Functionalitati de implementat:

_Sign Up (1)
_Logare (1)
_Create / Join / Quit a lobby (1)
_View Profile (3)
_Edit account (3) (Parola, Username)
_Repartizarea rolurilor (1)
_Moduri de joc (2.5)

Pe parcursul jocului:

Actiuni:
_Chat intre useri: (1)
  ● Wisper (2)
  ● Filtrarea chatului (3.5)
  ● Trimiterea mesajelor pe canale specifice (1)
  ● Alerte pe chat/ mesaje colorate (2)

_Selectie (Votarea jucatorului pentru spanzuratoare) (1)
_Votare (Yes / No / Abstention) (1)
_Change will (1.5)
_Actiuni specifice pentru fiecare rol (1)

Implementarea unor roluri de baza / usor de implementat (De discutat):
  ● Mayor (reveal role, (his vote for selection is 3 times more important))
  ● Doctor (select a player (during the day) to protect in the next night)(1)
  ● Jailor (select a player (during the day) to interrogate during the night)(1)
  ● Sheriff (select a player (during the day) to verify if it is suspicious or not)(1)
  ● Investigator (select a player (during the day), receive some possible roles for the selected player)
  ● Lookout (select a player (during the night) to see who visit him) (1,5)
  ● Vigilante (select a player (during the night) to shoot, he has only 3 bullets) (1)
  ● Escort(select a player (during the day) and block his ability during the night) (1.5)
  ● Spy (1.5)
  ● Medium(talk with dead people)(2.5)

  ● Godfather (can choose who will be killed in the night, (he is immune during the night))(1)
  ● Consigliere (same as investigator) (1.5)
  ● Consort (same as escort) (1.5)
  ● Mafioso (no special ability)(1)
  ● Janitor (clean the will of a player, if he dies during the same night)(2)

  ● Survivor (has 3 bulletproof vest uses, when he uses the vest he is immune during the night)(2)
  ● Witch(can make someone use their ability on another player)(2)
  ● Serial Killer (can kill anyone in the night, (he is immune during the night))(1)

- Jester (wins if he is hanged)(1.5)
- Executioner (wants his target to be hanged. If his target dies he becomes a jester)(1.5)
- Roluri create de noi (2).

https://town-of-salem.fandom.com/wiki/Roles

Win conditions:
_For Town:
_For Mafia
_For Neutral (killing and normal):
- Survivor
- Serial Killer
- Etc.

Design:
-> pagina login / sign up (1)
-> lobby menu (1)
-> pagina profil (2)
-> un chat (pt useri in lobby) (2)
-> sectiune de help (pt cei care joaca pt prima data) (3)
-> animatie pt selectie rol (3)

-> grafica pentru oras(background) (1)
-> hang / dead animation(2)
-> role menu (ce face rolul tau) (1)
-> will meniu (1.5)
-> chat (1)
-> posibilitatea sa iei actiuni (1)
-> lista de playeri morti (1.5)
-> skinuri (3.5)
-> morning animation(3)
-> evening animation(3)
-> animatie de selectie (cineva este selectat pt votare) (2)
-> alerte (notificari moarte, cnva este selectat) (2)

Cerinte minime:
1)Joc continuu + standard 10 jucatori + roluri de baza(2 mafia (Mafiot/Godfather) + 1 rol rau, Investigator, Doctor, 3 bune, 2 random) + votare;

2)Chat-ul + will-ul + login + help + status al jocului
3)Lobbies + basic improvements
4)Game modes + settings