

## Report A3

ANTONIS PRINIANAKIS

GEORGIA SAMARITAKI

ELENI STEFANIDI

### DESCRIPTION OF SYSTEM FUNCTIONALITIES (MODALITIES)

#### TOUCH:

- On the Augmented table a player will press the confirmation button after all the players have joined the game.
- On their smartphone, the players can see information about their roles, such as their role's description and allies. Additionally, they can see the role (card) of a player if this information is available to them.
- Players can also look up role descriptions on the rule book tab.
- Players will vote/save/kill and disable someone's ability through their smartphone.

#### LEAGUES:

- Ambient lighting is affected by the phase. When someone (or the narrator) says "The night falls in Palermo" the lights are automatically dimmed and when they say "The sun rises in Palermo" the lights brighten.

#### VOICE:

- If the narrator is a voice assistant then it will set the scene at each phase and it will instruct the players about any further details.
- Players can interact with the voice assistant giving simple voice commands, such as transitioning to the following phase or repeating the instructions and can ask questions about game stats and details.

#### LEAP MOTION:

- Players can interact with the wall with leap motion, they can hover on the information button and it will expand and they can scroll through the voting history.

#### THE THERGESTOURES:

- Players can interact (Kinect) with the SmartTv and with a swipe change the phase of the day (From Phase "Open Ballot" to phase "Secret Voting").

### SCENARIO PLOY

7 friends and colleagues, Alice, George, Maria, Kiki, Manolis, Kosmas and Renata, gather at George's house to celebrate the successful completion of their project at 469. They decide to play the Mafia game in the smart living room. They select the app from its game center Smart Tv. So the game begins!

#### START OF THE GAME PLOY

The screen for players to connect via QR codes appears on the Augmented Table. Each of the players scans one of the QR codes and a suitable screen appears on their smartphone to enter their name and choose an avatar. When he has selected both, he presses "green tick" and waits for all the other players to choose as well. The number of players connected to the TV is displayed

game. Once all 7 of our players have logged in, a number that covers the minimum number of players required by the rules of the game, it is done the center button is green. Kiki steps on it. On the other hand, in the interactive wall a screen appears in which the players must choose whether one of them will become the narrator or the role of the narrator will be implemented by Alexa. Maria using the sofa's leap motion, chooses Alexa.

Once this is done, the cards (roles) are dealt to the players (Alice - Detective, George - Civilian, Maria- Mason, Kiki- Doctor, Manolis- Mason, Kosmas- Godfather, Renata-Barman). On each player's mobile a card is displayed showing their role in the game and the description of that role, as well as his allies in case he needs to know them due to the role. The corresponding screens in Augmented are also displayed Table and on SmartTV with the players and their avatars. However, the positions of the players and the phases of the game can also be seen on the table. The wall it shows that the game has started and we are now in the first day phase.

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## PHASE EMERAS

The day begins with players discussing and accusing other players of being members of the Mafia. Players through their mobile interface they select a player candidate for lynching. After a few minutes of discussion between the players, the first phase of the day ends and the votes are as follows: Maria 4, George 2 and Renata 1. Then we proceed to the next phase of "Secret Voting" where the 2 players who collected their more votes are the candidates that the rest of the players can choose. These candidates appear on each player's mobile phone (Maria, George) and chooses the one he wants to kill. The player with the most votes dies (Maria) and her role in the is revealed others. Night falls and everyone closes their eyes.

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## PHASE NIGHT AS

The night begins with the narrator asking the mob members to open their eyes and choose their target for that night. Then the appropriate interface is displayed on the smartphone of the Mafia members to select the player to try to kill. Its members Mafia, Kosmas and Renata, choose that their target for this evening will be George. The narrator then asks them to close their eyes and moves on to the next phase of the night.

In the next phase of the night the narrator asks the doctor, Kiki, to open his eyes and choose the player who wants to save that night. Corresponding to the previous phase, the appropriate interface appears on the doctor's smartphone to choose which player he wants to save. Kiki chooses Alice and closes her eyes again and the game continues with the third phase of the night.

At this stage the narrator asks the Detective, Alice, to open his eyes and choose the player he wishes to know about which "team" belongs. As before. Through her smartphone, Alice chooses to learn the group of Kosma, who is in the Mafia and the night continues with its last phase.

In the fourth and final phase of the night the narrator asks the Barman, Renata, to choose whose ability he wants to stop. Renata she selects through the interface on her smartphone, Kiki and then closes her eyes.

At this point the night is over and the narrator tells the players to wake up. Once the players wake up, the narrator tells them what it happened last night. So he tells the players that that night the Mafia tried to kill George, which they succeeded because the doctor could not save him. Also due to George's murder taking place during the night his role is not revealed to our players by the narrator.

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## GAME OVER

The game continues as normal with the Mafia members killing the citizens and the citizens trying to find out who the members are of the Mafia. Unfortunately for the civilians, our Mafia members, Kosmas and Renata, are very good players and knowledgeable about the game and

they manage during the day not to be noticed by the other players and succeed by killing them one by one  
their opponents to beat the game without either of them dying. Thus the game of our players ends with the victory of the Mafia.

Alice	↗	Maria
George	↗	Maria
Maria	↗	George
Kiki	↗	Maria
Manolis	↗	Renata
Kosmas	↗	George
Renata	↗	Maria