Round Description:

A player launches a lobby (they become the host).

Players join the lobby.

Up to six players can be in a standard lobby (potentially, eventually allow more players, talk about this)

When ready, launch the lobby. The server machine builds the mansion while all machines go to character creation. They distribute stat points and select their perk and avatar. When all players are finished creating their characters and the mansion is built the game launches.

All players spawn in the entrance hall. They begin exploration, opening rooms, opening containers, and collecting items. As artifacts are collected, the tension builds, scares become more common and the Awakening grows ever closer.

When the Awakening happens, the game will pause, bringing up a pseudo lobby. In one “room” will be the Awoken, in the other, the players.

In this pause, the players will receive their objective (some team effort to stop the Cursed Betrayer) and the Awoken will receive theirs (usually some variation on kill the party). In addition the Awoken will receive instruction for any special abilities they now have.

When both teams are ready, or a time limit is reached, the game re-launches, with every player exactly where they were before the Curse. They proceed to attempt to complete their goals.

If the players complete theirs before they are all dead (or the Awoken completes their objective) they win – receive a win screen and all that jazz. Likewise, if the Awoken completes their objective they win an get all the accolades.

Thus ends a round and the players are spit back into an original lobby.

Overall can track wins, losses, number of times betrayer, stuff like that.