Project Title
Who is Undercover?

Team Members

- Name
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Project Description
This is a word guessing game where the system would randomly distribute pre-written words to every player.
- Undercover/ Spy (1 - 2 players): all receive a minority word which is similar to the majority word (example, tiger)
- Civilians (3 - 5 players): all receive a majority word (example, lion)
- Mr. White (0 - 1 players): receive a blank word, who have to describe the word based on the previous description given by other players.

All identities are secreted, even for people within the same team. The goal is to find the undercovers/ Mr. White. At the end of each round, all players vote to eliminate the most suspicious players. All players' identities will not be released until the ending of the game. Undercovers win if there are more undercovers and Mr. White than civilians. Civilians win if they are able to eliminate all the undercovers and Mr. White

*Undercover and Mr. White should not be the first one to speak, and the system assign the order that players talk
* All players can use text and audio to describe the word and vote at the end of the round
* Require at least 3 players to start the game

Technologies We Plan to Use
Django, Bootstrap, WebSockets(?), Django Vote(?), Audio(?)