Werewolves specification

# Front end

* Mobile version
* Single Webpage Application
* Custom CSS
* Three.JS plugin
* Angular.JS data binding
* Template system with Django/Angular.JS
* Where Three.JS can’t be used, a CSS image is given. Changes to a character should be rendered then saved as a new image.
* Custom graphics cards for werewolf, human, witch, mystic, hunter, lovers in resolutions appropriate for mobile and desktop.

# Server side

* Varying styles of AI (aggressive, passive, accusatory, sly, defensive)
* Suspicion levels of players should be broadcast
* The series of objects interact with each other completely; events, game, players, characters
* An event loop runs until a win condition is met
* Real life events can be organised through the app (hook into facebook)
* Players can connect together via bluetooth or some other mobile recognition

# Database

* Redis for object storing and active games
* MySQL for storing metadata and user registration

# Use Case scenarios

## New player

A person new to the werewolves enters the site and is asked whether they want to do a tutorial. The player plays 2 mock games, one as a human and another as a werewolf with all AI characters. In between each round, a pre-scripted loop takes place resulting in the player getting eaten on the final round. Then it switches to a werewolf, where the player wins again with all AI players. The player then is greeted by the lobby, where they see a list of games they can join, or create.

## Experienced player (5+ games)

Player is greeted by a dashboard for their scores based on session data accessing the database, and the 3D representation of their character. They have their friends list clearly visible, as well as a list of the current games. They start in the world chat where they can talk to everyone not in game.

## Mobile player