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CSCI 1300 Introduction to Programming

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Project 1 Write-Up: Mafia

You are one of ten villagers in a small town, when suddenly you discover that two mafia members have moved in and are disguised among the other villagers. You can only trust yourself, and the other nine villagers are now suspects.

This is the basic idea behind my game “Mafia.” Every night, one villager is killed at random, and every day you pick a suspect to kick out of the town. So, if you choose incorrectly, there are new fewer innocent villagers between the mafia and you, but if you choose correctly, one of the mafia members is eliminated and you are closer to victory. You must eliminate both mafia members before they outnumber villagers, because after that you lose the game.

But how are you going to know who to suspect?

At the beginning of the game, you will receive a photo of each character, along with a list of them and their traits. Every night, when a random villager is killed, a clue from one of the mafia members is found at the scene. This can be a strand of hair or footprints. There are four options for hair colors (red, blonde, black, or grey), and 2 options for footprint size (small or big). Using these clues, you can then deduce who may still be suspicious and make your guess from there. However, each time a trait is listed it will be randomly picked from the mafia who are still alive, so sometimes you will receive the same hint multiple times. The luck of getting certain traits can make it easier or more difficult to guess, depending on what clues you receive.

Here’s how the game will actually work.

It begins with an intro, describing the rules (just as I did above). After the user proceeds, a photo with each of the characters will be displayed alongside their traits written down. You must move the image window to the side, because it will pop up over the terminal. The user will then proceed one more time, and gameplay begins after that.

Every day, the player receives the name of the villager who died the previous night. The game will then randomly select a character trait from one of the mafia members and present it to you as a clue. After that, you make your first guess as to who a mafia member might be by typing in their name. If you guessed incorrectly, the game will display “Sorry… you guessed incorrectly. [Your guess] is now eliminated from the game.” However, if you guess right, the game will display “You guessed correctly! [Your guess] was one of the killers! They are now eliminated from the game. Good job!”

After that, a new day will automatically start, and the process will repeat itself. If you guessed one of the mafia members correctly, you now have more turns to determine who the second killer is (because now they have to kill everyone else in the town to outnumber you), and you will only receive clues related to the remaining mafia member.

If you are able to guess both mafia members correctly in time, you will be given the option to add your name to the winner’s list.

Then, regardless of if you win or not, you can see the winner’s list by pressing the space bar and hitting enter. This will read from a separate text document and insert it within the terminal, and you can see who has previously beaten it. It’s a game of luck, deduction, and smarts, and I’m very happy with the end product!