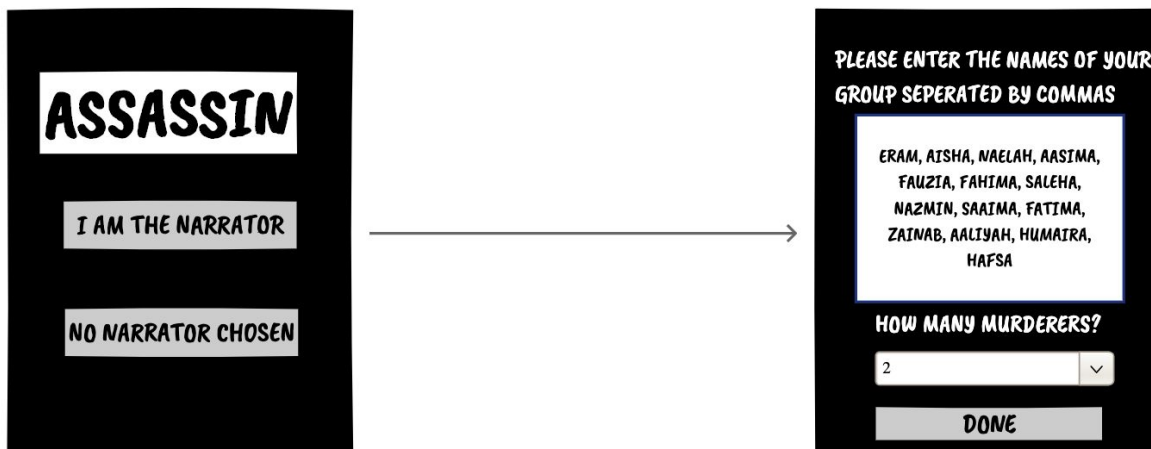


Assassin is a game played by a group of 5 or more people. In this game there are the following characters:

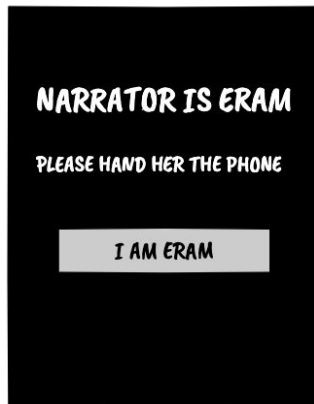
- Narrator: The narrator narrates the story and assigns roles to the other group members.
- Doctor: The doctor can save one person per round. If the doctor saves the right person, there are no murders for the night. The doctor is disguised as a civilian.
- Murderer(s): The murderer(s) kills one person every night. The goal of the murderer(s) is to kill the village before they are caught. The murderer(s) is disguised as a civilian.
- Civilians: The role of the civilians is to find the murderer before everyone in the village is dead. Every night, after the kill by the murderer(s), the civilians choose the person they believe is the murderer(s) and remove them from the village.

This app is designed for a group who wants to play assassin. If the narrator is not chosen yet by the group, one person from the group can enter everyone's names. The app will randomly choose a narrator first. Once the phone is given to the narrator, the app will show the roles of the other people to the narrator that are randomly assigned. The narrator will notify people of their roles. If the narrator is already chosen, the narrator can enter the names of the other group members to have randomly assigned roles for the doctor, murderer(s) and civilians. The app will allow the group to choose the number of murderers.

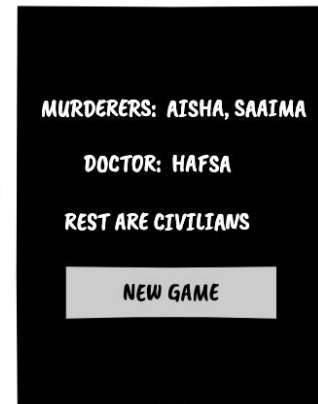
Below are some mockups of the app:



IF NARRATOR NOT CHOSEN



PLEASE NOTE THAT THIS SCREEN WILL BE SHOWN AFTER
NAMES ARE ENTERED IF NARRATOR IS ALREADY CHOSEN



NEW GAME WILL LEAD BACK TO THE ORIGINAL SCREEN

As seen in the mockups the GUI components needed are as follows:

- Text: Text will be white in general, unless they are in buttons. Comic Sans will be the font-family and size will change based on screen.
- Buttons: There will be 5 buttons of width 300 and height 100 in total. Each of the screens have one or two buttons. The background color for these buttons will be grey and the text color will be black.
- Background: Background color for all frames will be black.
- Text input: Text input will be needed for name inputs. The name inputs will be separated by commas.

The app will throw error messages for the following:

- There have to be at least 5 names.
- There have to be at least 2 civilians.
- The number of murderers cannot be equal or greater than the number of civilians
- The same name cannot be repeated twice

An example of my project will be a random team generator such as

<https://www.randomlists.com/team-generator>.

The names will be originally be a string that will then be split by commas and added to an Array. Java SecureRandom will be used to generate numbers from 0 to the length of Array minus one. Based on the random number the name that belongs to the index of the array will be chosen as a role. The roles will be in a HashMap with keys (Doctor, Murderer, Civilians) and the values will be the name chosen.