

Virtual room in Warpcaste

Welcome to the presentation of our project for Hakaton! We, Sasha and Maxim, created a unique room in Warpcaste. Our goal is to provide users with space for small multiplayer games and interaction.



Our team

Sasha

Developer. The main focus on the Backend logic.

Maxim

Developer. He was engaged in a Frontend, development of UI on React and integration with the API.



The emergence of an idea



Lack of interactive

There was a lack of games with the possibility of living interaction.



The concept of the room

Creating a multifunctional room for communication and games.



Goal

Development of space for small multi-user games.



Technological stack



Warpcast

The main platform for the implementation of the functionality of the room.



Next

Frontend logic for the user interface.

Development process



Integration of modules

Assembly of various components in a single space.



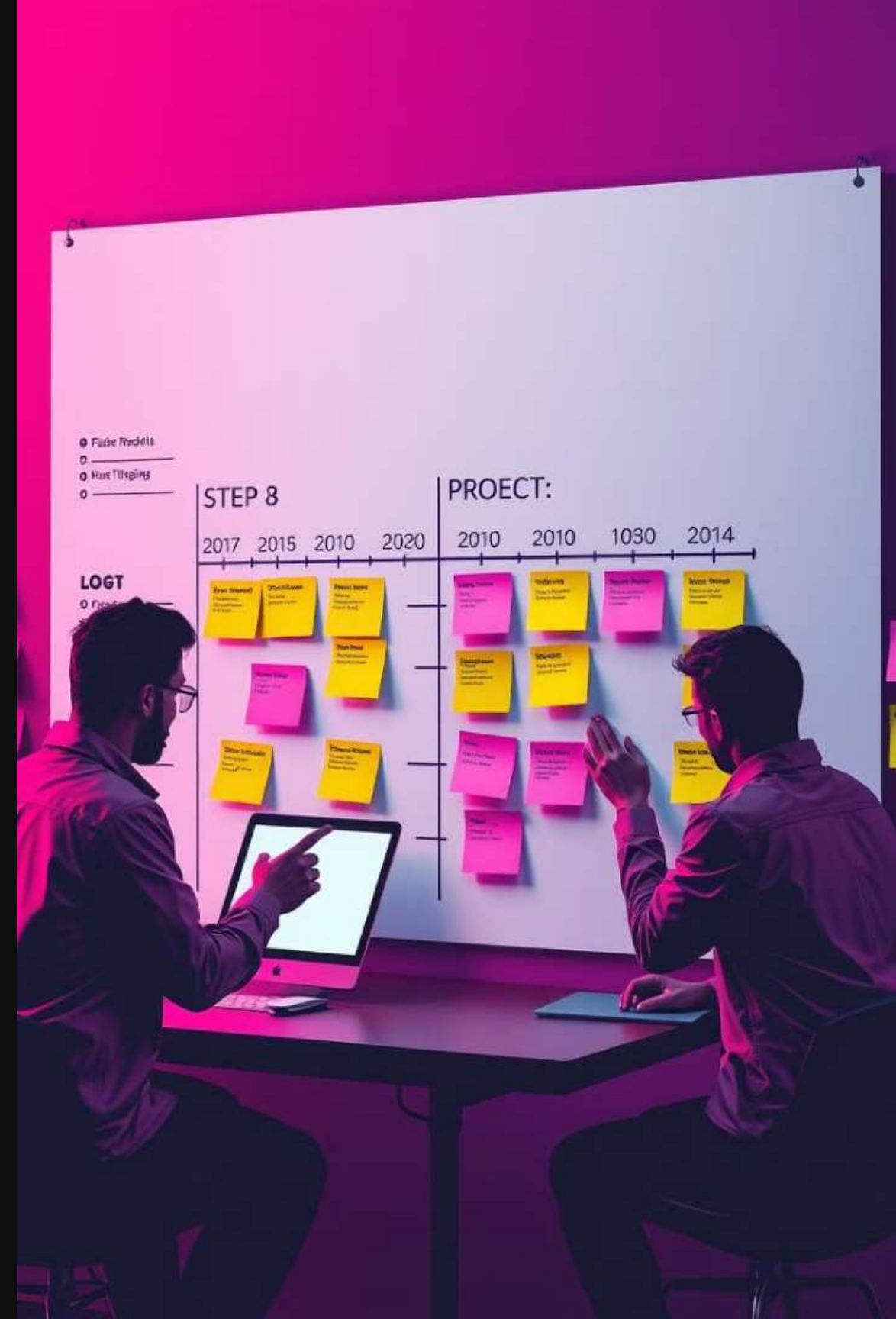
Testing

Functionality check and error correction.



Optimization

Improving performance and stability.

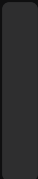


The functionality of the room



Creating a room

The ability to create your own virtual space



Adding participants

Invitation of friends and other users to the room.

The following steps



Extension

Adding new functions and opportunities.



Development

Support and improvement of the project after Hakaton.

Thank you for your attention! We plan to actively develop the project by adding new functionality and improving the existing one.

