

The logics for the game page can be broken down into several steps:

1. **Distribute Roles:** The website should have a function that randomly assigns each player a role (citizen or mafia) and sends them a notification via SMS or Email. Email is easier to implement as it requires less setup and integration with external APIs.
2. **Start the Game:** Once all players have received their roles, the website should have a start game button. The game starts once the button is clicked, and the Lord role starts to give instructions to the players via the website.
3. **Day and Night Phases:** The game alternates between day and night phases. During the day, players debate and vote on who they think is the mafia. During the night, the mafia secretly eliminates a player. The website should have a function that tracks the phases and switches between them automatically.
4. **Voting:** The website should have a voting function that allows players to cast their vote on who they think is the mafia. The votes should be stored in a database for later retrieval.
5. **Results:** The website should have a function that retrieves the results of the voting and displays it to the players. This way, players can see who was eliminated during each round of the day or night phase.
6. **End Game:** The website should have a function that keeps track of the number of remaining players from each side (citizens and mafia) and ends the game when enough players from one side have been eliminated. The website should then display the final results to the players.
7. **Database:** The website should store all the data for each game in a database for later retrieval. This includes the roles assigned to each player, the results of each voting round, and the final results of the game.