Teen Titanics
Cathy Cai, Ahnaf Kazi, Ricky Lin, Matthew Ming
SoftDev1 pd6
P #02: The End
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Get Down Mr. President!

Description

Our website aims to replicate the popular party game Mafia. We draw inspiration from a Flash game also based on Mafia called Town of Salem. In our game, users will be able to create an account and login. There are two types of game mode that we will implement: bots and multiplayer. After the user is logged in, they can create a new game, for bots or multiplayer, or join a pre-existing game, for only multiplayer. Once the game is full(for multiplayer) or you created a new game with bots, each player/bot will be given a role of villager, mafia, doctor, or police. 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 civilians will only see a sleeping screen while the mafia, doctor, and police 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 mafia is dead or the mafia has a majority and once the game is over, you can repeat the cycle again by making a new game or joining another one.

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

Component List

- Login/Register in order to use the site
- Creating a game with bots or other players / Joining a room made by another player
- 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 moves performed by the other roles
- Chat Function
    - Allows users to chat and vote who to kill in the morning
- Personalized gamepage and game options for everyone with different roles (comes with unique avatars!)
- Interesting story (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
- Match history database

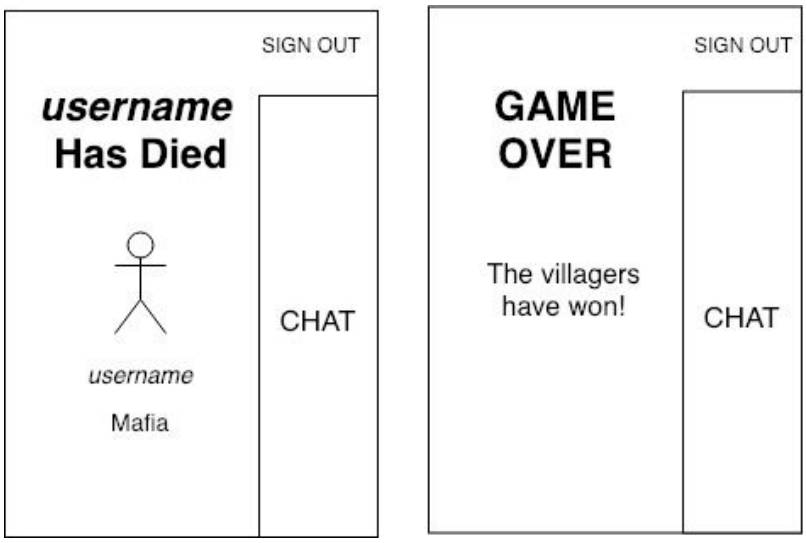
User Info Table		
userID	username	password
PRIMARY KEY	TEXT	TEXT

Roles		
roleName	roleDescription	rolePermissions
TEXT	TEXT	TEXT

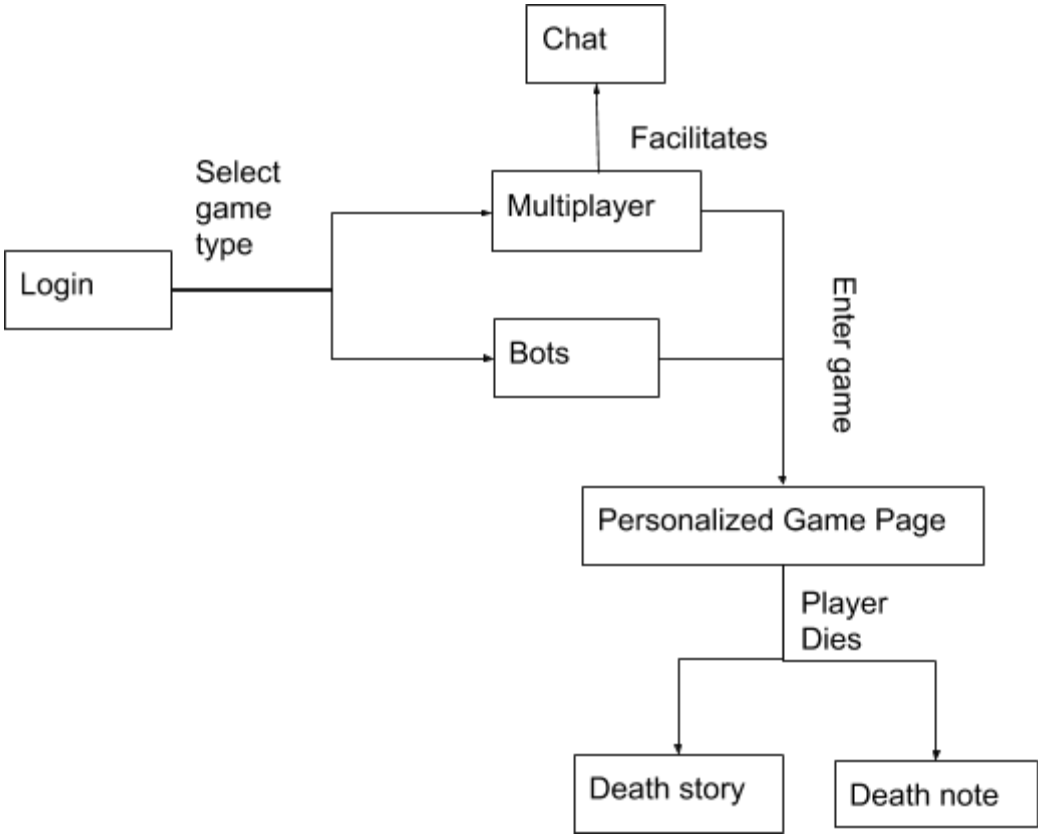
Stories	
category	Description
TEXT	TEXT

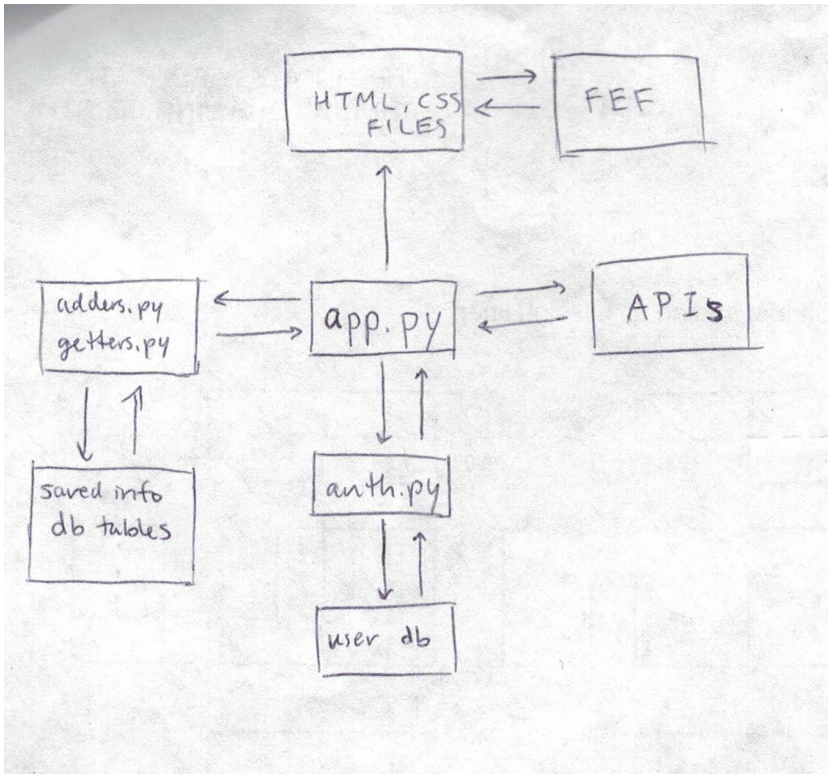
Game			
gameID	user	Role	Day/Night
PRIMARY KEY	TEXT	TEXT	INTEGER

Site Map



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