

1. Host ouvrir une salle
2. Entre le nb de joueurs qui vont jouer
3. Proposition de nb de rôles par défaut
4. Accepte config par défaut OU choix custom
5. Custom : configure ... (+ werewolf ... écran samir)
6. Validate choices and open for invitation
7. Players can enter via a RoomName
8. Host : Game STARTS ! (when he wants)

- Distribution des rôles
- Association couleur/pseudo

Nuit tombe ...

Choix de nuits  
(loup-garou, sorcière, ...)

Jour se lève

Election du maire

Choix de celui qui est sacrifié

Révélation du rôle du mort

### Layout to do

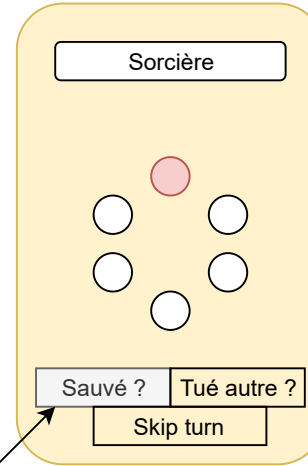
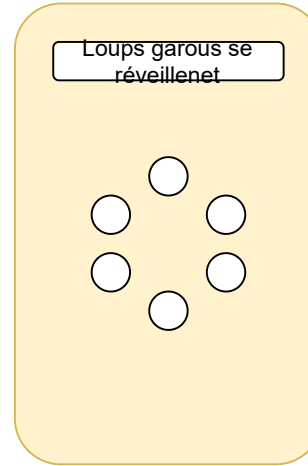
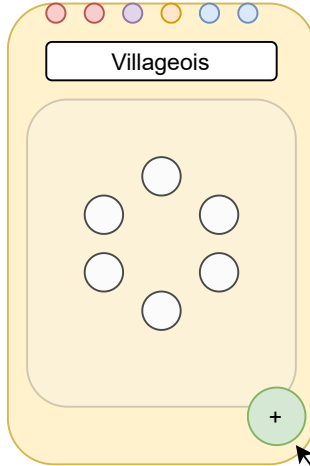
> Application start up (everyone) : 'Create room' OU 'Join room'  
 > Config for the host (nb player, roles custom, room name ...) => OPEN ROOM  
 When room is open : players are joining ... (adding up in a list ...)  
 MAIN LAYOUT :  
 (pop up) Each player receives its roles and rules and color (wait for ready ...)

games is starting ...

If create room

If create room

différents rôles vivants ?

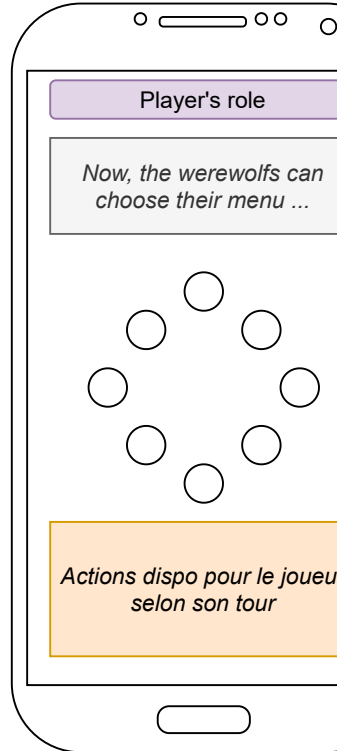


CHAT

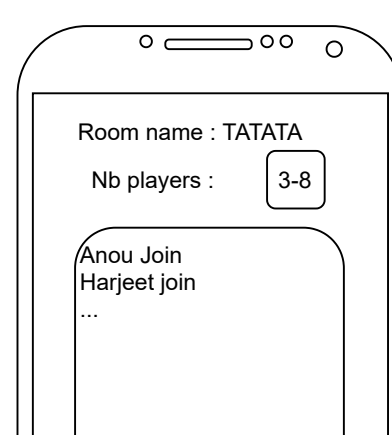
ouvre menu flottant  
style messenger  
Couleur associée à un  
pseudo

grisé lorsque potion utilisée

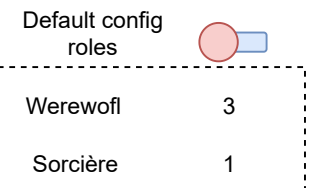
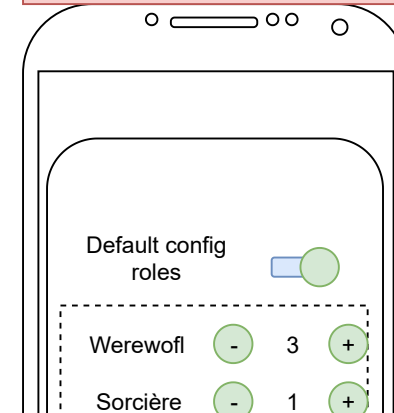
1 Main layout !!!  
chat shows up as a floating  
rectangle above the game



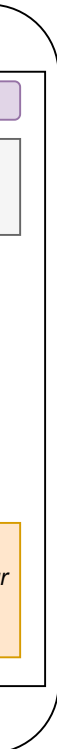
Salle d'attente



### Fragment for roles (host)



g  
e



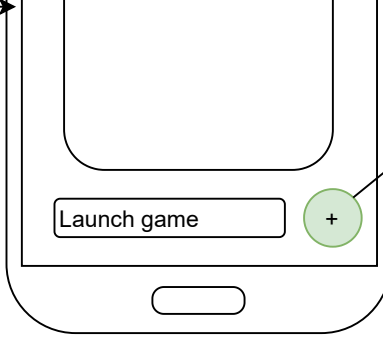
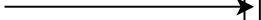
pop up  
Player's role information

} Text with  
storytelling

} All players  
(pseudo)

} Socière,  
werewolf

Click "Creat room"



pop up

