Demo 1 - Prototype (March 4th):

**Allow users to join the game and be given a role.**

What we will specifically do:

* User experience
  + Users have information given
    - What is their assigned role
    - Capabilities of role
    - How to win as their role
* Technical requirements
  + Host page
    - Game code
    - Database has session with associate code
    - Host can start game
  + Player page (6 players allowed, 1 werewolf per game, 5 villagers)
    - Page to enter code with player name
    - Player assigned to player table
  + Web app
    - Size change per device
  + Back end
    - Game session
    - Player table with assigned roles
    - Data given to players
* Expect users to have a device, be in the same place, no cards required.

Demo 2 - WIP (March 25th):

**Interaction between players.**

What we will specifically do:

* Functionality of roles
  + Interaction between players
* Flair for game events (noncritical)
  + SFX
    - Narrator story fun stuff
    - Role sounds?
    - Death/event sounds

Demo 3 - Final (April 14th):

**Things look nice, added functionality, stuff works.**

What we will specifically do:

* Customized game play
  + Player count / ratio of roles
  + Custom roles
  + Other mods
* Polished graphics
* Persistent game codes/rounds
  + Players can begin another game keeping names/stats from previous game

Overall:

What problems we will face:

* Add too many features
* Adjusting player count and roles
* Connection issues
* We may run out of scooby snacks 🙁

What we will not have or do:

* We are not making Kahoot
* We are not making an app
* We are not making a generalized game
* We are not going to make something worth selling

Appendix:

If the world is sunshine and rainbows and we somehow have extra time:

* Overall instructions and/or a glossary
* Custom content
  + Players can create unique roles
  + Players can create custom audio channels for roles
  + Players can save their custom game modes
  + Players can use custom game modes created by other users
* Flair for game events
  + VFX
  + SFX
    - Recorded audio from a voice actor 😎
* Standard user communications
  + Secret chat with those of same role
  + Whisper to one person
  + Cupid communications
  + Werewolf chat
  + Dead player chat
* We actually add MAFIA functionality to avoid allegations of bait-and-switch tactics