

Party Heist! - Project Documentation

1. Project Overview

Imposter is a real-time, multiplayer social deduction game inspired by "Among Us". Players are assigned roles (Citizen or Imposter) and must work to identify the Imposter before they eliminate everyone. The game is built with a mobile-first design philosophy, ensuring a seamless experience across devices.

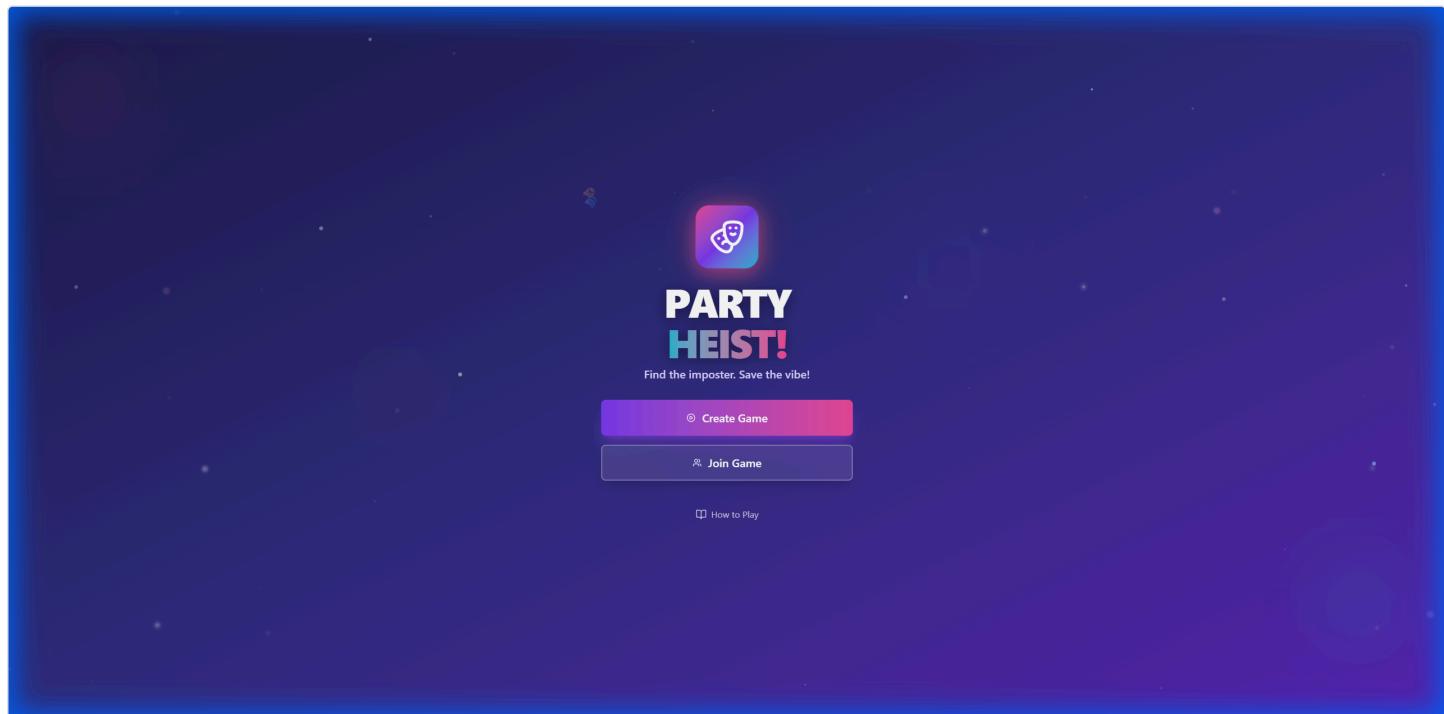
2. Key Features

- **Real-time Multiplayer:** Seamless interaction between players using Firebase Realtime Database.
- **Mobile-First Design:** Optimized UI/UX for mobile devices with responsive layouts and touch-friendly controls.
- **Dynamic Game Flow:** Automated state transitions from Lobby -> Role Reveal -> Discussion -> Voting -> Results.
- **Room Code System:** Easy-to-share 4-letter codes for private game lobbies.

3. How to Play

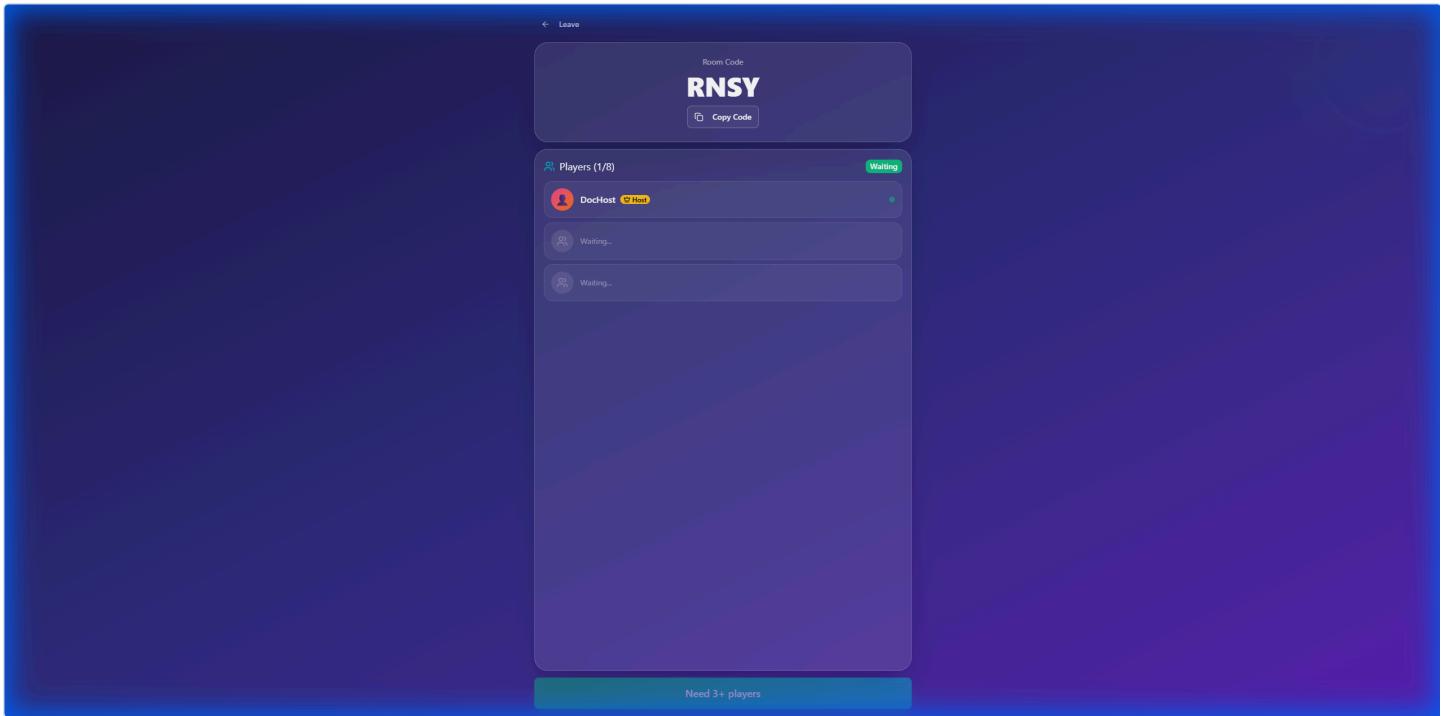
Step 1: Home Screen

Start by entering your player name. You can either create a new game or join an existing one using a Room Code.



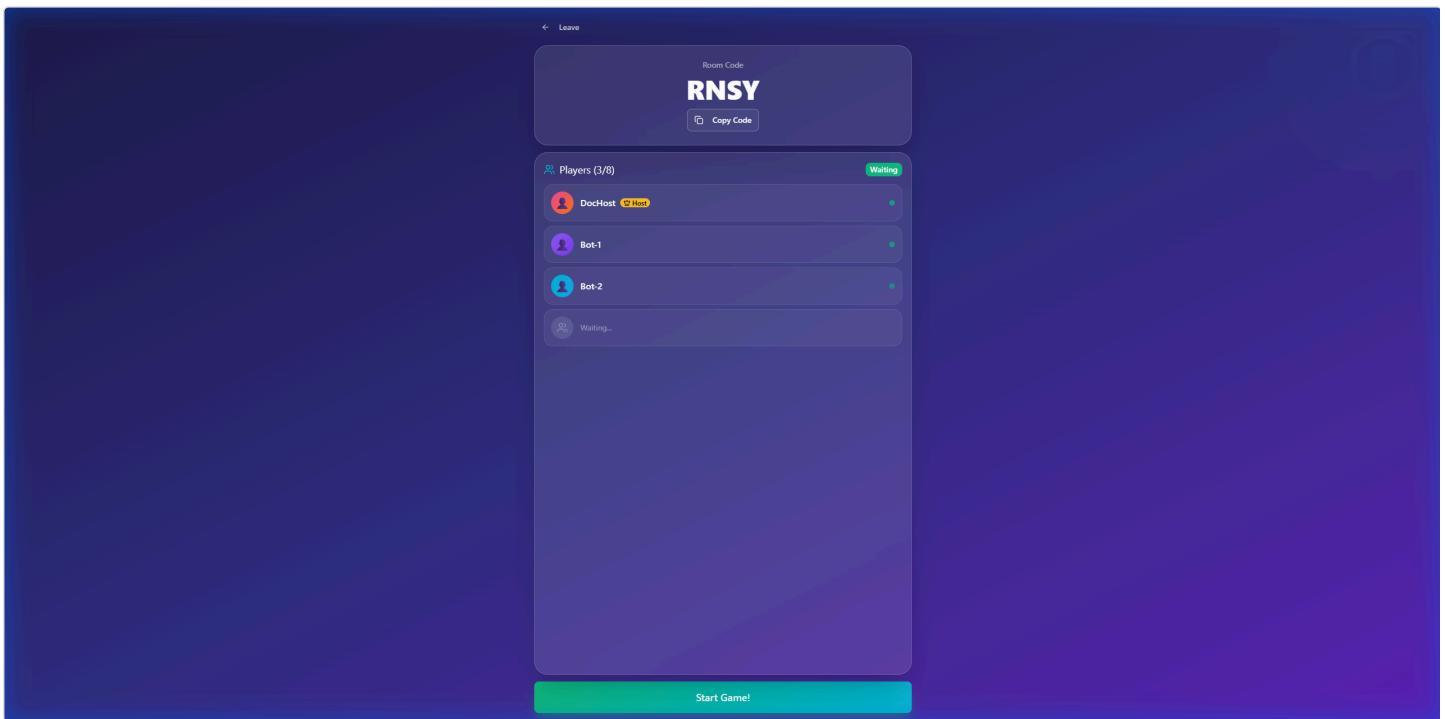
Step 2: Lobby Creation

As a host, you'll be taken to the lobby. Share the **Room Code** (displayed at the top) with friends so they can join.



Step 3: Gathering Players

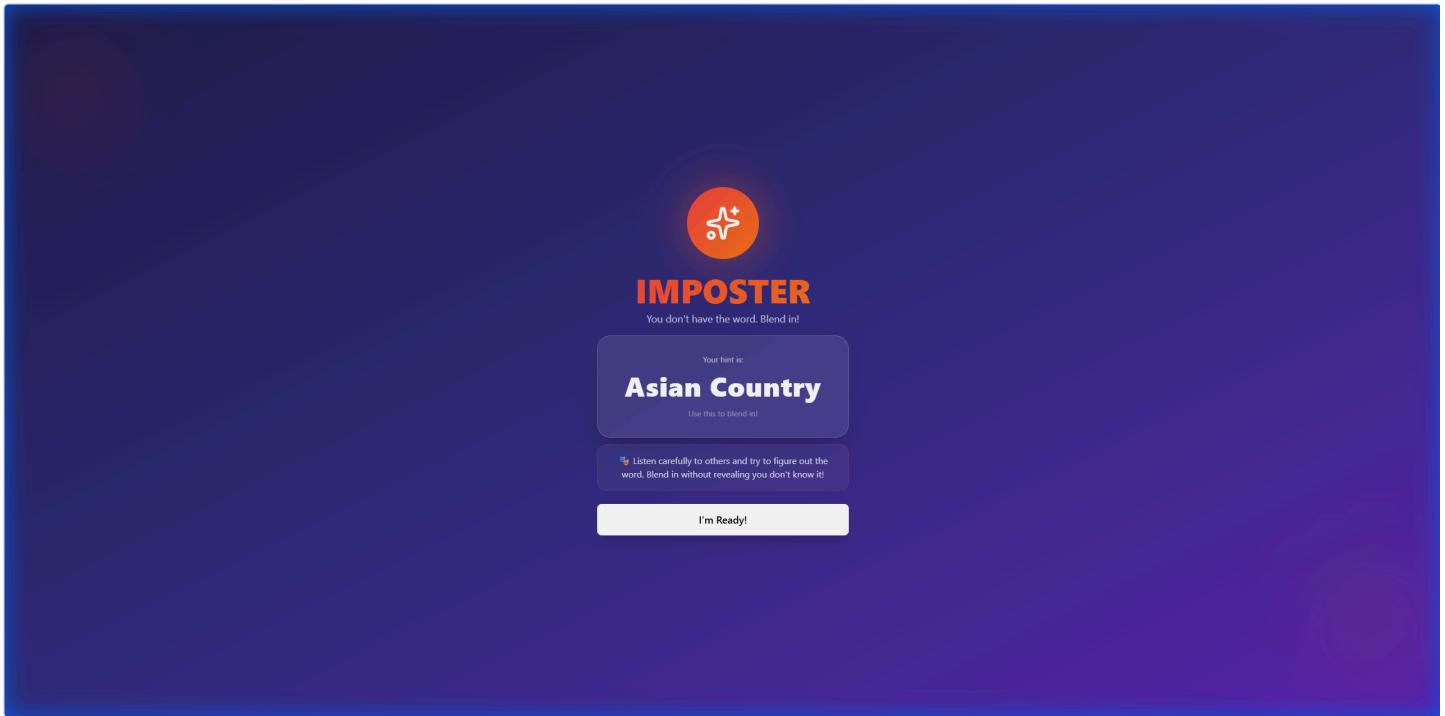
Wait for players to join. If you don't have enough human players, you can add bots to fill the lobby.



Step 4: Role Reveal

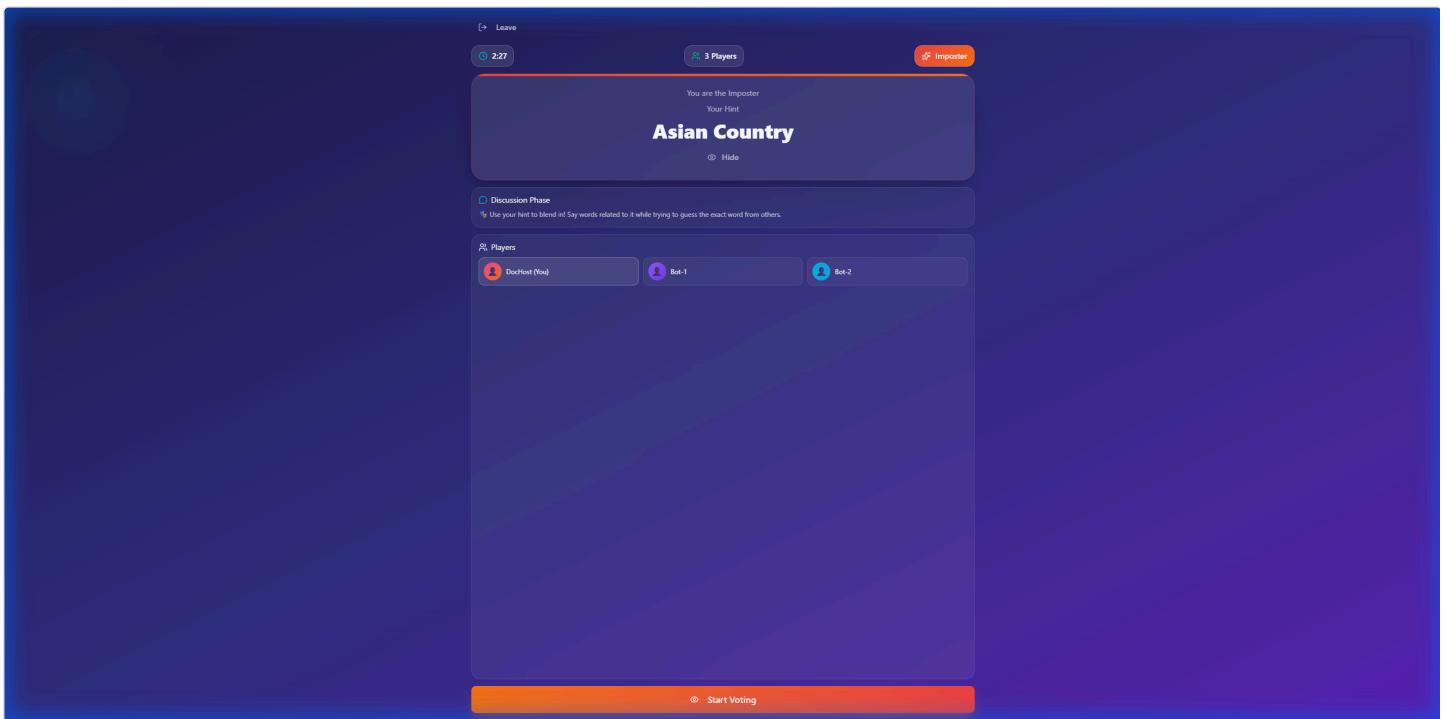
Once the game starts, your role will be secretly revealed.

- **Citizen:** Find the Imposter!
- **Imposter:** Blend in and survive!



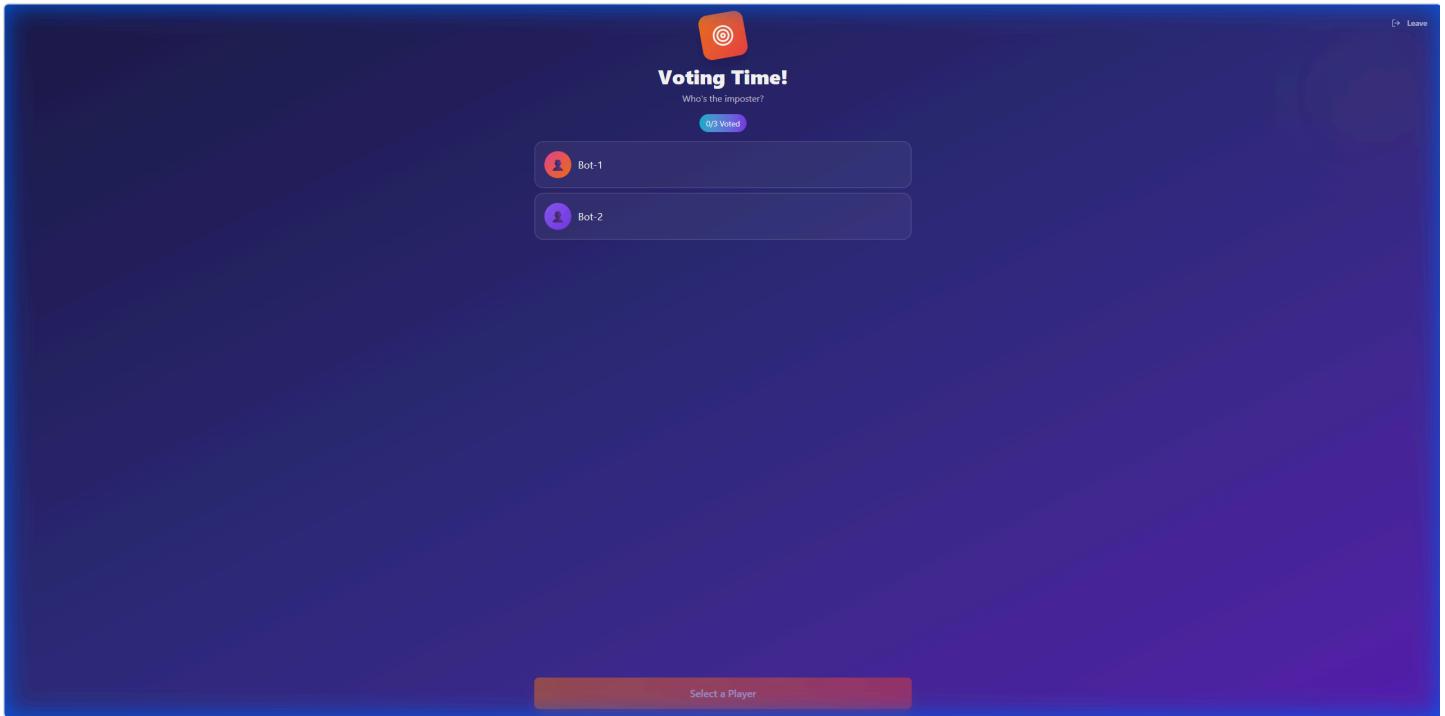
Step 5: Discussion Phase

Discuss with other players. Use the chat (if available) or voice chat (external) to share suspicions.



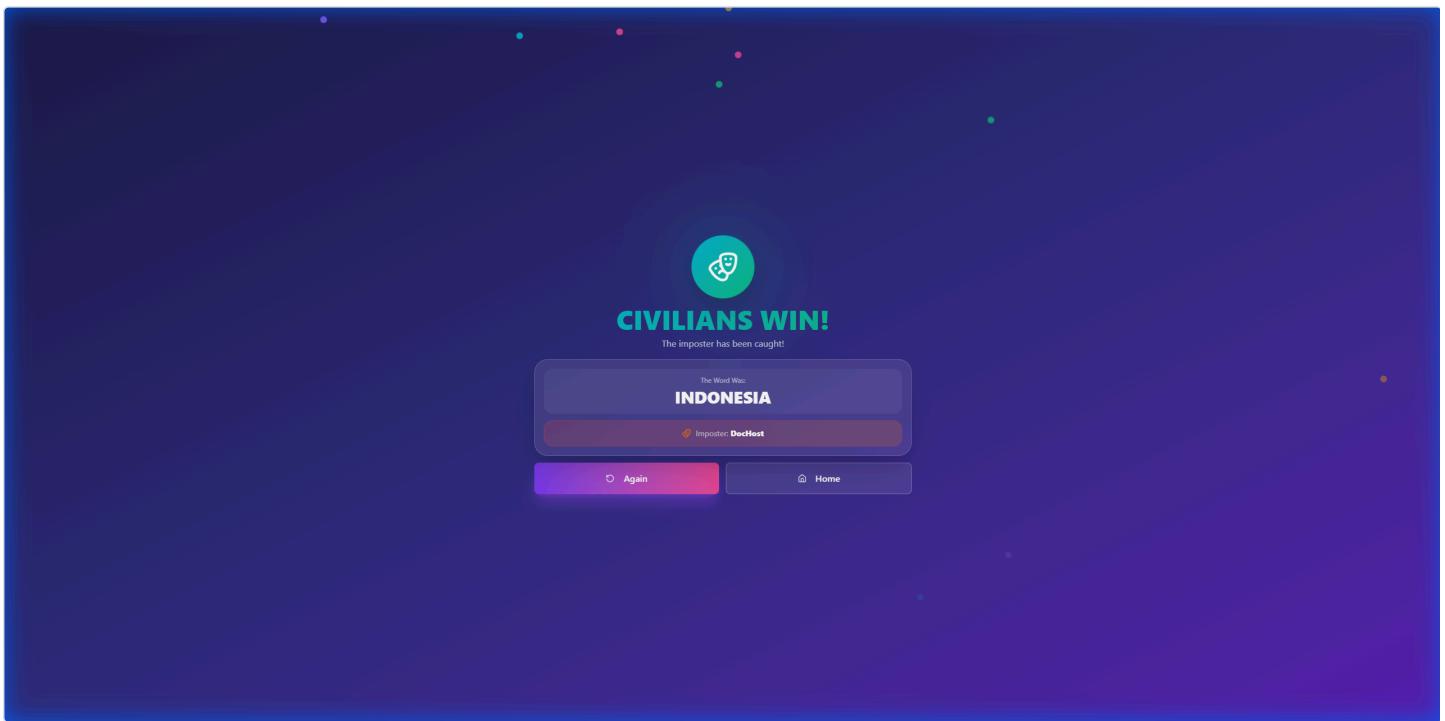
Step 6: Voting Phase

Cast your vote for who you think the Imposter is. The player with the most votes will be eliminated.



Step 7: Game Results

The game ends when the Imposter is caught (Citizens Win) or when the Imposter outnumbers the Citizens (Imposter Wins).



4. Technical Stack

- **Frontend:** React (Vite)
- **Styling:** Vanilla CSS (Mobile-first, Responsive)
- **Backend/Database:** Firebase Realtime Database
- **State Management:** React Context API
- **Testing/Automation:** Custom Bot Scripts (Node.js)

5. Future Roadmap

- **In-game Chat:** Integrated text chat for discussions.
- **Multiple Impostors:** Support for larger lobbies with 2+ Impostors.
- **Character Customization:** Avatars and skins.