



Welcome folklore and mythology lovers

# Mythinati

*A game of the battle for control.*

CECS 343: Software Engineering

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# Introduction



Will you reign supreme as the most powerful god on Earth?



Welcome to Mythinati the game!

Inspired by Steve Jackson's Illuminati the board game, players will take their roles as the most powerful gods & deities of the Human Race. By controlling minor gods, mythical creatures, and other groups of devout human followers in this game, friends and online players can form alliances, betray allies, persuade opponents, and mostly, determine together who is the most powerful deity in the world.

Oh great deity of the Human Race, will you reign supreme as the most powerful god on Earth?

Enjoy our game, and good luck!

-Glizelle, Grayson, & Rachel



# About



Mythinati is a game inspired by Steve Jackson's original Illuminati board game.

One of the main goals of Mythinati aims to entertain its players by engaging and motivating them to win in an interactive experience.

In addition, because Mythinati adapts the rules of the original board game onto a more modern experience, this game aims to connect digital and board game players alike in order to establish and continue the popularity of both Illuminati and Mythinati games.



# Inventory

What comes with the game?

- Mythinati.exe
- PDF file of the User Manual



# Environment

## System Requirements

**Operating System:** Windows 10 (32 bit)

**Processor:** Intel Core i3 2.5 Ghz or greater

**Memory:** 4 GB RAM

**Hard Drive:** 12 GB or more



## Recommended System

**Operating System:** Windows 10 (64 bit)

**Processor:** Intel Core i3 2.5 Ghz or greater

**Memory:** 8 GB RAM

**Hard Drive:** 12 GB available space

## Other Requirements

**Steam Authentication:** Internet connection required

**Game Activation:** Internet connection & verified Steam account required

**Game Updates & Further Installations for Windows Desktop device:** Steam Client & Visual Studio 2019



# Organization

This software is meant to be run for the enjoyment of playing a game. There will be a menu, main screen, as well as a lobby for the player to enjoy the game.



# Basic Features

## The Interface & Game Info Screens

### The Main Screen

The Main Screen is displayed to all players inside a game session. If the Game Application is set to a windowed view instead of a Full-Screen view, then the Main Screen is displayed inside the game application's window.



The Main Screen is where players can see the cards & money that they currently possess in a game.

Depending on the current progress of the game session, prompted messages, lists, buttons and options that help transition players from one sequence onto another during a game will appear on the Main Screen.

In addition, game objects such as cards, the power structure, the uncontrolled area, a card deck, and a chatroom will also be displayed on the Main Screen as well.



# Basic Features

## The Interface & Game Info Screens

### Power Structure

A collection of group cards that are organized in a specific manner based on the game's rules.

The Central God card is placed in the middle of the structure, while other Group cards branch out from the center.

Players will be able to reorganize their **power structure** during their turn in a game. Users can click on their power structure to observe the current cards and their positions in the structure.

In addition, if users want to reorganize or move their **power structure**, they will need to click on the “Move a Group” option under Regular Actions once they have drawn a card in their turn.



# Basic Features

## The Interface & Game Info Screens

### Special Card Spread

A collection of Special cards that grant the user special abilities during a game session.

Whenever a Special card is added onto the user's spread, the player can choose whether or not to display that Special card to other players by clicking on their desired choice.

Users can click on their spread in order to see all of their Special cards, and users can click on a specific card from the Spread in order to use it during their turn.



# Basic Features

## The Interface & Game Info Screens

### Money

The current amount of currency collected for the user in a game session.

This current amount will automatically be displayed onto the user's Main Screen, and updated accordingly. If users need to collect income or transfer money, they will follow the prompts accordingly based on the current stage of their turn.



# Basic Features

## The Interface & Game Info Screens

### Options in a Prompted List

During a user's turn, once the user has drawn a card during the beginning of their turn, the Main Screen will display a **list of options** that the player can choose to do during their turn.

There will be two lists that will provide options for **Regular and Free Actions**, as well as a third option for the player to **pass**. Once the player has chosen accordingly based on the game's rules, the prompted lists will disappear as the system progresses through the rest of the user's turn.



# Basic Features

## The Interface & Game Info Screens

### Buttons in Prompted Messages



During an important disclaimer in a game session, the system will display a smaller window inside the Main Screen towards the user.

Users will need to click the following button in order to confirm or continue certain parts of the game, such as rolling dice or confirming a certain option.

Once the user clicks on the button, the prompted message will disappear from the Main Screen.



# Basic Features

## The Interface & Game Info Screens

### Card Deck

A deck of cards will appear as a part of the default display of the Main Screen.

When prompted, users will click on the image of the card deck in order to reveal a card taken out of the deck.

### Uncontrolled Area

A collection of Group cards revealed to all players will be displayed in the center of the default Main Screen.

Depending on the user, the user can follow certain options in the prompted list in order to earn and control those unclaimed Group cards.



# Basic Features

## The Interface & Game Info Screens

### Chat Room

On the bottom-most part of the Main Screen display is a box where users can send and read messages from other players.

To [write a message](#), the user will need to type in the bottom-half of the chat box.

To [send a message](#), the user will need to choose the private or public status from a drop-down menu (in addition to the receiver if private) and then press the “Enter” key in order to send their message to the receivers.

All messages sent will then be displayed over on the top-half of the chat room box.



# Basic Features

## The Interface & Game Info Screens

### Report a Problem Icon

On the bottom-right part of the Main Screen, aside from the Chat Room is an icon for players to report errors and issues regarding their game sessions of Mythinati.

In order to access this feature, users will need to hover over the icon and click on it to access the fill-out form for errors.

Users will then need to click and/or type out the fill-out error forms and then click on the submit button in order to report the error within the system.



# Basic Features

## The Interface & Game Info Screens

### Drop-Out Icon

On the top right of the Main Screen is an icon for users to drop out of the current game session.

In order to access this feature, users will need to hover over the icon and click on it to access the fill-out form for errors.

Users will then need to click and/or type out the fill-out error forms and then click on the submit button in order to report the error within the system.



# Modes of Operation

There is only one mode in the game - normal!

## In Case of Emergency

We also do not have emergencies as this mythical game of control does not include literally taking over the world to fight for the spot of most powerful god on Earth.

## Alternate States

There are only three states to this game:

- Before starting the game
- Starting the game / game in play
- After ending / dropping the game



# Security & Privacy



We do not allow for unauthorized copies of this software to be made.

This software is not for sale; its purpose is for enjoying a game.

The information given by the player when joining a lobby for a user name is never recorded, given out, or sold for profit.

The IP address that the user uses to play the game is never recorded nor stored in our system.



# I Have a Problem!



## Tech Support

Please visit <http://support.mythinati.com> for the latest help and support for Mythinati the game, including solutions to common errors, information and necessary changes regarding personal accounts.

## Reporting Problems Within the Game

During game sessions, players can report a problem by pressing on an icon on the bottom-right most corner of their Main Screen.

In order to access this feature, users will need to hover over the icon and click on it to access the fill-out form for errors.

Users will then need to fill out the form accordingly by choosing among the list of common errors or by typing out the details of an emerging issue.



# First Time Use

## Installing the Game

- After purchasing Mythinati through Steam only, the game automatically appears in the user's Games list.
  - First, click on the Mythinati title inside the Games list in order to bring up the game's page.
  - Next, make sure your Desktop / Laptop device is connected to the Internet.
  - Then, click on the blue Install button at the top of the game page to begin the installation process.
  - Once the installation process is completed, users are ready to play the game application of Mythinati.
- In addition, users can add a copy of Mythinati through an Activation code.
  - First, from the Games tab, make sure the device is connected to the Internet, click on "Active a Product on Steam" and agree to Steam's Terms of Service.
  - Then, enter the product key for the provided Mythinati copy on the empty line and click "Next."
  - Afterwards, users can download and play their own copies of Mythinati on their Desktop / Laptop device.



# First Time Use

## Opening the Game

- Once Mythinati has been installed onto the user's Desktop / Laptop device, users can:
  - click the blue **Play Button** from the game's page on Steam
  - double-click on the game shortcut on the device's Desktop or Start Menu,
  - or **find & double-click** on the game application through the Steam Library folder on File Explorer in order to open the game software.
- After clicking on the game software's icon to open the application, users will then wait until the loading screen disappears and the title of the game is displayed on the user's screen / window (for a windowed version).

## Starting the Game

- To start the game, users will **click on the Begin button** below the title in order to set up their account for the first time and prepare a game session.
- After pressing the Begin button, the system undergoes a one-time process and **prompts the User** to provide information about themselves as a player.
- After completing the user information, users will be sent to a lobby that represents a **Main Menu** with different options regarding the creation and invitation of joining other Mythinati game sessions.



# First Time Use

## Logging into a Lobby

After running the game for the first time, every time the user wants to play Mythinati, the user will need to [click on the Begin button](#) first before being prompted to [provide, type, and enter the correct username and password](#) on another window inside the screen / application's window.

Once correctly provided, the user will need to [click on the Next button](#) in order to proceed to the Main Menu of the game software.



# First Time Use

## Navigating the Menu

The Main Menu appears after providing / logging into the application first.

The Main Menu for Mythinati provides the following options:

### Single Player

Users will click on this option to play a game session by themselves. Internet connection is not required for this option.

### Multiplayer

Users will click on this option to play a game with other users. Internet connection is required for this option, and if the device cannot connect to the Internet, the user will not be able to continue onto the Multiplayer option.

### Tutorial

Users will click on this option to learn how to play.

### Credits

Users will click on this to view a list of those responsible for developing Mythinati the game.



# First Time Use

## Initiating a Session | Single Player Mode

Once users choose the Single Player mode from the Main Menu, the following options will be displayed to the user:

### Start Game

Users will click on this option to immediately start a game session with default settings. A default game session includes the user, four CPUs, Basic and Special goals, and a normal difficulty for the CPUs.

### Create Game

Users will click on this option in order to customize the game session's settings. After making the appropriate changes, users can click on the "Start Now" option in order to begin a game session with the updated settings

### Player Amount

Users can choose the total amount of players to participate in a game session (minimum is four and maximum is six). The amount of CPUs in a game session will depend on this amount.

### CPU Difficulty

Users can choose the difficulty for either all CPUs or each single CPU. Difficulties range from Easy to Normal and Difficult.

### Goals Settings

Users can choose to incorporate Hidden Goals in a game session or not. Depending on this setting, the Central card that provokes this ability can either be played or discarded in the game session.

### Length Settings

Users can choose how long a game session can last by default ranges expressed in hours and minutes.



# First Time Use

## Initiating a Session | Multiplayer Mode

Once users choose the Multiplayer mode from the Main Menu, the following options will be displayed to the user:

### Start Game

Users will click on this option to immediately join a random, existing game session on Multiplayer mode. It is essential to remember that these game sessions are not in-progress, but instead recently created & open to the public.

By choosing this option, users cannot enter a specific code to join a private game session with their friends.

### Join Game

Users will click on this option to join a private game session that has been created by a friend or another user.

By clicking this option, users will need to correctly input a specific code in order to join the game session.

### Host Game

Users will click on this option to create and host their own game sessions. After making the appropriate changes, users can click on the “Start Now” option in order to begin a game session with the updated settings.



# First Time Use

## Initiating a Session | Multiplayer Mode

The following elements are displayed under the Host Game interface:

### Player Amount

Users can choose the total number of players to participate in a game session (minimum is four and maximum is six).

### Session Status

Users can set the status of their game session as public or private. [Public sessions](#) allow strangers to join the user's game session, while [Private sessions](#) require a session code in order to join the game.

Continuing from the [private status](#), the session code is then displayed on the user's screen so that the user can privately share the session code with their friends.

### Goals Settings

Users can choose to incorporate Hidden Goals in a game session or not. Depending on this setting, the Central card that provokes this ability can either be played or discarded in the game session.

### Length Settings

Users can choose how long a game session can last by default ranges expressed in hours and minutes.



# First Time Use

## Starting a Game

For both Single Player and Multiplayer modes:



If the user clicks on the Start Game option, the user will (be sent to and) immediately begin a game session.

If the user clicks on the Create or Host Game option, the user will be able to make the necessary changes in the sessions' setting first.

Afterwards, once the changes are confirmed by the user, the user can start a game session by clicking on the “Start Now” button.

After starting or joining a game session, the system will automatically generate the Central God cards for each player to draw (face-down) as well as the necessary funds for the incomes.

In addition, the system will also generate and shuffle the card deck in each user's Main Screen and prompt the necessary procedures to determine Player Order, determine the Basic Goal, and officially begin a game.



# First Time Use

## Messaging Other Players

Once users & other involved players start a game session, each player's Main Screen will be displayed as default on each user's window / screen.

Towards the bottom part of the Main Screen is a wide section where users can type, send, and read messages from other players.

Each message displayed will follow from the writer's username in the game session and their typed message out in eligible text.

Read messages will be displayed on the top half of the Chatroom while each user can type their message on the bottom half of the chat room.



# First Time Using Ending a Game



Regardless of whether the user hosts or joins a game session, there are 2 ways for a user to end the game from their end.

## Drop Out of the Game

Users can [click on the Drop-Out icon](#) on their default Main Screen in order to end the game from their end.

It is important to remember that by dropping out of the game session, other active players in the session continue to play until a winner has been announced.

Otherwise, the user who dropped out of the game session will resume back into the Main Menu.

## Win by Fulfilling Basic, Special, or Hidden Goal

Users can continue to play the game until a winner has been announced by the system.

Winners can be identified if they managed to fulfill either their Basic, Special, or Hidden Goal in a game session.

After announcing the current winner(s) of the game session, the system will prompt the user to return back to the Main Menu, officially ending a game.



# First Time Use

## Leaving the Lobby

On the Main Menu screen, users can click on the “Logout” Button first.

By clicking on this option, the screen will display a loading screen until it reveals the Title Screen on the user’s Desktop / Laptop device.

By logging out of the lobby, the user leaves the lobby and returns back to the Title Screen.

To officially close the game application, users will click on the “Exit” button in order to exit and close the game software.

## Restarting the Game (if something's wrong)

Forcefully close the program by clicking the X button at the top of the window of the program.

Then, follow the steps on pg. 23 for single player mode and pg. 24-25 for multiplayer mode.



# Reference Guide

## Game Rules

\*Most of the rules are from the Illuminati Rulebook.

## Alignments

- Africa is the opposite of Northeast Asia
- Southeast Asia is the opposite of South America
- North America is the opposite of Oceania
- Northern Europe is the opposite of Southern Europe
- Antarctica has no opposite alignment
- Existential: Any two Existential Groups are considered opposite of each other



# Reference Guide

## Game Rules

\*Most of the rules are from the Illuminati Rulebook.

## Sequence of Play

1. **Collect income** for all Central and Group cards that have an Income number.
2. **Draw a card** from the Card Deck. If it is a special card, the user will keep it in their Special spread. If it is a Group card, the card is placed face-up in the uncontrolled area of the Main Screen.
3. **Take two Regular Actions.**
4. **Take any Free Actions** during the user's turn.  
Players can take free action before, during, or after any Regular action.
5. **Transfer part or all of** a Group card's money to an adjacent Group. Two money transfers maximum per turn.
6. **Take any special-power actions** if desired.
7. **Add target Group cards** to the uncontrolled area if there are less than two Group cards. Any Special cards drawn during this stage are discarded for the rest of the game.



# Reference Guide

## Actions

\*Most of the rules are from the Illuminati Rulebook.

### Regular Actions

- Attack another player's Group card (to control, neutralize, or destroy)
- Transfer money
- Move a group
- Give a group away

### Free Actions

- Drop a group
- Give money or special cards
- Use a special card (with exception of Bribery, which is a regular action)

### Pass

- If chosen, the user will not take any free or regular actions any only collect 5 MB instead.



# Reference Guide

## Actions | Attacks

\*Most of the rules are from the Illuminati Rulebook.

### Attack to Control

Simply put, the defending group's resistance is subtracted from the attack group's power, which includes transferable power from aiding groups. Members from the attack's power structure are the only groups that can aid an attack.

### Statistics to Fulfill Attack

Same Alignment from aiding groups: +4

Opposite Alignment from aiding groups: -4

Each Megabuck (MB) spent by attacker: +1

Each Megabuck (MB) spent by defending group: -2

Each Megabuck (MB) spent by defender's Central god: -1

Each Megabuck (MB) spent by other players to Interfere: -1

Each Megabuck (MB) spent by other players to Assist: +1

Defending Group is controlled directly by the Central god: -10

Defending Group is one group away from Central god: -5

Defending Group is two groups away from Central god: -2

Update the defender's and attacker's numbers in addition to any special powers used, money spent by both sides, and additional factors listed above.

By using two dice, the attack must roll the updated value or less in total.

Otherwise, a roll above the attacker's updated value, in addition to a single roll of eleven or twelve, results in an automatic failure for attack.



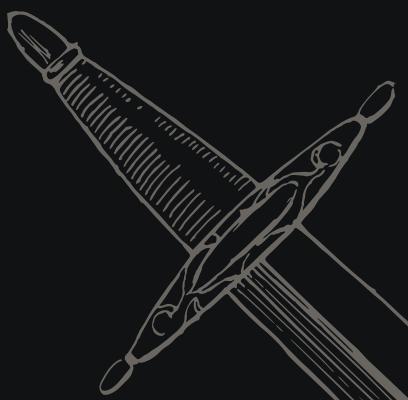
# Reference Guide

## Actions | Attacks

\*Most of the rules are from the Illuminati Rulebook.

### Attack to Neutralize

Works similarly to an Attack to Destroy, but instead, **the attack received a +6 stat bonus**.



### Attack to Destroy

Works similarly to an Attack to Destroy, but instead, **the attacker must roll a “power minus power” first**.

Second, aiding groups receive a +4 stat for opposite alignment, while aiding groups of the same alignment receive a -4 stat.

Third, **the attack group does not need an open control arrow to attack**.



# Reference Guide

## Goals | Basic

\*Most of the rules are from the Illuminati Rulebook.

A **value generated at the beginning** of the game session; this value depends on the total number of active players at the beginning of the game.

- 4 Players: 12
- 5 Players: 10
- 6 Players: 9

## Goals | Special

While each Central God card has their own special powers, **each Central card also requires a Special goal** that needs to be fulfilled:

<b>Jupiter (Roman)</b>	Controls Groups with total power of 35 or more. This includes their own power of 10.
<b>Ra (Egyptian)</b>	Control at least one Group of each alignment. A Group card with more than one alignment counts for each of its alignments.
<b>Bathala (Filipino)</b>	Control five Southeast Asian groups.
<b>Itzamna (Mayan)</b>	Collects 150 MB in total of the power structure's treasuries.
<b>Izanagi (Japanese)</b>	Control Groups with a total Transferable power of 25, which includes their own power of 7.
<b>Odin (Norse)</b>	Destroy eight groups.
<b>Huizilopochtli (Aztec)</b>	Control six South American groups.



# Reference Guide

## Goals | Hidden

\*Most of the rules are from the Illuminati Rulebook.

The Hidden Goal ability is granted by possessing a Big Bang Central Card.

If a player possesses this Central Card, they are allowed to pick any Special Goals established in the game without letting the other players know what their goals are.

Similarly like Special Goals, the Hidden goal needs to be fulfilled in order to be deemed as a winner.



# Reference Guide

## Card Meanings | Special Cards

\*These cards are from the Illuminati Rulebook.

### Assassination

Play this card immediately after the dice are rolled on any attempt (by any player) to destroy, control, or neutralize. That roll is immediately changed, retroactively to a 2.

### Bribery

Play this card during your turn to automatically take control of any one uncontrolled group. Playing this card counts as an action.

### Computer Espionage

Play this card at any time to either count the money on any one group card OR examine all of one player's special cards.



# Reference Guide

## Card Meanings | Special Cards

### Deep Agent

Play this card after privilege has been invoked. The privilege is totally abolished. That attack cannot be made privileged.

### Interference

You may interfere with one privileged attack. No other players may interfere.

### Market Manipulation

Play this card during your income phase to double all your groups' incomes, for that turn only. This card does not allow the IRS to collect twice or require the Post Office to pay twice.



# Reference Guide

## Card Meanings | Special Cards

### Media Campaign

Play this card at any time to revive a group from the "dead" pile. It becomes uncontrolled.

(If the Servants of Cthulhu destroyed the group, it still counts as a destroyed group for victory. If they destroy it again, it counts again!)

### Murphy's Law

Play this card immediately after the dice are rolled on any attempt (by any player) to destroy, control, or neutralize. That roll is immediately changed, retroactively, to a 12.

### Secrets Man Was Not Meant to Know

Play this card when any other Special card is played, for ANY purpose. That card is immediately neutralized; it has no effect. Both cards are discarded.



# Reference Guide

## Card Meanings | Special Cards

### Senate Investigating Committee

Play this card at the beginning of any player's turn. That player loses his turn completely.

### Slush Fund

Exchange this card, at any time, for 15 MB to be placed in your Mythinati treasury.

### Swiss Bank Account

Exchange this card, at any time, for 25 MB to be placed in your Illuminati treasury.



# Reference Guide

## Card Meanings | Special Cards

### Whispering Campaign

You may attempt to destroy a single group with Power 0. Roll attacking power vs. defending resistance, but a successful attack destroys the target.  
Playing this card is not an action, but the attack itself is an action.

### White Collar Crime

Play this card at any time to reorganize all your money freely - that is, any amount(s) may be moved between any groups. You also get an extra 5 MB which may be placed anywhere.



# Reference Guide

## Card Meanings | General Cards

### Central Card

Each Central card represents a major deity figure from their cultural mythology, such as Jupiter the God of Lightning from Roman Mythology.

There are only seven central cards (eight if the Hidden Goal setting is on) to randomly draw for at the beginning of a game session, and each Central card informs the user about their special powers and its Special goal.

### Group Card

A Group card is one of the two types of cards that players can draw out of the card deck in a game session. Players can give away or trade Group cards with each other.

Each group will have the following information displayed to the player: its power value, its resistance value, its open arrows, and its alignment.

Depending on the Group card itself, some Groups will also display their income value as well as their stats bonus value. Group cards will be connected to either a Central card or other Group cards inside each player's power structure.

In order for the Group card to be established inside the power structure, its arrows must continue in the same direction as the inner Group card it is connecting to.



# Reference Guide

## Card Meanings | General Cards

### Special Card

A Special card is one of the two types of cards that players can draw out of the card deck in a game session.

As the game session progresses, players will be able to collect Special cards to use throughout the game.

Regardless of whether they choose to share which Special cards they possess to other players, all users can see the amount of Special cards other users have based on the amount of cards from their spread.

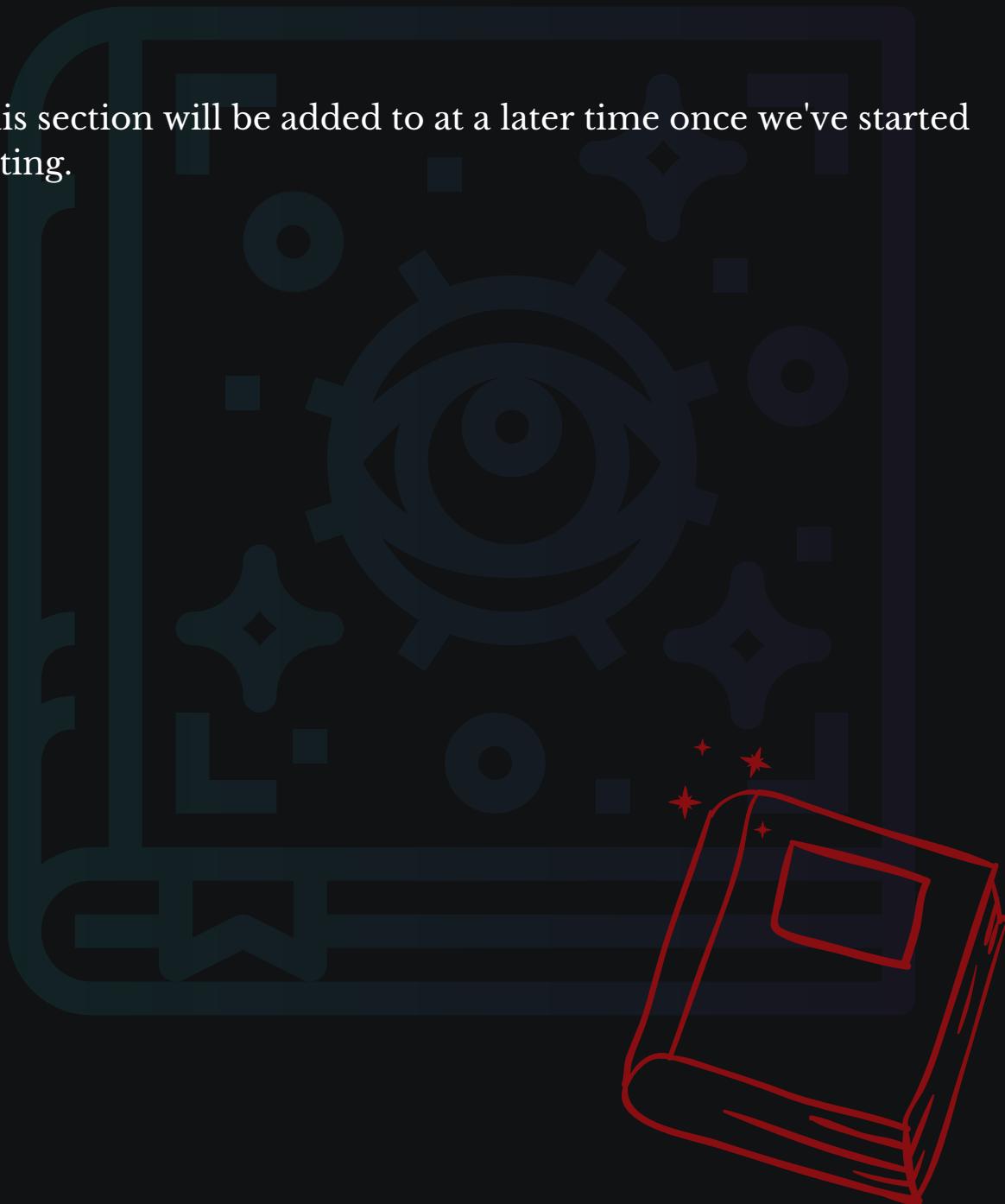
Each special card provides a different advantage to the player, and Special cards can also be given away or traded with other players.



# Reference Guide

## Error Messages & What They Mean

This section will be added to at a later time once we've started testing.



# Glossary

## Alignment

The alignment of a Group card references the worldly region that the Group originates from.

For most alignment types, there will be an opposite type that associates with own, such as the alignment of Southeast Asian Groups are the opposite alignment of South American Groups.

Not only would the Groups be different from each other, but the beliefs and mythologies that their deities reign contrast as well.

However, an alignment type of Antarctica has no current opposite alignment, and an Existential alignment is only opposite to another Existential Group card.

## Basic Goal

A value generated at the beginning of the game session.

This value depends on the total number of active players at the beginning of the game, and this value will not change if players drop out further in the game session. Fulfilling this goal is one way to win a game session.



# Glossary

## Free Actions:

Free actions are actions that are not accounted for during a user's turn.

These specific actions can be done before, during, or after two regular actions have been taken. These free actions include dropping a Group card, giving away money, giving away Special card(s), or using a Special card.

## Hidden Goal

A Special Goal that can be chosen by the user themselves if they have drawn the Big Bang card at the beginning of the game session.

Like their opponents, the user will have to find a way to fulfill this specific goal in order to win a game session, however, because they can choose their Specific Goal as a Hidden goal, this serves as an advantage. In addition, other players will not know the user's Hidden Goal throughout the game session until they win.



# Glossary

## Megabuck (ℳℳ)

The game's main currency that is established within Mythinati the game.

The system keeps track of the amount of megabucks each player received from the treasury, as well as the amount of megabucks moved onto the Group cards in a power structure.

## Power Structure

A collection of cards organized in a specific manner during a game.

The Central God card is set in the middle while Group cards connect and branch out from the center. The power structure is usually displayed on the default Main Screen for each user, and normally, each player's power structure is different from each other.

## Regular Actions

Regular Actions are actions that are accounted for during a user's turn.

These specific actions are done after the user draws a card during their turn. For every turn, each player must take two regular actions maximum during their turn. These actions include attacking a Group card in order to control, neutralize, or destroy them, in addition to transferring money, moving a Group card, or giving a Group card away.



# Glossary

## Special Goal

A specific task that is included for each Central God card.

Depending on the Central God card, users will have to find ways to fulfill this specific goal in order to win a game session.

## Uncontrolled Area

A collection of Group cards displayed in the middle of the Main Screen.

These Group cards are currently not claimed by any player in a session, however, players can attempt to own some of these cards as the game progresses.



# Resources

Free Unity Assets

Github

Illuminati Rulebook

[Rulebook] 1981 Illuminati (boardgame), Jackson.

Photon Pun

Steam Client

Unity (C#)

Visual Studio 2019



# Lessons Learned

1. Documentation is important.
2. Communication with group members is important.

