

Teen Titanics

Cathy Cai, Ahnaf Kazi, Ricky Lin, Matthew Ming

SoftDev1 pd6

P #02: The End

2018-01-08

Kree-Skrull War

Description

TLDR: We are making multiplayer and botted party game Mafia based on a Marvel theme using sockets and dynamic Javascript. The list below details the rules of the game if you have never played it before.

- Replicates the popular party game Mafia and draws inspiration from a Flash game also based on Mafia called Town of Salem for the game design and the popular Marvel storyline Kree-Skrull War for our theme.
- Two types of game mode that we will implement: bots (decisions will be made by the computer) and multiplayer.
- Once you created/joined a game, each player/bot will be given a role of Kree (civilian), Skrulls (mafia), Captain Marvel (doctor), or Nick Fury (police).
- Gameplay: In the “day” time, the user can see every other player who still remains. After the first night, they will also have a voting system where you can vote a player to hang.
- At night, the Kree will only see a sleeping screen while the Skrulls, Captain Marvel, and Nick Fury can choose who to kill, heal, and investigate respectively.
- Once the night is over, there will be an announcement in the chat about what transpired in the night.
- The winner is determined once all the Skrulls are dead or the Skrulls have a majority.
- Once the game is over, you can repeat the cycle again by making a new game or joining another one.
- We will be using Bootstrap as our front-end framework as it serves as a reliable front-end framework that packages all the necessary customization tools we need.

APIs

- Avatar API to find the user’s email profile picture and avatar generator for “adorable” character icons
 - avatars.adorable.io
- IP Address API to track character locations (ex: *username*, New York, NY)
 - Used to enhance story and for sockets
- News API

- Access articles on murder
- Save snippets of the murder story in database
- Display random story whenever a character dies with substituted names

Component List

- Login/Register in order to use the site. Accounts keep track of the user's name when playing with others and each user can view their wins and losses
- Creating a game with other players / Joining a room made by another player / Starting a game with bots
- Multiplayer option:
 - Server room based on first-come, first-serve
 - Socket connections using flask-socketio
 - Real-time decision making by other players
- Bots option
 - Random (adds unpredictability to the game!) moves performed by the other roles (might remove once multiplayer is functional)
- Chat Function
 - Allows users to chat and vote who to kill in the morning
- Different game options/popups for characters with different roles (comes with unique avatars!)
- Interesting stories (we pick ones out to be held in database) for each death
- Ability to write a death note that will display once you die
 - RIP symbol & murder GIF

If we cannot do real-time multiplayer, we will have each role take a turn during the “night” and everyone will wait on them

Database Schema

- User database
- Roles database
- Story database
- Game/Match History database

User Info Table				
userID	username	password	Wins	Losses
PRIMARY KEY	TEXT	TEXT	INTEGER	INTEGER

Roles		
roleID	roleName	roleDescription
PRIMARY KEY	TEXT	TEXT

Stories	
category	Description
TEXT	TEXT

Game/Match History			
gameID	user	Role (could be dead)	Day
PRIMARY KEY	TEXT	TEXT	INTEGER

*day tracks which round you're on so you know who's still alive at that point

Site Map



<div>Kree-Skrull War</div> <div>Log in Register</div>	<div>SIGN OUT</div> <div>MULTIPLAYER</div> <div>FIND GAMES NEW GAME</div> <div>Join an existing game room, or make your own and add your friends!</div> <div>BOTS</div>	<div>SIGN OUT</div> <div>Game Rooms</div> <table border="1"> <tr> <td>Room 1 Names</td><td>Room 2 Names</td><td>Room 3 Names</td></tr> <tr> <td>Room 4</td><td>Room 5</td><td>Room 6</td></tr> <tr> <td>Room 7</td><td>Room 8</td><td>Room 9</td></tr> </table>	Room 1 Names	Room 2 Names	Room 3 Names	Room 4	Room 5	Room 6	Room 7	Room 8	Room 9
Room 1 Names	Room 2 Names	Room 3 Names									
Room 4	Room 5	Room 6									
Room 7	Room 8	Room 9									

You've been assigned:

Kree/Skrulls/Captain Marvel/Nick Fury

CHAT

Avengers Headquarters

username, *username,*

location location

...and more

CHAT

Skrulls is killing...

MURDER GIF

CHAT

Captain Marvel is healing...

HEALING GIF

CHAT









Expose a player

(Only for Nick Fury)


Kree


CHAT

Who's Skrulls?

CHAT

username
Has Died


username
Skrulls

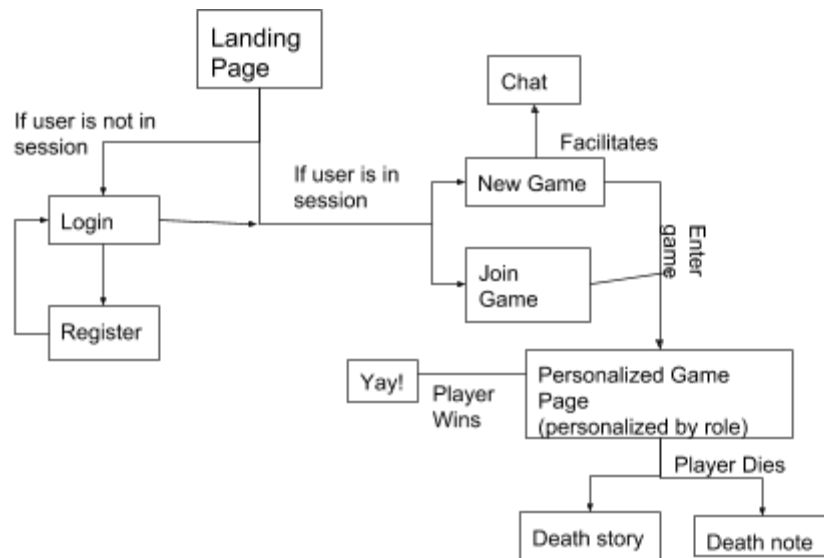
CHAT

SIGN OUT

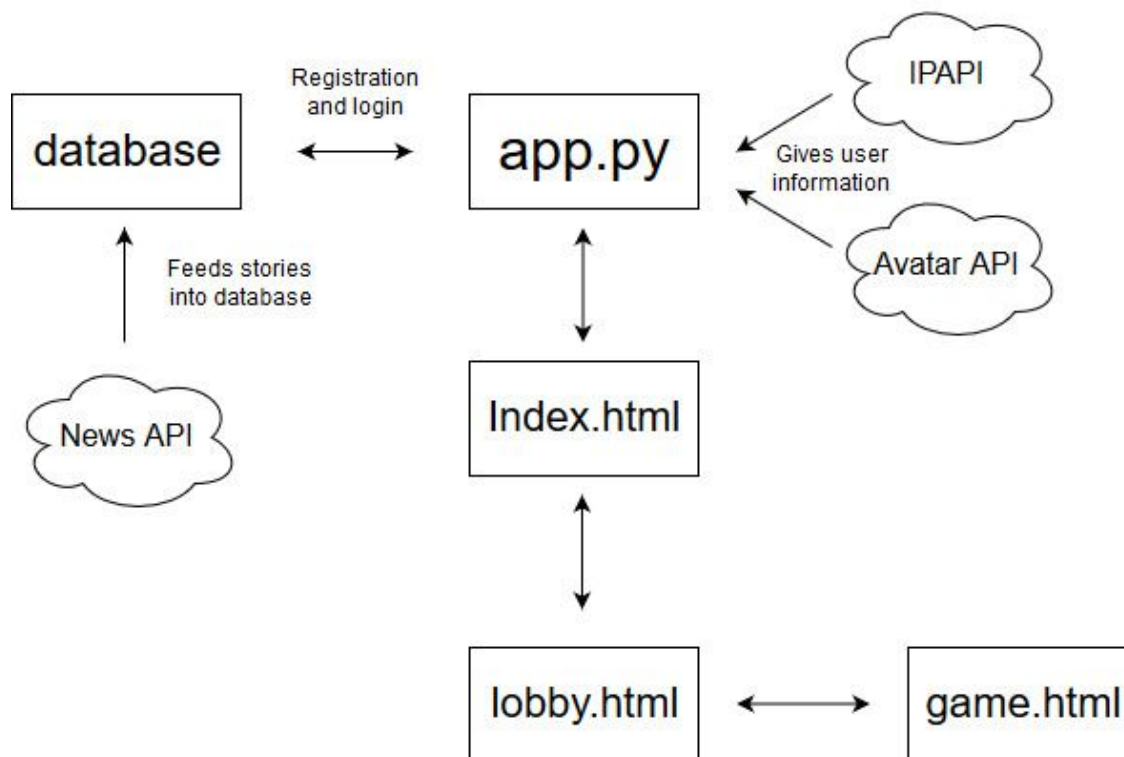
GAME OVER

The Krees have won!

CHAT



Component Map



Tasks

Stage 0: The Crumbs

Project Manager Matthew: Templating

Ricky Lin: Designing the roles and game progression

Ahnaf Kazi: Front end and chat

Cathy Cai: Game logistical design

Stage 1: The Cake(is a Lie)

Project Manager Matthew: Responsible for implementing socket-based communication

Ricky Lin: Help make “night” time real time with other players

Ahnaf Kazi: Making site more dynamic

Cathy Cai: Linking front end to back end

Stage 2: The Leftovers

Project Manager Matthew: Adding match history and player profile tab if time permits

Ricky Lin: Add extra roles if time permits

Ahnaf Kazi: Add extra APIs to enhance storytelling experience

Cathy Cai: Making the interface look nice