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Comm 105G Progress Report 2

Crystal's notes: We have decided to try Town of Salem as Battle Royale was very laggy for all of us. We are trying out this game before we decide to commit but it seems like we are all leaning towards this game instead. My first round I played as James Russel (randomly assigned because I didn't choose my own name fast enough >:() and was randomly assigned Serial Killer. I died after my first round because my victim had a stronger defense than I did. I am seeing a lot of homophobic commentary. Trying to figure out what the term snibs means. Asking a lot of questions, getting partial answers. This game is very confusing. Town lost against the Mafia. Round 2: I am now known as Dr. Nincompoop, and have been assigned to the Veteran. Second night someone tried to visit me and I stabbed them with a knife. I can only go on alert three times. Someone visited me again and I shot them, turns out to be the Sheriff...The town won this round!

Brendon's notes: I played two rounds of the new game that we decided on. My first round was as the healer and the second as the medium. About 15 players are allowed to play at the same time. Every player gets a randomized character with a unique role and they are supposed to find out who the killer is. Players of this game have a pretty interesting form of communication, since you are allowed to talk when you are dead, but once you die, you can leave one last sentence in your will. I think their form of communication is worth some research in our project, since the only way to win is through good team communication. People need to work together to figure out who the killer is. However, manipulation and deception is used in this game as the killer needs to avoid being detected. Identity and role is also worth researching in this game, as everybody gets a randomized role.

Tommy's notes: Like everyone else, I've switched to Town of Salem. The one game I played was cool, although everyone did vote to kill me about 4 rounds in. I like the premise of the game, and it was fun. I didn't see anybody acting unkind to anyone else. They actually even apologized when they killed me and I turned out not to be the "bad guy". My only gripe with the game (or maybe my hardware, but I doubt it) was that when I was on trial, I was trying to defend myself, but my keyboard wasn't sending anything into the game. It started working right before they "pulled the trigger". I've also been looking at browser based FPS games, but haven't found one

yet that I like. I might just start to play one if it's cool, or I might try to get the group to play it if it's really cool...and fits the bill for our research proposal.

German notes: I have played a couple rounds in Town of Salem and have noticed different types of players. Some just come to play and solve the mystery of the serial killer. Few come to troll. There was a player named "lesbianWizard" in one of my matches and another player was out to get her, for what seemed like gender prejudice. At one point the other player wrote "hang the b*tch!" It looks like this is a game we can gather good research on for our proposal.

Karla notes: Unlike everyone else, I didn't encounter any form of harassment or bullying while playing the game. For my first time playing, I wasn't really sure what I was doing so I didn't claim a position and didn't vote the first time around so they killed me because I looked suspicious. I was a vigilante during that round and died during the second round. The next time I played, I know what I was doing and didn't look suspicious. I was actually the serial killer that round and made it pretty far. We played four rounds and only three people were left alive in the end when they found out I was the killer. Overall, I had a positive experience in this game and prefer it over Battle Royale because it is not laggy and will still relate to our project idea.