

# MafiaTown

*CPTR-328-A - Fall 2024: Caleb Hoffman, Corbin Weiss*

## Description

The goal of this project is to implement the party game of Mafia for players sharing a LAN. Each player is given one of four roles by the server: Mafia member, Sheriff, Doctor, or Civilian. The game is played in rounds of night and day. At night the mafia decide who to kill, the sheriff investigates a player, and the doctor chooses someone to heal. In the day, the decisions are revealed, and the players left alive choose a player to prosecute and vote out of the game (burn at the stake).

The game has two endings:

1. All mafia members are killed, and the civilians win
2. One mafia and one other player remain, and the mafia wins.

## Research Component

1. Server command execution in a .NET framework.
2. Client roles
3. Mafia game play - [https://en.wikipedia.org/wiki/Mafia\\_\(party\\_game\)](https://en.wikipedia.org/wiki/Mafia_(party_game))

## Deliverables

1. GitHub repository with source code
2. The presentation
3. LAN mafia to test on the lab rats/guinea pigs (our peers)
4. Documentation

## Division of Work

Caleb will focus on the server functionality, and Corbin on the client side.