

CS4530 Final Project

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Rock Paper Scissors Game

The developers of Covey.Town pride themselves on having built a virtual meeting space that mirrors the way we drift between conversations in real life. However, real-life interactions don't always occur in arranged meetings, quite frequently they are spontaneous, and we believe there is no behavior in Covey.Town that models this. As it stands right now, users can only meet up and interact with each other in scheduled gatherings. In the hopes of making Covey.Town model real-life interactions more naturally by adding an element of spontaneity and fun competition, we plan to build a multiplayer rock-paper-scissors mini-game.

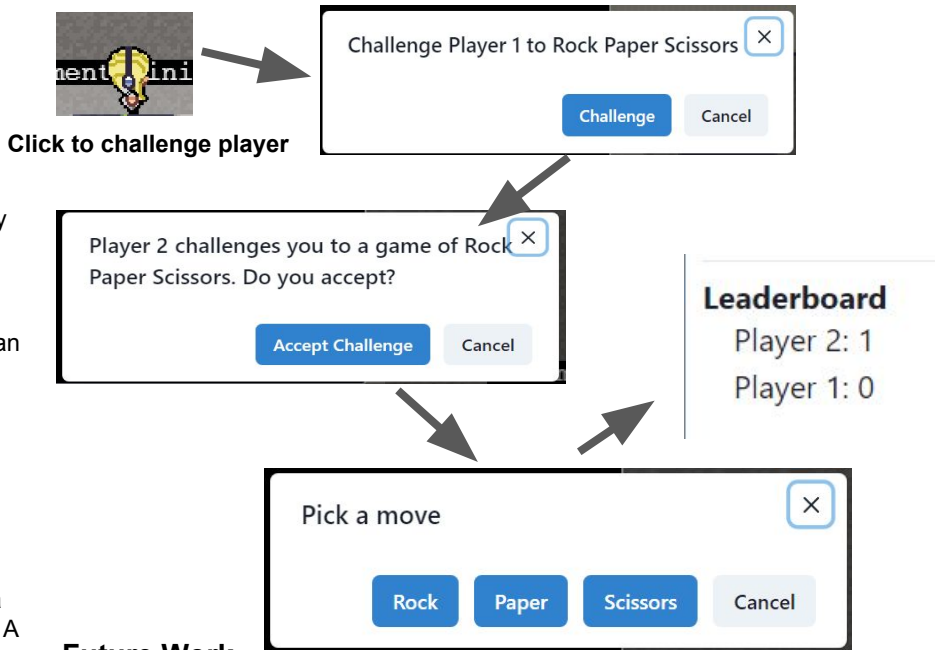
We chose rock-paper-scissors as the game to build because it's simple, and doesn't require any special knowledge to play. A game of rock-paper-scissors is fast and fun. It can spark interesting conversations and connections among participants of a virtual meeting, making Covey.Town more like real life, while also giving users something to do while they're waiting for the meeting to start. This mini-game will not only broaden the types of interactions available to Covey.Town, but will also incorporate an element of friendly competition that is missing from the virtual space.

Technology Stack

We created the game in the existing Covey.Town code. We have objects for the players, scoreboard, and the game itself. A player can click another person to challenge them to a game of Rock, Paper, and Scissors—we used the phaser library to handle mouse events. A React modal sends a message to the player requesting a challenge. If the player accepts, a game modal allows players to select from rock, paper, or scissors options. The code detects game changes and challenge requests/responses and player moves through socket.io which then emits. React hooks capture these changes and challenges and use the scores to determine the top 10 players to display on a leaderboard.

Site and source

The game is available at <https://fall-22-team-project-group-503.netlify.app/>
Our source code is at <https://github.com/neu-cs4530/fall-22-team-project-group-503>



Future Work

We are interested in creating more simple games along with rock paper scissors, like tic tac toe and have a menu where the players can select which game they want to play send a challenge to another person.

Each game would have its own score system, and each person would have an overall tracker of how many challenges they won for each game which anybody in Covey.Town can see.