Telegram Bot Activity

Objective: Implement Spyfall (A game)

### What is Spyfall?

Put it simply, it is a social deduction board game, played between 4 to 8 players.

### Inputs

Every Game starts with:  
1 Location, 1 Spy, 3+ Non-spies

### Game Process

1. From a set of locations, a location will be picked from random.
2. Without knowing who, a spy will be picked, together with the non-spies
3. As an addition, non-spies will be given various roles / ‘occupation’ based on the location

### Objectives

|  |  |
| --- | --- |
| **Non-spies** | **NON-SPIES ARE GIVEN THE LOCATION**   1. Expose spy by asking questions (e.g. location, rules) 2. Avoid revealing their locations |
| **Spy** | **THE SPY DOES NOT KNOW ABOUT THE LOCATION**   1. To figure the location, without getting exposed. |

**Asking Questions**

Players will take turn asking question to each other. Questioner will ask a question to a specific player. That specific player will become the questioner after he answers.

### Outcomes

|  |  |
| --- | --- |
| Spy Victory | Non-Spy Victory |
| Spy earns 2 points No one is successfully accused of being the spy | **Non-spies earn 1 point**  Default |
| Spy earns 4 points  Non-spy player is successfully accused of being the spy | **Player earn 2 point**  Player who successfully accused the spy |
| Spy earns 4 points  Spy successfully guesses the location |  |

‘Roles’ of non-spies aren’t important but gives more questions to ask.

Locations / ‘Roles’ (for non-spies) are the in the CSV.