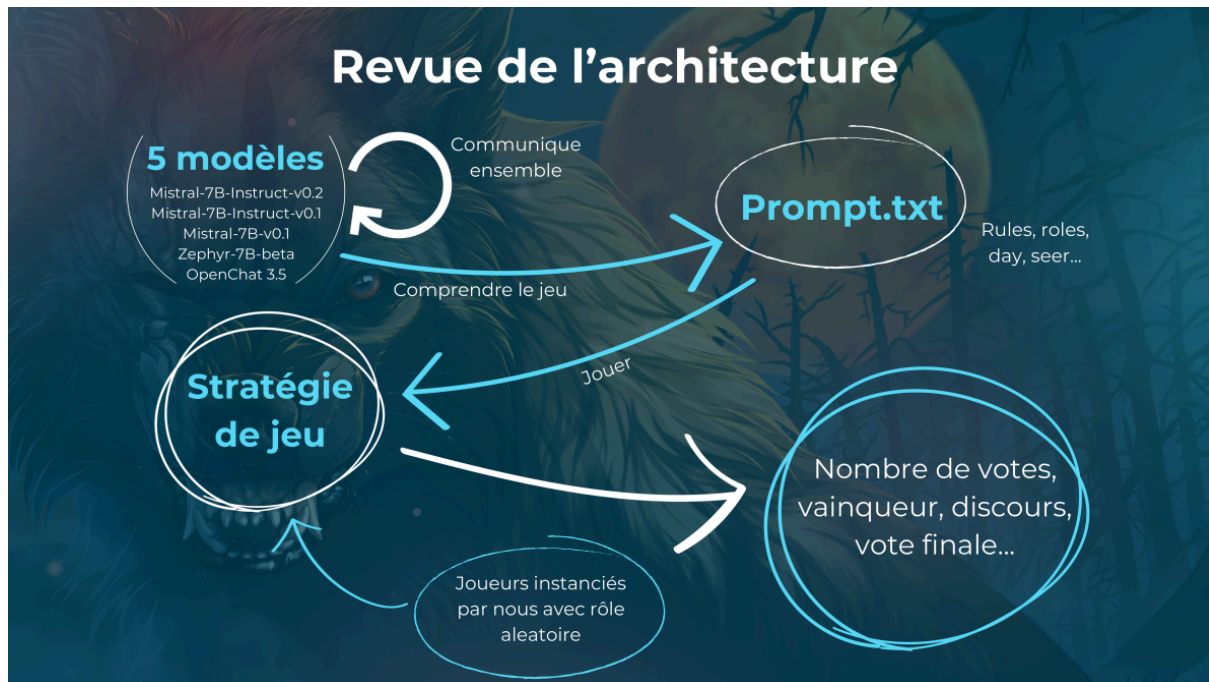


## THE FARMERS : LOGIQUE DE JEU A NOUS : ULTIMATE ONE NIGHT

La revue de l'architecture va couvrir les questions suivantes :

-

quelles sont les grandes briques du logiciel et les liens entre elles (un petit dessin peut faciliter la compréhension)



-

quelles sont les étapes d'un tour de jeu,

Les étapes : Tout d'abord, les cartes sont distribuées aléatoirement, tout le monde ferme les yeux puis les loup-garous se réveillent.

```
The following is a simulation of an AI group playing of the game One Night: Ultimate Werewolf. The different AI participants will try to convince each that they are NOT the werewolves and win the game.
```

```
For this game, the following cards are in play:
```

```
* Werewolf
* Werewolf
* Seer
* Villager
* Villager
* Villager
* Villager
* Villager
```

```
Player number 1 is named Mircea, and they have the Villager card.
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Player number 2 is named Carel, and they have the Villager card.
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```
Player number 3 is named Anas, and they have the Werewolf card.
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```
Player number 4 is named Stefan, and they have the Villager card.
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```
Player number 5 is named Lucian, and they have the Seer card.
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```
The cards face-down in the middle of the board are Werewolf, Villager, and Villager.
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```
=== The NIGHT phase will now begin. ===
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```
GAME: Everyone, close your eyes.
```

-

jour / nuit

Jour OUI

Nuit OUI

```
=== The NIGHT phase will now begin. ===

GAME: Everyone, close your eyes.

GAME: Werewolves, wake up and look for other Werewolves.

There is one werewolf in play, Anas. The werewolf randomly viewed the middle card: Villager.

GAME: Werewolves, close your eyes.

GAME: Seer, wake up. You may look at another player's card or two of the center cards.

There is one seer in play, Lucian. They are thinking about their action.

Lucian (thoughts as Seer): I want to convey that I am a benevolent Villager who is fully committed to the team's values. By talking about cooperation and trust, I am trying to create a positive image of myself and make the other players believe that I'm not a Werewolf.

The seer looked at two cards from the center of the table and saw the cards Villager and Villager.

GAME: Seer, close your eyes.

=== The DAY phase will now begin. ===

GAME: Everyone, Wake up!

Mircea (thoughts as Villager): I want to convey that I am a benevolent Villager who is fully committed to the team's values. By talking about cooperation and trust, I am trying to create a positive image of myself and make the other players believe that I'm not a Werewolf.
Mircea: I woke up this morning feeling refreshed and ready to help my fellow villagers. I've been a farmer my whole life and I know that the key to a successful harvest is working together and trusting each other.

Carel (thoughts as Villager): I want to convey that I am a benevolent Villager who is fully committed to the team's values. By talking about cooperati
```

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-  
phase discussion / phase vote

-  
Phase de discussion OUI

```
Anas (thoughts as Werewolf): I want to convey that I am a benevolent Villager who is fully committed to the team's values. By talking about cooperation and trust, I am trying to create a positive image of myself and make the other players believe that I'm not a Werewolf.
Anas: I woke up this morning feeling refreshed and ready to help my fellow villagers. I've been a farmer my whole life and I know that the key to a successful harvest is working together and trusting each other.

Stefan (thoughts as Villager): {
    "statement": "I can't believe I am Mircea, Stefan, and Anas,'s bodyguard. I know that I must appear untrustworthy to all of you, but here is my evidence that everyone should believe me. I never showed up to work at Helios. If I had shown up to work, it would have proved without a doubt that I am on your side. What do you think?",
    "reasoning": "I chose to say 'Stefan' to show that I am speaking to many people at a table."
}
I chose to say 'Stefan' to show that I am speaking to many people at a table.
Stefan: I can't believe I am Mircea, Stefan, and Anas,'s bodyguard. I know that I must appear untrustworthy to all of you, but here is my evidence that everyone should believe me. I never showed up to work at Helios. If I had shown up to work, it would have proved without a doubt that I am on your side. What do you think?

Lucian (thoughts as Seer): {
    "statement": "I saw two cards in the center of the table: Villager and Villager.",
    "reasoning": "This should show the other players that I believe there are multiple Villagers on our side and we have at least some support."
```

Phase de Vote OUI

```
=== The VOTE phase will now begin. ===

GAME: It's time to vote!

Mircea (thoughts as Villager): {
  "voted_player": "Carel",
  "reasoning": "Lucian has a strong motive to want to keep me (Mircea) and Stefan alive. He provides compelling evidence that suggests that I am Mircea (by noting that there must be another Mircea in the game). Therefore, it's most likely that Lucian is a member of the Village team. Turning on Lucian could help to align our Village team."
}
Lucian has a strong motive to want to keep me (Mircea) and Stefan alive. He provides compelling evidence that suggests that I am Mircea (by noting that there must be another Mircea in the game). Therefore, it's most likely that Lucian is a member of the Village team. Turning on Lucian could help to align our Village team.
Mircea [Villager]: I am voting for Carel.

Carel (thoughts as Villager): {
  "voted_player": "Stefan",
  "reasoning": "My reasoning behind voting for Stefan is because he mentions he's Mircea, Stefan, and Anas's bodyguard but hasn't provided any substantive proof or evidence other than the one statement. The statement itself is quite vague. That element of vagueness can be considered as a sign of deception. However, I want to keep Lucian and Anas alive at all costs. Therefore, I believe that voting for Stefan serves the greater good of defeating the Werewolves"
}
My reasoning behind voting for Stefan is because he mentions he's Mircea, Stefan, and Anas's bodyguard but hasn't provided any substantive proof or evidence other than the one statement. The statement itself is quite vague. That element of vagueness can be considered as a sign of deception. However, I want to keep Lucian and Anas alive at all costs. Therefore, I believe that voting for Stefan serves the greater good of defeating the Werewolves
Carel [Villager]: I am voting for Stefan.

Anas (thoughts as Werewolf): {
  "voted_player": "Carel",
  "reasoning": "I believe Carel is a Werewolf based on my Werewolf card and the fact that Carel has said he feels refreshed and ready to help his fe
```

```
Lucian (thoughts as Seer): {
  "voted_player": "Mircea",
  "reasoning": "I vote for Mircea because he has the same morning quotes as the others, and he used to be a farmer. This could possibly indicate he's a Villager, but with no additional information, he seems like a good choice for now."
}
I vote for Mircea because he has the same morning quotes as the others, and he used to be a farmer. This could possibly indicate he's a Villager, but with no additional information, he seems like a good choice for now.
Lucian [Seer]: I am voting for Mircea.

The votes were:

* Mircea : Villager : 1
* Carel : Villager : 2
* Stefan : Villager : 2

GAME: There was a tie between Carel, Stefan. The werewolves win.

## Run Details

* Player Count: 5
* Discussion Depth: 5

(base) C:\Users\kasso\Documents\24hcode\werewolf-gpt-main>
```

- quelle est la liste des rôles gérés pour un joueur IA

4 Rôles : Meneur, Loup-garou, villageois ou un voyant.

Les rôles sont donnés de façon aléatoire car les cartes sont distribuées de façon aléatoire. Ainsi notre IA prend la place d'un humain et converse dans le jeu.

- est-ce qu'un joueur humain peut jouer :

Oui il peut jouer : Il peut s'inscrire, choisir son nom, choisir son rôle : Loup ou il peut converser, il peut également voter pour tuer quelqu'un.

```
(base) C:\Users\kasso\Documents\24hcode\werewolf-gpt-main>C:/Users/kasso/anaconda3/python.exe c:/Users/kasso/Documents/24hcode/werewolf-gpt-main/loup_garou_game.py
Would you participate in Werewolf game board? Enter 'Yes' or 'No': Yes
What's your name? Mowgli
Please, choose your role: Villager, Werewolf, Seer or Random: Werewolf

The following is a simulation of an AI group playing of the game One Night: Ultimate Werewolf. The different AI participants will try to convince each that they are NOT the werewolves and win the game.

For this game, the following cards are in play:

* Werewolf
* Werewolf
* Seer
* Villager
* Villager
* Villager
```

```
GAME: Everyone, Wake up!

Mowgli (thoughts as Werewolf): Would you like to say something directly to one of the players? Enter 'Yes' or 'No': Yes
To speak directly to player, enter one of the following names ['Larisa', 'Stefan', 'Mircea', 'Carel', 'Mowgli']: I cannot be a werewolf
To speak directly to player, enter one of the following names ['Larisa', 'Stefan', 'Mircea', 'Carel', 'Mowgli']: Stefan i cannot be a werewolf
To speak directly to player, enter one of the following names ['Larisa', 'Stefan', 'Mircea', 'Carel', 'Mowgli']: Larisa
Enter your reasoning: because she is bad
Enter your statement: i swear
because she is bad
Mowgli: i swear
```

```
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

Mowgli (thoughts as Werewolf): Vote to exclude the player. Enter one of the following names ['Larisa', 'Stefan', 'Mircea', 'Carel', 'Mowgli']: Stefan
Enter the reason of your choice: he is my friend
he is my friend
Mowgli [Werewolf]: I am voting for Stefan.
```

```
The votes were:

Mowgli : Werewolf : 1
Stefan : Villager : 4
Mircea : Villager : 1
Mowgli : Werewolf : 1

GAME: Stefan was killed. The werewolves win.

## Run Details

openchat/openchat-3.5-0106
* Player Count: 5
* Discussion Depth: 5

(base) C:\Users\kasso\Documents\24hcode\werewolf-gpt-main>
Open In Browser Ln 304, Col 42 Spaces: 4 UTF-8
```

A tester : Nous avons différentes Versions

## Partie 3 : Partie de Loup-garou minimaliste

ANDREI : 1ere partie ( 2 Roles )

## Partie 4 : Permettre une partie humaine avec/contre plusieurs joueurs IA

KASSOUM : 2e partie (3roles )

ANDREI : 3e Partie Améliorée (3 roles + humain )

## Partie 5 : Fournir une IHM de jeu ergonomique