



# BaraBingo

Chaotic bingo for Barotrauma crews. Mark the madness as it happens.

## Features

- **Bingo grid** — mark cells when chaos moments happen in-game
- **Sound effects** — each cell plays a unique sound (honk, alarm, explosion...)
- **Custom OGG uploads** — add your own sounds per cell
- **Emoji picker** — pick the perfect emoji for each bingo cell
- **Admin panel** — create campaigns, manage bingo items
- **Live updates** — see who marks what in real-time via polling
- **Crew activity log** — time-stamped feed of all marks
- **Submarine status panel** — hull, reactor, O<sub>2</sub> gauges that degrade with chaos
- **Bingo detection** — rows, columns, diagonals, with celebration modal
- **Chaos meter** — from "Sub stable" to "SUB DESTROYED"

## Tech

- **Next.js 16** (App Router + Turbopack)
- **SQLite** via better-sqlite3 + Drizzle ORM
- **Tailwind CSS v4** with dark submarine theme
- **Web Audio API** for synthesized sound effects
- **Radix UI** primitives
- **Docker** — multi-stage build, `output: "standalone"`

## Development

```
npm install
npm run dev
```

First user to register automatically gets admin rights.

# Docker

```
docker build -t barabingo .  
docker run -d -p 80:3000 -v ./data:/app/data -v ./uploads:/app/public/uploads barabingo
```

## CI/CD

Push to `main` / `master` → Gitea Actions builds image and deploys to `barabingo` (Tailscale).

## License

MIT