

PROJECT PROPOSAL

GROUP 19 - THE TRAITOR

Group Members:

- 23050111051, Ahmet Yasin Çetinkaya
- 23050111060, Enes Can Bozkurt
- 23050151035, Muhammed Yıldız
- 23050111049, Muhammed Enes Karaca

Project Details:

We are designing a new 5-player game. It is a social game, similar to "Werewolf", but we added our own science-fiction story. The game happens in the future, and each player controls a large country on a map of the world.

Here is the main idea: one player is secretly a Traitor who comes from planet CZ08. The other four players are "Innocent" countries. The Traitor's mission is to destroy these four countries and create anarchy. This anarchy will make it easy for his home planet, CZ08, to attack and invade Earth.

The interesting part is that there is no war or fighting with armies. Instead, players must use politics and make agreements with each other. Every country has important statistics, like its Economy, Health, and Education. The Traitor must use fake agreements and smart, secret plans to damage these statistics and make the other countries weak.

The Innocent players must talk and work together to find out which player is the Traitor. When they think they found the Traitor, they must use their own political agreements and clever moves to stop him. They must do this before the Traitor destroys the world.