

CS - 2365 - Project 3

Characters — 16 unique characters, different lives.

Dice — 5, each with 6 faces, different actions.
account for re-rolls.

8 Roles — 1 Sheriff
2 deputies
3 outlaws
2 Renegades

Use case & UML diagrams!

9 Arrow tokens

6 Summary cards — explains dice results, pulled up
after each roll.

Life points/bullet tokens — 25x value 1 } How do
15x value 3 } these count?

Object of the game

Each player has his own goal, depending on his role card:

- *Sheriff*: must eliminate all Outlaws and the Renegade(s);
- *Outlaws*: must eliminate the Sheriff;
- *Deputies*: must help and protect the Sheriff;
- *Renegade*: must be the last character in play.

Role Objectives

3 rolls max, must accept 3rd role. Turn ends after.