

**Object villagerAgent non-human actor**

**Actions:**

- V1: accuse agent
- V2: deny accusation
- V3: vote (during town vote)

**Object user human actor**

**Actions:**

- U1: accuse agent
- U2: deny accusation
- U3: vote (during town vote)
- U4: vote (during mafia vote if given mafia role)

**Object mafiaAgent non-human actor**

**Actions:**

- M1: accuse agent
- M2: deny accusation
- M3: vote (during town vote)
- M4: vote (during mafia vote)

**Object gameController non-human actor**

**Actions:**

- G1: announce lynched
- G2: announce dead (killed by mafia)

**Object the agents composite**

**Comprises:**  $n$  mafiaAgent,  
 $n^2$  villagerAgent,  
1 user