

snipes.io

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Project Overview



- Team-based, IRL scavenger hunt game
- Runs as a web application
 - Recommended to run on a mobile device!
- 2 teams battle to get the most “snipes”
- Each player works to “snipe” (take a photo of) target objects
- Target objects are randomly chosen from a list of inputs that the group of players will create.



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Users can see the Game ID and Points earned for every game played

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Players can choose one of 2 teams that they want to join

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Randomized Objects

Input list of target objects is randomized



Technologies Used

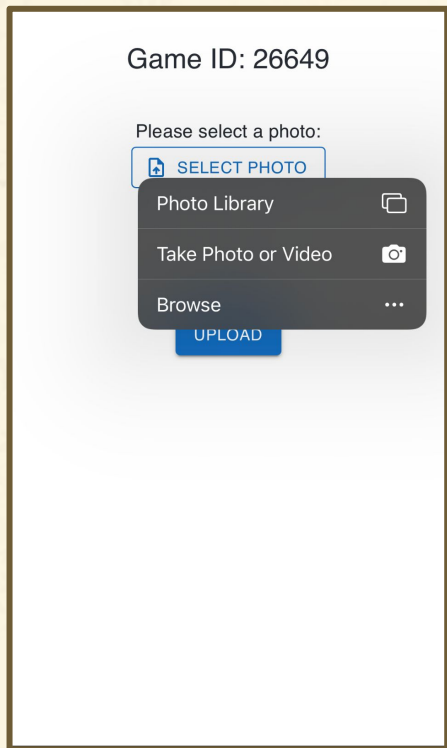
- MongoDB
- Express.js
- React
- Node.js



Features



Uploading data from client to backend



- Persistent for Duration of the Game
 - Players will **input target objects** that they want to "snipe"
 - Players **take and upload pictures**
- Persistent Long Term
 - **Points earned** per player per game will be **stored long term** and be displayed in each user's profile

```
_id: ObjectId('63843f09e9e1b5f3a62e8ad2')
name: "gavin"
email: "gavin"
password: "gavin"
✓ history: Array
  0: ObjectId('63845cac1f66da8bd46a9c55')
  1: ObjectId('6384611bbeb839f7bb457851')
```

Displaying Dynamic Data to User

Game ID: 88726



9:54:03 PM: jaden sniped backpack



9:54:56 PM: mike123 sniped backpack

- Team player list
- User inputted target objects
- Uploaded photos are displayed in a feed dynamically
- Leaderboard with points for each team

Searching Through Server Side Data

```
_id: ObjectId('637eeeba9e1a762dacc3e8da')
gameID: "64131"
state: "open"
> players: Array
> objects: Array
> team1: Array
> team2: Array
✓ photos: Array
  > 0: Object
  > 1: Object
    object: "hoodie"
    > image: Object
    user: "mcko"
    timestamp: "1669582699006"
    _id: ObjectId('6383cf6b3412d529847f49f8')
  > 2: Object
  > 3: Object
  > 4: Object
  > 5: Object
  > 6: Object
✓ leaderboard: Array
  > 0: Object
    userID: "mcko"
    points: 4
    team: 0
    _id: ObjectId('6383cf6a3412d529847f49f7')
  > 1: Object
```

- App retrieves all relevant game data when the necessary screen is displayed – players, points, photos and targets
- Leaderboard – calculated per user by counting photos posted in server side data
- User profile pulls up each user's historical point totals



Lobby & Team Creation

- Players can join lobbies created by other users or create their own lobby
- Each lobby gets assigned a specific Game ID for new players to join
- Players can select a team to join and switch teams if necessary

Game ID: 31707

Team 1:	Team 2:
jaden	mike123
<button>JOIN</button>	<button>JOIN</button>
<button>ALL READY!</button>	
<button>LEAVE GAME</button>	

Game ID: 31707

Target selection:

Target*

backpack

ADD TARGET

START GAME!

Randomized Targets

- Users can **input a list of targets** (specific to the current lobby)
- Up to 3 targets will be selected when the game starts



User: jaden

Game History:

1. 88726	2000 points
2. 31707	0 points
3. 67358	0 points

Personal Profile Page

- **Game history** for each player will be displayed in a personal profile page
- The **Game ID** and **Points earned** for every game played



DEMO!



