# Game flow Logics V 2.0

## Initialization:

## Assign roles to each player randomly. Make sure each player knows their role but does not know the roles of other players. The Mafia members are informed of each other's identities.

## First Day phase:

## The game starts with the first day phase.

## The "God" lets the players discuss and vote on one player to eliminate based on their suspicions. Players can share information or deceive each other during the discussion.

## The player with the most votes is eliminated from the game.

## Night phase:

## After the first day phase, the game transitions to the night phase.

## Mafia: The Mafia members discuss and vote to eliminate one player. They need to reach a consensus. When they have reached a decision, they notify the "God" (the server) of their choice.

## Detective: The Detective can investigate one player each night to determine their role. The Detective sends their investigation choice to the "God" and receives the result (Mafia or not Mafia).

## Doctor: The Doctor can choose one player each night to protect. If the Mafia targets that player for elimination, the player will not be eliminated. The Doctor sends their protection choice to the "God."

## Day phase:

## At the beginning of each subsequent day phase, the "God" reveals the results of the night phase to all players. The eliminated player is announced (if any), and that player is removed from the game.

## The remaining players discuss and vote on one player to eliminate based on their suspicions. Players can share information or deceive each other during the discussion.

## The player with the most votes is eliminated from the game.

## Phase transitions:

## After each day phase, the game transitions back to the night phase.

## The game alternates between night and day phases until the game reaches an end condition (see below).

## End conditions:

## The game ends when either the Mafia or the Citizens win.

## The Mafia wins if the number of Mafia members is equal to or greater than the number of Citizens.

## The Citizens win if all Mafia members are eliminated.

## Instructions and communication:

## During the game, the "God" (the server) should provide instructions to the players on what they can do during each phase, either through messages or interface prompts.

## To facilitate communication between players, you can use a chatroom or a similar system. However, keep in mind that the Mafia, Detective, and Doctor should have a private channel to communicate with the "God" and submit their choices.