

Werewolf

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What is Werewolf

- Werewolf is a game in which players are given roles, generally divided into Werewolves and Villagers.
- Werewolves attempt to manipulate the villagers into believing they are also a villager.
- Villagers try to use deduction to discover who the Werewolves are.
- Each role has actions associated which may change another player's role, identify another player's role, assign an item, etc.

How We Implemented Werewolf

- Node.js
- Express.js
- Handlebars.js
- Passport.js
- Socket.io

Implementation, Continued

- PostgreSQL
 - Promise
 - db-migrate
- Flexbox
- Material Design Lite

Problems and Difficulties

- Learning new frameworks
 - Database Migrations
 - Promises
 - Socket.IO
 - ES6
 - Flexbox
 - Material Design Lite
- Implementing Game Logic

Conclusion

- Challenging development
- Great learning environment
- Wish we had more time