**Non Player Characters**

**All NPC**

Animation

Can Die

Can Walk

Can enter walking states controlled by the Game Manager

Can enter animation states controlled by the Game Manager

Calls cops

**Desperado**

Buy/Sell guns

Start fights (if barstool is taken etc.)

Get arrested

Do not call cops

**Sheriff**

Arrest characters

Only one

Sharif movement (stays around station until deputy spots something)

Will actively kill suspects

**Deputy**

Arrest characters

Patrol randomly tries to be as far away from other Deputies

When a character dies, they will focus on this area and will alert the Sheriff

Will arrest suspects and take them to jail cell

**Non Player Characters**

**Damsel/Man**

Low chance to buy firearms

Do not start fights

Generic, not bound by any roll

**Shopkeep**

Stays in store sales stuff

May have a gun

**Whore**

Stays in brothel

Can be banged (taken to a “safe” room)

**Miner**

Will not buy firearms

Will stay in bar

Will start fights

Has a job

**Scum**

Pick-pocket

Do not have guns

Do not call cops

Can buy guns

If you assault, people will not call cops (unless you are a desperado)

**Non Player Characters**

**Doctor**

Comes to scene when people are assaulted or die

Will mostly stay in their office

Can be paid for checkups

**Pastor**

Comes to scene when people die

Stays in churchmaintains church

Accepts prayer requests

**Psychic**

Makes cryptic statements about your target (where they are, where they have been)

If killed (by a player) all players know where the killer is at all times

Will always stay in their room

**Player**

**Generic Player**

Move

Interact with surroundings and other Players

Mark suspected players

Can interact with Anything

Can rob stuff with a gun

Killing targets will make you money

Killing other players (that aren’t targets) gives you their target

Killing NPCs will alert all players to your location for 2 seconds

**Desperado**

Starts with gun

Second highest amount of starting money

Deputies will follow you

**Scum**

No starting money

Can pickpocket

**Miner**

Work for money

Third highest starting money

**Player**

**Damsel/Man**

Highest starting money

No roles to make money

No cap on player characters

**Whore**

Can dance for tips

Can bang for money

**Buildings (Shops)**

**Generic Shops**

Contain specific shopkeep

Has a cash register that can be robbed

If a robbery happens, shopkeep will go buy guns

**General Store**

Sales Stuff

Sales clothing

Damsels and Men will come here to buy clothes

**Company Store**

Minors get discounts here so there will be a lot of them here

Can buy dynamite

**Snake Oil Salesman**

Sales “Potions” which have a chance to do what they say (show target, fake death, change role etc)

Shopkeep has gun

Potions can make you sick

**Gun Store**

Buys and sells guns

Shopkeep has gun

**Tavern**

Shopkeep has gun

Sells alcohol and rooms for whores

Alcohol will impair you vison

**Buildings (Other)**

**Jail**

Sheriff and deputies will be here

Jail for rapscallions

Warden is here, he runs cells

**Homes**

Houses for random NPCs

**Mine Station**

Boss is here

Minors come here to go to work

Boss has gun

**Psychic’s House**

Open 24/7

NPCs rarely come here

Just home for Psychic

**Church**

Everyone will go here

Can pray here and donate

**Hospital**

Doctor is here

Can get checked up if sick or not

**Game run and connection**

On start a player will be required to decide to either host or join a server.

**Host**

When you are host your ip and port will be put in a server browser where you will be able to be scene.

Once the game is launched the game manager will be passed your host information where other players connection information will be placed in a vector after they are connected.

**Player input handling**

Player inputs will be sent to the server and then Parsed via regex expression and matched by a Match type value library then placed in their respective player controller

i.e.: <https://github.com/manlaig/basic_multiplayer_unity/blob/master/Server/Assets/Scripts/Parser.cs>

**Server manager**

This should be done by a network manager that should be built by the game manager on game launch this can be passed in host ip and client ips, it should also deal with host relocating on host disconnect.