others guessed the image for points, making gameplay more engaging. We overhauled the social experience by adding **detailed user profiles**, a **friend system**, and **direct messaging** to encourage interaction beyond games. Finally, we redesigned the UI/UX to look more polished and accessible, incorporating features like **keyboard navigation**, **colorblind modes**, and **customizable themes**, making the site feel more complete and professional.

## Technology Stack & Design:

We built our application using the MERN stack: **MongoDB** for the database, **Express.js** and **Node.js** for the backend, and **React** with **TypeScript** for the frontend. TypeScript was also used on the backend to ensure consistency and type safety across the full stack. We integrated **Cloudinary** as a third party image hosting service, to handle user uploads efficiently.

Our current implementation centers around creating a more dynamic and user friendly experience. We designed features to support better interactivity, social engagement, and customization across the platform.

## Website & Source Code:

Website: <https://summer25-project-minior-wjbu.onrender.com/>

Source Code: <https://github.com/neu-cs4530/summer25-project-minior>

