| Game State | Host Description | Host Request | Host Response | Player Description | Player Request | Player Response |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Sitting on StartGameView. Prevented from moving forward until 6 players have joined. | /api/game/start/{lobbyCode}  Post | canStartGame: boolean  success: boolean | Players join game and are prevented from moving past this until host starts game. |  |  |
| 2 | Host clicks the start game button. Changes screens to ViewPlayerGridView. Make a request to backend to get all players and roles. | /api/game/host/players/{lobbyCode}  Get | players: list  success: boolean | Players are now allowed to view their role by clicking the continue to role assignment button. This makes a request to view an individual player’s role. | /api/game/player/role/{lobbyCode}/{playerId}  Get | canContinue: boolean  success: boolean |
| 3 | Host is prevented from moving to the HostNightView until all players select proceed to night |  |  | Players can click proceed to night at any time. This changes the view to WerewolfKillView or VillagerNightView. | /api/game/player/sleep  Post | success: boolean |
| 4 | Host clicks proceed to night view. Reads nighttime script. | /api/game/host/sleep/{gameCode}  Post | canContinue: boolean  success: boolean | Werewolf can’t kill and villager can’t choose to wake up until Host proceeds to Night View. |  |  |
| 5 | Host is prevented from moving on to HostVotingView until all players and werewolves are in DayWaitingView |  |  | Werewolf can select someone to kill and is taken to DayWaitingView. Villagers can proceed to DayWaitingView. | /api/game/player/wake (villager)  /api/game/player/kill (werewolf)  Post | canContinue: boolean  success: boolean |
| 6 | Host selects move on to daytime voting. | /api/game/host/wake/{gameCode}  Post | canContinue: boolean  success: boolean | Players are prevented from moving on to DayVotingView until the host selects move on to daytime voting. |  |  |
| 7 | Host is prevented from moving on to ViewPlayerGridView until Players have moved on to DayVotingView and have voted, taking them to the respective NightWaitingView. |  |  | Players can select to move on to DayVotingView. If the player was killed by a role, they are taken to the DeadVillagerView. | /api/game/player/begin-voting  Post | canContinue: boolean  alive: boolean  success: boolean |
| 8 |  |  |  | Players can vote, which will then take them to their respective NightWaitingView. | /api/game/player/vote  Post |  |
| 9 | Host selects view vote result, taking them back to viewPlayerGridView which shows who was killed by the vote. | /api/game/host/end-vote  Post | canContinue: boolean  success: boolean | Players are prevented from “going to sleep” until host selects view vote result. |  |  |
| 10 | Host is prevented from moving forward until all players are in the nighttime view. (repeat at step 4) |  |  | Players can select to go to sleep. Players who were killed are taken to specified dead screens. Other players go to nighttime view | /api/game/player/sleep  Post | canContinue: boolean  success: boolean |

| GameState | Host View | Players View |
| --- | --- | --- |
| 1 | 01\_mainScreen | 01\_mainScreen |
| 2 | 02h\_hostGame | STOPPED |
| 3 | STOPPED | 03p\_joinGame |
| 4 | STOPPED | 04pw\_roleAssignWaitingRoom |
| 5 | 05h\_playerGrid | STOPPED |
| 6 | STOPPED | 06p\_roleAssign |
| 7 | STOPPED | 07pw\_nightWaitingRoom |
| 8 | 08h\_hostNight | STOPPED |
| 9 | STOPPED | 09p\_villagerNight/09p\_werewolfNight |
| 10 | STOPPED | 10pw\_morningWaitingRoom |
| 11 | 11h\_hostVote | STOPPED |
| 12 | STOPPED | 12p\_morningResults/12p\_killedVillager/18\_werewolfWin |
| 13 | STOPPED | 13p\_votingScreen |
| 14 | STOPPED | 14pw\_voteResultsWaitingRoom |
| 15 | 05h\_playerGrid | STOPPED |
| 16 | STOPPED | 16p\_voteResults/16p\_hungVillager/18\_werewolfWin/18\_villagerWin |
| 2/17 | STOPPED | 07pw\_nightWaitingRoom |
| REPEAT AT GameState 8 | |  |

| **HTTP request** | **Called From** | **canContinue is true if** | **changes \_ to gameState \_** |
| --- | --- | --- | --- |
| createGame() | 01\_mainScreen | always | game 2 |
| joinGame() | 03p\_joinGame | game 2 | player 4 |
| getAllPlayers() | 02h\_hostGame | players 4 (ignore) | game 5 |
| viewRole() | 04pw\_waitingRoom | game 5 | no change |
| playerSleeps() | 06p\_roleAssign.js | game 5 | player 6 |
| hostSleeps() | 05h\_playerGrid | players 6 | game 7 |
| werewolfKills() | 09p\_werewolfNight | game 7 | game 8 |
| playerWakes() | 10pw\_morningWaitingRoom | game 8 | player 10 |
| hostWakes() | 08h\_hostNight | players 10 | game 11 |
| playerReadyToVote() | 12p\_morningResults | game 11 | player 12 |
| playerVote() | 13p\_votingScreen | game 11 | player 13 |
| endVoting() | 11h\_hostVote | players 13 | game 15 |
| viewResultPlayer() | 14pw\_voteResultsWaitingRoom | game 15 | player 4 |
| viewResult() | 11h\_hostVote | always | no change |
| getAllPlayers() | 11h\_hostVote | players 4 | game 5 |
| playerSleeps() | 16p\_voteResults | game 5 | player 7 |