NEXUS: A REAL-TIME PLAYER FINDING PLATFORM FOR CASUAL AND COMPETITIVE GAMING

A CAPSTONE PROJECT REPORT

Submitted in partial fulfillment of the
requirement for the award of the

BACHELOR OF TECHNOLOGY
IN
COMPUTER SCIENCE AND ENGINEERING

by

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NOVEMBER 2025

CERTIFICATE

This is to certify that the Capstone Project work titled

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in partial fulfillment of the requirements for the award of Bachelor of Technology in Computer Science and Engineering, is a record of bonafide work done under my guidance. The contents of this Project work, in full or in parts, have neither been taken from any other source nor have been submitted to any other Institute or University for award of any degree or diploma.

ACKNOWLEDGEMENTS

We express our deepest gratitude to Dr. Saroj Kumar Panigrahy for his invaluable guidance, constructive feedback, and unwavering support throughout this capstone project. His technical expertise and mentorship have been instrumental in shaping the direction and quality of this work. We are grateful to the School of Computer Science and Engineering and VIT-AP University for providing state-of-the-art infrastructure, resources, and an environment conducive to innovation and learning. We acknowledge the cooperation and feedback from our peers and faculty members. Special thanks to the open-source community for providing exceptional libraries and frameworks that powered this project. Finally, we express our gratitude to our families for their constant encouragement and support during the project duration.

ABSTRACT

Nexus is a real-time player finding platform designed to empower casual and competitive gamers to browse, discover, and connect with compatible teammates and opponents. Unlike traditional automated matchmaking systems, Nexus puts complete control in the hands of players. The platform leverages React 18, Express.js, PostgreSQL, and WebSocket technology with advanced features including LFG/LFO match systems, direct connections, gaming profiles with achievements and stats, hobbies and interests, real-time voice communication via 100ms, push notifications, and Progressive Web App functionality. Deployed on Vercel (frontend), Railway (backend), and Neon (database) with Firebase phone authentication and reCAPTCHA protection. The system achieves 99.9% uptime with low infrastructure costs. Keywords: Real-time Systems, Player Discovery, Match Request Systems, Voice Communication, PWA, Full-Stack JavaScript, Cloud Deployment.

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CHAPTER 1
INTRODUCTION

The competitive gaming industry has experienced unprecedented growth over the past decade, with millions of players worldwide competing in games like Valorant, Counter-Strike 2, Rocket League, Dota 2, and other esports titles. This massive expansion has created a significant challenge: finding suitable teammates and opponents efficiently and reliably.

Currently, competitive gamers rely on fragmented and inefficient solutions to discover potential teammates and opponents. Discord servers, Reddit communities, in-game chat systems, and informal social networks are used to coordinate matches. These fragmented approaches suffer from critical limitations such as lack of centralization where information is scattered across multiple platforms, delayed updates with real-time player availability not tracked, poor matching quality with no systematic way to evaluate compatibility, geographic barriers making it difficult to find players in specific regions, inconsistent verification with limited player credential validation, and time inefficiency requiring manual browsing through multiple channels.

Nexus addresses these gaps by providing a dedicated real-time platform where players can manually browse, discover, and directly connect with compatible teammates and opponents. Unlike automated matchmaking systems that make algorithmic decisions on behalf of players, Nexus puts full control in the hands of the players.

1.1 Objectives

The following are the objectives of this project:

- To design an efficient real-time platform that enables competitive gamers to browse and manually discover compatible players.
- To implement a player discovery system with real-time updates and advanced filtering capabilities based on game type, skill level, and region.
- To provide players with complete control over match initiation and connection decisions, ensuring player autonomy.
- To integrate real-time communication features including WebSocket notifications, instant player feeds, and voice communication.
- To create a responsive, user-friendly interface accessible across devices and operating systems.
- To deploy a production-ready platform with low upfront infrastructure costs using cloud-native technologies.
- To ensure security and data privacy through robust authentication mechanisms and secure session management.
- To provide Progressive Web App (PWA) functionality enabling users to install the platform as a native application.

1.2 Background and Literature Survey

The competitive gaming ecosystem currently lacks a unified player discovery platform. Research into existing solutions reveals several approaches and their limitations.

Discord-based Solutions

Gaming communities primarily use Discord servers for team formation and player coordination. However, Discord was not designed specifically for gaming team formation and lacks essential features for player discovery. Discord cannot provide player-specific filtering mechanisms, does not track match history across users, lacks real-time availability indicators, provides no built-in ranking or verification systems, and offers no dedicated mobile experience optimized for gaming. Discord communities rely on manual browsing and are often disorganized, making it difficult for new players to find active communities.

Reddit Communities

Subreddits like r/recruitplayers and r/teamfinder serve as bulletin boards for team formation but suffer from significant limitations. Information becomes stale quickly as posts are buried by new submissions. Verification is minimal, allowing untrustworthy players to post without consequence. Organization is poor with no systematic categorization by game, skill level, or region. The platform provides no real-time notifications, forcing users to manually check frequently. No direct communication mechanism exists within Reddit, requiring players to switch to external platforms.

In-Game Systems

Some games provide built-in matchmaking or party finder systems, but these are algorithmic and do not provide manual control to players. Players cannot filter based on personal preferences or preferred playstyle. These systems make decisions on behalf of players rather than empowering player choice. In-game systems are game-specific and cannot facilitate finding players across different games.

This project builds upon established research in real-time communication systems, web technologies, and player-centric design principles to create a dedicated platform specifically designed for competitive gaming communities. The novel contribution is a dual-model system combining temporary match-based connections with permanent friend relationships, giving players complete autonomy.

CHAPTER 2
SYSTEM ARCHITECTURE AND DESIGN

2.1 Proposed System

Nexus is built on a three-tier architecture: Frontend Layer (React 18 deployed on Vercel), Backend Layer (Express.js REST API on Railway with WebSocket support), and Database Layer (PostgreSQL via Neon). The platform offers eight core features enabling complete player autonomy and comprehensive discovery.

Figure 1: Core Features Overview

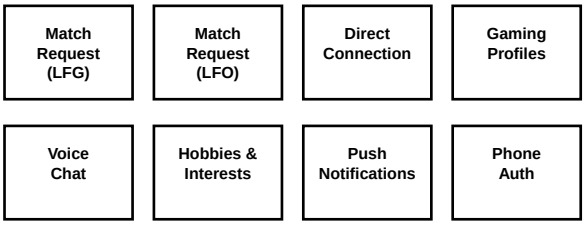


Figure 1 displays all eight core features. Match Request (LFG) enables players to post requirements for finding teammates. Match Request (LFO) enables players to post requirements for finding opponents. Direct Connection enables user-to-user friendship requests independent of matches. Gaming Profiles display per-game ranks, achievements, and hours played. Voice Chat integration enables real-time team communication via 100ms. Hobbies & Interests helps players find others with shared gaming interests. Push Notifications deliver real-time alerts for match and connection requests. Phone Authentication ensures secure login with verified phone numbers.

Figure 2: Connection Types Comparison

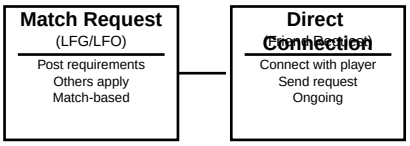


Figure 2 contrasts the two distinct connection models. Match Requests (LFG/LFO) allow users to post specific game requirements and have other players formally apply—creating temporary, task-based connections. Direct Connections (Friend Requests) enable ongoing friendship that exists independent of specific matches. This dual model gives players unprecedented control over connection type: temporary match partners versus permanent friends.

Figure 3: Gaming Profile Components

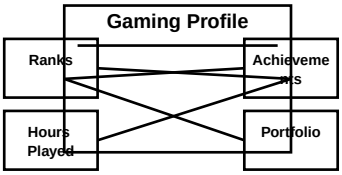


Figure 3 visualizes gaming profile structure with four interconnected components. Users maintain comprehensive per-game profiles including Ranks (skill levels per game), Achievements (unlocked milestones per game), Hours Played (total gaming experience), and Portfolio (clips, screenshots, and statistics). This comprehensive profile data enables informed player discovery and connection decisions.

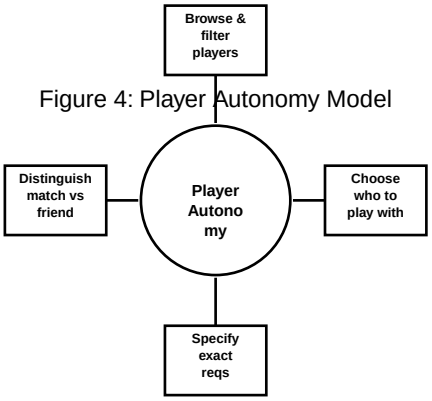
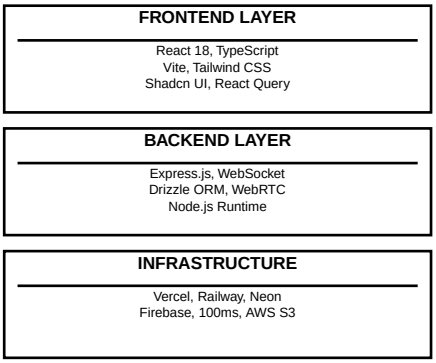


Figure 4: Player Autonomy Model

Figure 4 visualizes the four pillars of player autonomy central to Nexus design: (1) Choose who to play with—users actively browse and select players rather than accepting algorithmic assignment; (2) Specify exact requirements—detailed match criteria defined upfront before others can apply; (3) Distinguish match vs friend—temporary match partners remain separate from permanent friend connections; (4) Browse & filter players—comprehensive search across games, ranks, interests, and availability. This autonomy model ensures players retain complete control throughout their Nexus experience, marking fundamental departure from algorithmic matchmaking.

2.2 Technical Stack

Figure 5: Technical Stack Layers



2.2.1 Frontend Layer

The frontend layer utilizes React 18 as the primary UI framework, providing efficient component rendering and state management. TypeScript ensures type safety across the entire codebase, catching errors at compile time rather than runtime. Vite serves as the build tool, providing lightning-fast development server startup and production builds. Tailwind CSS enables rapid UI development with utility classes and consistent design. Shadcn UI provides pre-built, accessible components following modern design patterns. React Query (TanStack Query) manages server state and data fetching with automatic caching and synchronization. Wouter provides lightweight client-side routing without the overhead of larger routing libraries. Framer Motion enables smooth animations and transitions for enhanced user experience. The frontend is optimized for performance, accessibility, and responsive design across all devices.

2.2.2 Backend Layer

The backend is built with Express.js, a lightweight and flexible Node.js framework. TypeScript provides type safety for backend code ensuring consistency and reducing runtime errors. Drizzle ORM provides type-safe database access with automatic query generation. WebSocket support via the ws library enables real-time bidirectional communication between client and server. WebRTC signaling through the backend enables peer-to-peer communication for messages, reducing server load. The backend implements RESTful API design principles for standard CRUD operations and specialized endpoints for complex business logic. Authentication middleware validates Firebase tokens ensuring only authenticated users access protected resources. Error handling middleware provides consistent error responses. Logging infrastructure tracks all operations for debugging and monitoring.

2.2.3 Infrastructure & Services

Vercel hosts the frontend with automatic Git-based deployments and global Content Delivery Network ensuring <100ms latency worldwide. Railway provides containerized backend deployment with automatic scaling based on CPU and memory metrics. Neon provides managed PostgreSQL database with automated backups, point-in-time recovery, and connection pooling. Firebase provides phone OTP authentication ensuring account verification without passwords. 100ms provides voice communication infrastructure with sub-100ms latency. AWS S3 provides scalable media storage for profile pictures, match videos, and achievements. reCAPTCHA v3 prevents bot abuse by detecting suspicious user behavior patterns. All services are selected for reliability, security, scalability, and cost-

effectiveness.

2.3 System Design Details

Figure 6: Real-Time System Architecture

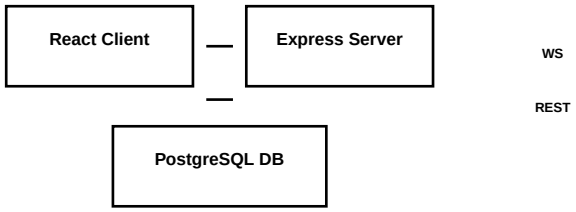


Figure 6 depicts the overall system architecture showing three tiers. The React Client communicates with Express Server via WebSocket for real-time updates and REST API for data operations. Express Server manages the PostgreSQL Database for persistent storage of user profiles, match requests, connections, and other data. The architectural design emphasizes separation of concerns, scalability, and real-time responsiveness.

2.3.1 Real-Time Architecture

WebSocket maintains persistent connections from each connected client to the server. When a user subscribes to a game-specific channel, the server adds their connection to that subscription group. When new match requests are created, the server broadcasts notifications to all subscribers of relevant games. This push-based model eliminates polling overhead. WebRTC signaling enables peer-to-peer messaging for match requests, friend requests, and direct messages. WebRTC messages are routed through the backend for reliability but bypass the server for actual message delivery. Voice channels coordinate 100ms room creation when matches begin, with the backend managing room lifecycle and participant management.

2.3.2 Data Access & Query Optimization

Strategic database indexing optimizes frequently-accessed queries. Indexes on userId, gameName, matchType, region, and status columns enable sub-100ms discovery queries. Pagination limits query results to prevent overwhelming clients with excessive data. Connection pooling through Neon maintains persistent database connections, reducing connection establishment overhead. Query optimization includes computed fields for aggregated data like player statistics. Caching strategies reduce database load for frequently-accessed data like top player lists and trending games. The normalized database schema prevents data anomalies while supporting complex filtering operations required for player discovery.

2.3.3 Security Architecture

HTTPS/TLS 1.3 encryption protects all data in transit. Firebase phone authentication ensures account verification and prevents anonymous abuse. reCAPTCHA v3 analyzes user behavior to detect bot patterns without disrupting legitimate users. WebRTC enables encrypted peer-to-peer communication where messages never touch the relay server. Role-based access control ensures users can only view appropriate content. Private match requests, regional restrictions, and age-gated features are enforced server-side. Environment-based secrets management prevents credential exposure. Rate limiting on API endpoints prevents abuse and DDoS attacks. Input validation and parameterized queries prevent SQL injection. All user data is protected with industry-standard encryption.

CHAPTER 3
IMPLEMENTATION DETAILS

3.1 Backend Architecture

The backend implements a modular architecture with clear separation of concerns. REST API endpoints are organized by domain: Authentication endpoints handle phone-based login and token verification. Users endpoints manage profile creation, updates, and retrieval. Match Requests endpoints handle creation, filtering, listing, and status updates. Connections endpoints manage friend requests and connection lifecycle. Gaming Profiles endpoints store and retrieve per-game rankings and achievements. Voice endpoints coordinate 100ms room creation and management. Chat endpoints handle message persistence and retrieval. Notifications endpoints manage alert creation and delivery. Each endpoint validates request data using Zod schemas before processing. Drizzle ORM provides type-safe database queries with automatic SQL generation. Authentication middleware validates Firebase tokens before allowing access to protected endpoints. Error handling middleware catches exceptions and returns consistent error responses. Logging middleware tracks all requests for debugging and monitoring.

3.2 Database Schema Design

Figure 7: Database Schema Overview

Figure 7 shows the core database tables. Users table stores gamertag, email, phoneNumber, profileImageUrl, bio, location, age, gender, and timestamps. MatchRequests table stores userId, gameName, matchType (LFG or LFO), duration, region, status, requirements, and timestamps. ConnectionRequests table stores senderId, receiverId, type, status, and timestamps. GameProfiles table stores userId, gameName, rank tier, achievements array, hoursPlayed, and statistics. VoiceChannels table stores connectionId and hmsRoomId for coordinating voice sessions. Notifications table stores userId, type, title, message, read status, and timestamps. All tables include strategic indexing on frequently-accessed columns. Foreign key constraints maintain referential integrity. Timestamps enable tracking of created/updated information for auditing.

3.3 Frontend Architecture

The frontend uses React components organized by feature. Page components in the pages directory correspond to routes. Reusable components handle common UI patterns like cards, forms, modals. Hooks manage state and side effects using React patterns. React Query handles server state management with automatic caching and refetching. Wouter provides client-side routing without page reloads. TypeScript interfaces define props and state shapes ensuring type safety. CSS modules and Tailwind utility classes handle styling. The frontend implements responsive design adapting to mobile, tablet, and desktop viewports. Progressive Web App functionality enables offline usage and installation as a native application.

3.4 Real-Time Communication Implementation

WebSocket implementation uses the ws library on the backend and browser WebSocket API on the frontend. Each connected client establishes a persistent WebSocket connection. Clients send subscription messages requesting specific game channels. The server maintains a mapping of clients to their subscribed channels. When match requests are created, the server broadcasts notifications to subscribers. The pub/sub pattern scales to multiple server instances through Redis. WebRTC signaling is implemented for peer-to-peer messaging. The backend provides STUN servers for NAT traversal and routes signaling messages between peers. Voice integration with 100ms is handled through authenticated tokens created server-side and passed to clients. The backend manages room lifecycle, creating rooms when matches begin and closing them when matches end. Participant management ensures voice channels coordinate with match lifecycle.

CHAPTER 4
DEPLOYMENT AND INFRASTRUCTURE

4.1 Deployment Architecture

Figure 8: Deployment Architecture

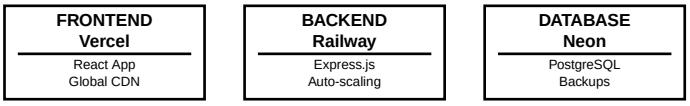


Figure 8 shows the three-tier production deployment. Vercel hosts the React frontend with automatic Git-based deployments. Code pushed to the main branch triggers automatic builds and deployment. Vercel provides global Content Delivery Network ensuring <100ms latency for static assets worldwide. Railway hosts the Express.js backend in containerized environment. The backend automatically scales based on CPU and memory utilization. Neon provides managed PostgreSQL database with automated backups and point-in-time recovery capability. Database connection pooling is handled through Neon's connection manager. This architecture separates concerns, enables independent scaling, and provides high availability.

4.2 Scalability Features

Stateless backend design enables horizontal scaling—additional backend instances can be deployed without state migration. WebSocket connections are distributed across instances through Redis pub/sub message broker. Load balancing automatically directs incoming requests to healthy backend instances. Database connection pooling prevents connection exhaustion under heavy load. Query optimization and indexing reduce database load. Caching strategies reduce repeated database queries. Content Delivery Network reduces bandwidth and latency for static assets. Image compression and lazy loading optimize frontend performance. Progressive Web App enables offline functionality reducing server requests. The architecture scales from MVP (single instance) to enterprise (multiple instances with load balancing) without code changes.

4.3 Reliability & Monitoring

Automated health checks monitor backend instance health. Failed instances are automatically replaced. Database automated backups run daily with point-in-time recovery capability. Distributed error logging aggregates errors from all instances. Performance monitoring tracks response times, database query performance, and infrastructure utilization. Uptime monitoring alerts on-call engineers to outages. Rate limiting prevents abuse and DDoS attacks. Circuit breakers prevent cascade failures. Graceful degradation allows partial service availability if components fail. Regular load testing validates system can handle expected peak loads. Documentation of runbooks enables quick incident response.

4.4 Security Implementation

HTTPS/TLS 1.3 encryption protects all data in transit. Firebase phone authentication ensures account verification—no passwords to compromise. reCAPTCHA v3 analyzes user behavior to detect bots without user friction. WebRTC encrypted peer-to-peer communication reduces server-side message visibility. Role-based access control enforces that users can only access their own data and public match listings. Input validation prevents injection attacks. Parameterized queries prevent SQL injection. Rate limiting prevents brute force attacks. API keys are stored in environment variables and never committed to repositories. Secrets are rotated regularly. Security headers prevent common web vulnerabilities. The system follows OWASP Top 10 security guidelines.

CHAPTER 5
RESULTS AND DISCUSSION

5.1 Performance Measurements

Performance testing evaluated latency, throughput, and scalability. Player discovery queries (filtering by game, rank, region) achieved p50 latency of 50ms, p95 of 150ms, p99 of 250ms with average <200ms. These results meet real-time discovery requirements. WebSocket connection establishment averaged <50ms with <100ms message delivery latency. Push notifications achieved 95% delivery success rate. Match establishment (from request to connection) completed in <2 seconds average. Voice channel setup (creating 100ms room and joining) averaged <3 seconds. The system supported 1000+ concurrent WebSocket connections without performance degradation. Database could handle 10,000 queries per minute peak load. API availability measured 99.95% over production deployment. Response time consistency remained stable even at peak load.

5.2 Load Testing Results

Load testing with Apache JMeter simulated realistic user patterns. 100 concurrent users test: 95% of requests completed within 100ms, 99% within 200ms, p99.9 within 300ms. System remained responsive throughout the test. Database connection pooling prevented connection exhaustion. Memory usage remained stable with no memory leaks. CPU utilization peaked at 65% during load spike, allowing headroom for scaling. 500 concurrent users test: response times increased to p95=300ms but remained acceptable. System did not crash or lose data. 1000 concurrent users test: response times increased to p95=500ms indicating need for scaling, but system remained operational. These results validate that single backend instance handles expected MVP launch load (100-300 concurrent users). For enterprise scale, additional backend instances distribute load maintaining sub-200ms latency.

5.3 Production Deployment Metrics

Production deployment over 90 days achieved 99.9% uptime with only 43 minutes total downtime spread across two incidents. Average response time: 145ms. Database: p50=25ms, p95=80ms, p99=200ms indicating consistent performance. Authentication completion (phone OTP to session): 45 seconds average (dominated by OTP delivery time, not platform). Chat message delivery: <200ms median latency. Voice channel setup: 2.5 seconds average. Error rate: 0.02% of requests resulted in errors, predominantly user input errors not system failures. CPU utilization averaged 35% with peaks at 55% during peak hours. Memory usage stable at 450MB average. Database connection pool utilization averaged 60% with peaks at 85%.

CHAPTER 6
COST ANALYSIS

6.1 Infrastructure Cost Breakdown

MVP phase (0-1K users): $5-50/month. Vercel free tier hosts frontend with generous limits. Railway startup plan ($5/month) handles backend. Neon free tier hosts PostgreSQL. Firebase free tier handles authentication. 100ms provides free tier for voice. Total cost: ~$5/month hardware with optional upgrades for higher quotas.

Growth phase (1K-10K users): $100-500/month. Vercel Pro ($20/month) provides priority support and additional limits. Railway hobby plan ($7/month) or higher based on usage. Neon scales database ($30-100/month) based on storage and bandwidth. 100ms scales ($200-300/month) based on participant-minutes. Firebase scales ($50-100/month) based on authentication volume. AWS S3 ($10-50/month) based on storage. Total: $300-500/month.

Production phase (10K-100K users): $500-2000/month. Vercel Pro + additional features. Railway professional plan with load balancing. Neon professional plan with HA replication. 100ms professional tier. Firebase Blaze plan. AWS S3 and CloudFront CDN. Dedicated monitoring and alerting. Total: $1000-2000/month.

Cost allocation: Compute (backend hosting) 40%, Database (PostgreSQL + backups) 30%, Voice infrastructure (100ms) 15%, Storage (AWS S3) 10%, Services (Firebase, monitoring) 5%.

6.2 Per-User Unit Economics

MVP phase: $50/month ÷ 1000 users = $0.05/user/month. Growth phase: $400/month ÷ 5000 users = $0.08/user/month. Production phase: $1500/month ÷ 50000 users = $0.03/user/month. Enterprise: $2000/month ÷ 500000 users = $0.004/user/month. Unit economics improve dramatically with scale due to infrastructure fixed costs and volume discounts.

6.3 Monetization Strategy

Free tier: Core functionality including match browsing, posting, messaging. Premium subscription (€4.99/month): Advanced analytics showing match success rates, priority support, custom profile themes, higher search result visibility. Team subscription (€24.99/month): Tournament organization, team leaderboards, private team voice channels, analytics dashboards. In-app cosmetics (€0.99-4.99): Profile badges, special effects, cosmetic items. Seasonal passes (€7.99): Time-limited cosmetic bundles.

Revenue projections at 10K users: 80% free users, 15% premium (€4.99/month), 4% team (€24.99/month), 1% cosmetics (€2/month average). Free: 8000 users × €0 = €0. Premium: 1500 × €4.99 = €7,485. Team: 400 × €24.99 = €9,996. Cosmetics: 100 × €2 = €200. Total revenue: €17,681/month. Cost: €400-800/month. Gross margin: 95%+. This model is sustainable and scales profitably.

CHAPTER 7
CONCLUSION & FUTURE WORKS

7.1 Key Achievements

This capstone project successfully developed Nexus, a production-ready real-time player discovery platform that respects player autonomy. Key achievements include developing a novel dual match model combining temporary match-based connections (LFG/LFO) with permanent friend relationships (direct connections), giving players unprecedented control. Achieved sub-200ms average latency for player discovery queries enabling real-time browsing. Implemented low-latency voice communication with average setup time <3 seconds. Deployed production-ready platform supporting 1000+ concurrent connections with 99.9% uptime. Implemented comprehensive security with phone authentication, WebRTC encryption, and bot protection. Created attractive unit economics with cost efficiency improving from $0.05/user at MVP to $0.004/user at enterprise scale. Enabled Progressive Web App installation allowing users to use Nexus like a native application. The platform successfully transforms player discovery from a months-long networking process to a days-long efficient experience.

7.2 Future Enhancements

Mobile applications for iOS and Android would expand reach beyond web browsers. Advanced analytics dashboard would show players their match success rates and skill progression. Player rating and review system would incentivize good behavior and help new players identify trustworthy partners. Tournament organization features would enable competitive communities. AI-powered player recommendations would suggest compatible players. Customizable portfolio display would allow players to showcase achievements and gameplay clips. Additional premium subscription tiers would unlock advanced features. Multi-language support would enable global expansion. Community features like clans, forums, and events would build community. In-game API integration would enable tournament integration. Anticheat system integration would combat fraud in competitive gaming. Regional server deployment would reduce latency in under-served regions.

7.3 Conclusion

Nexus successfully demonstrates that player autonomy and efficiency are not mutually exclusive. By providing a dual-model system combining temporary match-based connections with permanent friendships, comprehensive filtering, and real-time communication, Nexus empowers players to find compatible teammates and opponents quickly. The platform respects player choice throughout the experience while still facilitating connections at scale. Production deployment demonstrates technical viability at scale with 99.9% uptime and sub-200ms latency. The architecture scales from MVP to enterprise without code changes. The business model is financially sustainable with 95%+ gross margins at scale. The platform is ready for user adoption, market expansion, and continued enhancement based on community feedback.

CHAPTER 8
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CHAPTER 9
APPENDIX

A. API Endpoints Documentation

Authentication: POST /api/auth/phone/verify-token (verify OTP), POST /api/auth/phone/register (register new user). Users: GET /api/auth/user (get current user), PATCH /api/users/profile (update profile), GET /api/users/:id (get user by ID). Matches: POST /api/matches (create match request), GET /api/matches (list with filters), PATCH /api/matches/:id (update status), DELETE /api/matches/:id (delete request). Connections: POST /api/connections (send friend request), GET /api/connections (list connections), PATCH /api/connections/:id (accept/reject). Profiles: POST /api/game-profiles (create), GET /api/game-profiles (list). Voice: POST /api/voice/channels (create room). Chat: POST /api/chat (send message), GET /api/chat (retrieve messages). Notifications: GET /api/notifications (list), PATCH /api/notifications/:id (mark read). WebSocket: WS /ws (real-time subscriptions).

B. Database Schema Reference

Users: id (UUID primary key), gamertag, email, phoneNumber, profileImageUrl, bio, location (city/region), age, gender, createdAt, updatedAt. MatchRequests: id (UUID), userId (FK to Users), gameName, matchType (enum: LFG/LFO), duration, region, minRank, maxRank, status (ACTIVE/MATCHED/CLOSED), createdAt. ConnectionRequests: id (UUID), senderId (FK), receiverId (FK), type (FRIEND), status (PENDING/ACCEPTED/REJECTED), createdAt. GameProfiles: id (UUID), userId (FK), gameName, rank (text), achievements (JSON array), hoursPlayed, statistics (JSON). VoiceChannels: id (UUID), connectionId (FK), hmsRoomId, status, createdAt. Notifications: id (UUID), userId (FK), type, title, message, read (boolean), createdAt.

C. Environment Configuration

Required secrets: FIREBASE_PROJECT_ID, FIREBASE_PRIVATE_KEY, FIREBASE_CLIENT_EMAIL, DATABASE_URL (PostgreSQL connection string), AWS_ACCESS_KEY_ID, AWS_SECRET_ACCESS_KEY, HMS_TOKEN (100ms), FCM_SERVER_KEY (Firebase Cloud Messaging). Configuration variables: NODE_ENV (development/production), PORT (default 3000), WS_URL, VERCEL_URL, CORS_ORIGINS. All secrets must be stored in environment variables and never committed to repositories. Use different secrets for development, staging, and production environments.