Links: <u>Project repo</u>

Live hosted site

CS4530 FINAL PROJECT: "HUSKY OVERFLOW"

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- Virtual pets
- Enhanced gamification
- Customization/Accessibility







Pets that the user can choose from

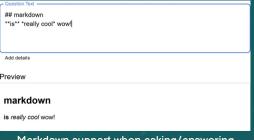


We aim to increase user engagement on Husky Overflow through gamification. The pet features allows users to have a virtual pet, which can be changed or accessorized by spending coins, earned through playing games and engagement on the site. An additional game Rock Paper Scissors was implemented to play against other users in real time. We also added accessibility features with various color filters for the website, as well as screen reader support. Signatures were implemented to the question page to add user customizability.

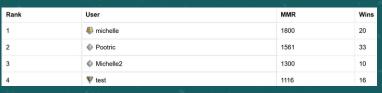
Our project extends the existing Husky
Overflow codebase to support additional
features. The Rock Paper Scissors game
uses sockets and includes an MMR system,
rank tiers, a leaderboard with filtering, and an
MMR-over-time graph via Chart.js. The
Question and Answer features were
improved by adding Markdown support for
additional customizability. Accessibility
improvements include theme toggles for
light/dark mode and colorblind-friendly
themes using React's ThemeProvider and
global CSS variables.



Users can upload custom images to use as a signature on posts



Markdown support when asking/answering questions



Leaderboard with rank system to compete against other users



Rebranded to husky overflow for a more personalized Northeastern experience

FUTURE WORK

There are extensions that we were not able to implement that would contribute a lot to our goal of enhancing user engagement. If we had more time, a lot of our features could be fleshed out and made much larger and more interactive. The following are some examples of future work that could be done:

- Pet shop notifications
- Weekly & monthly leaderboards
- Additional pets & accessories