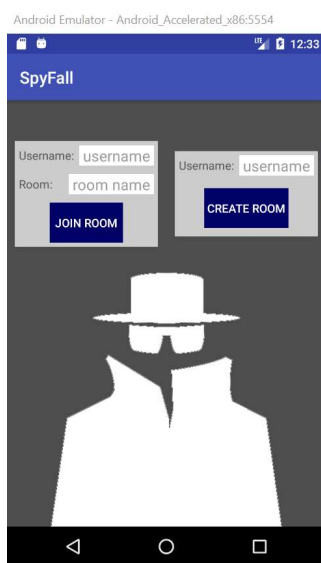
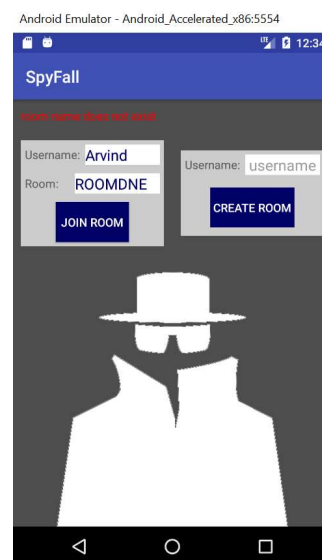


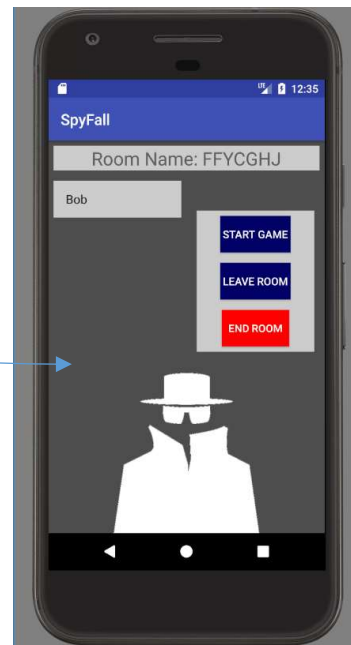
Home Page

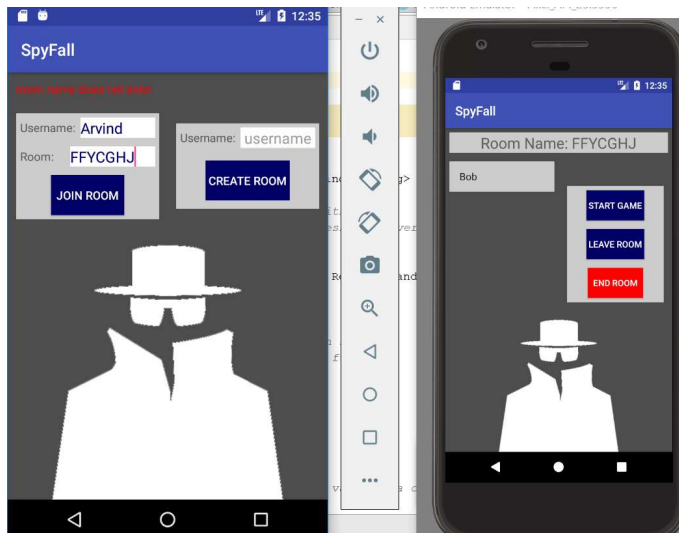


You will receive an error message when you try to join a room that does not exist

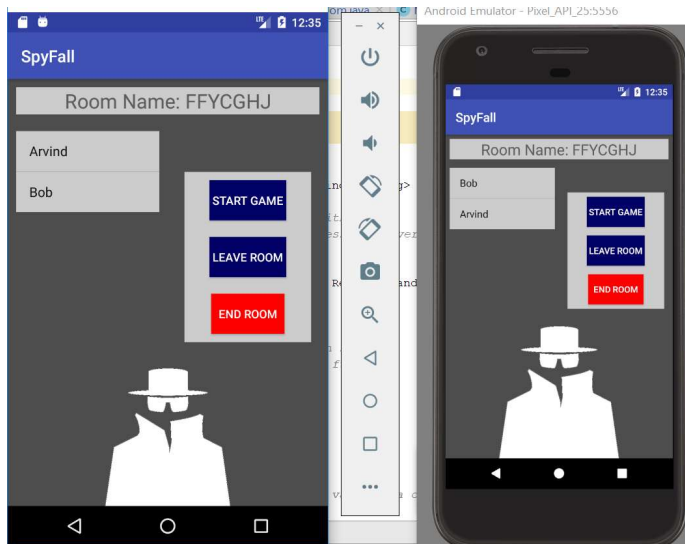


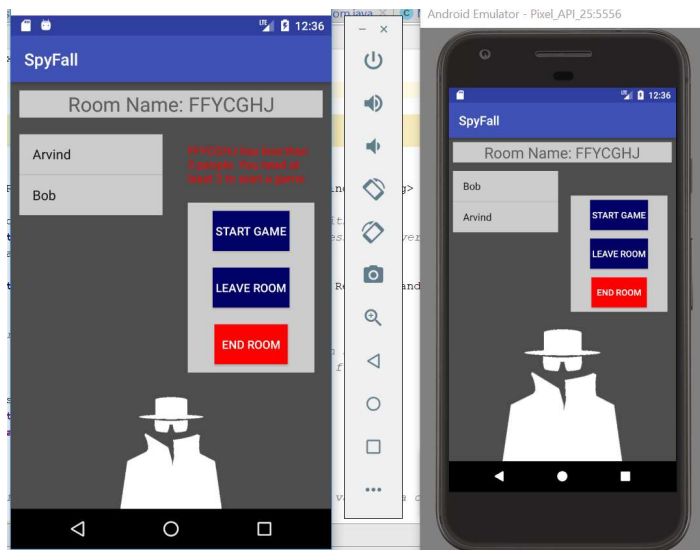
On clicking the Create Room button, a room will be created for you and you will be taken to the waiting room



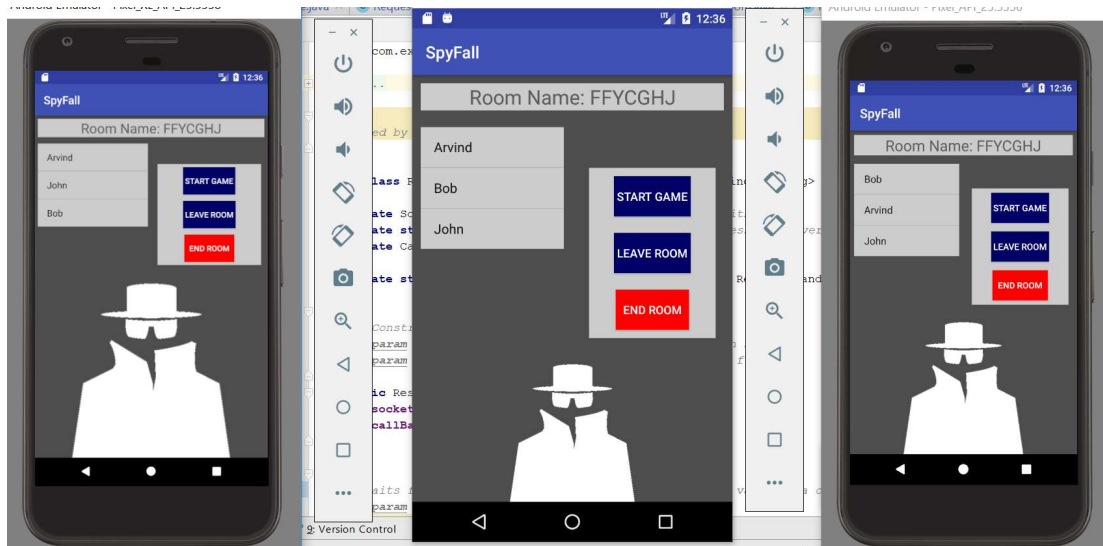


When the Arvind Join Room button to join the room Bob created, both phones should get updated Waiting Room Activities with Bob and Arvind in the list of players in the room

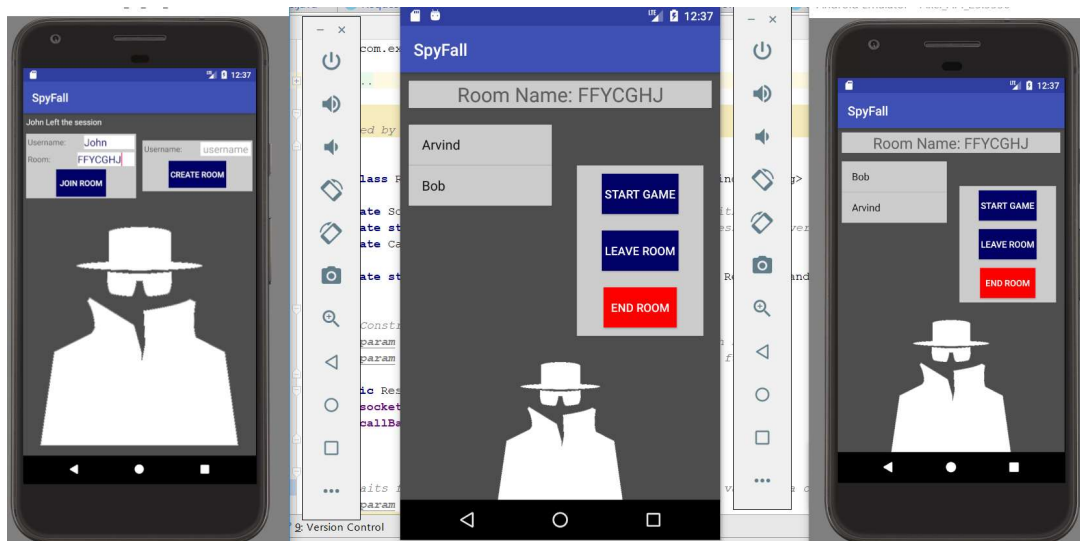


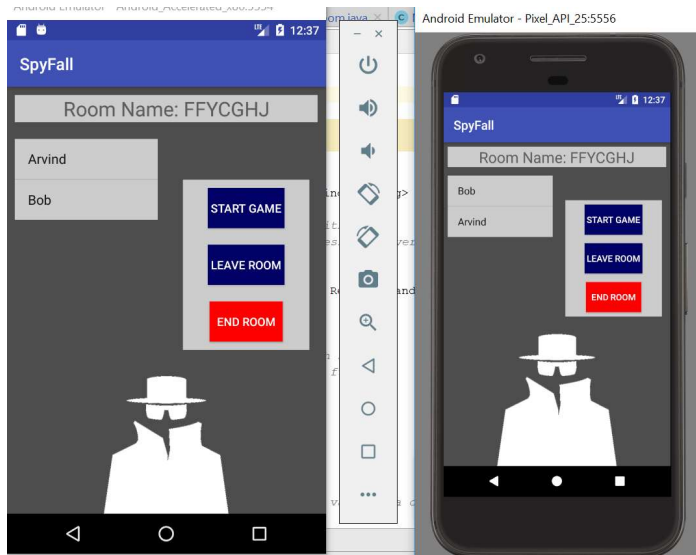


If a player clicks the Start Game Button when there is less than 3 people in the room, an error message will be returned to the person who tried to start the game

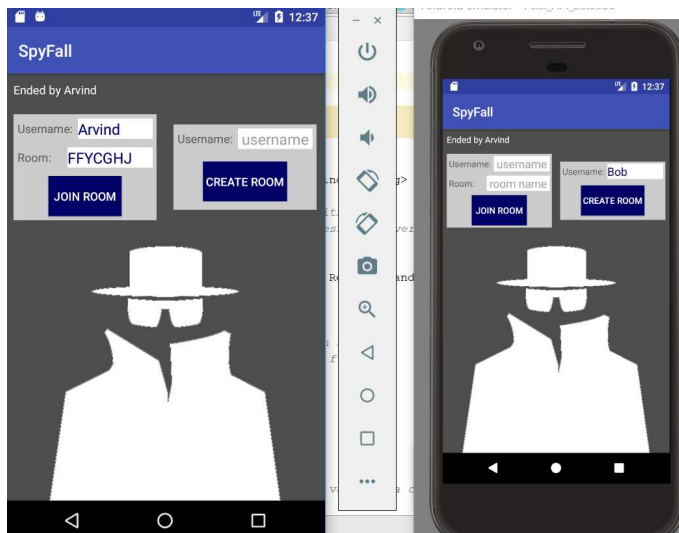


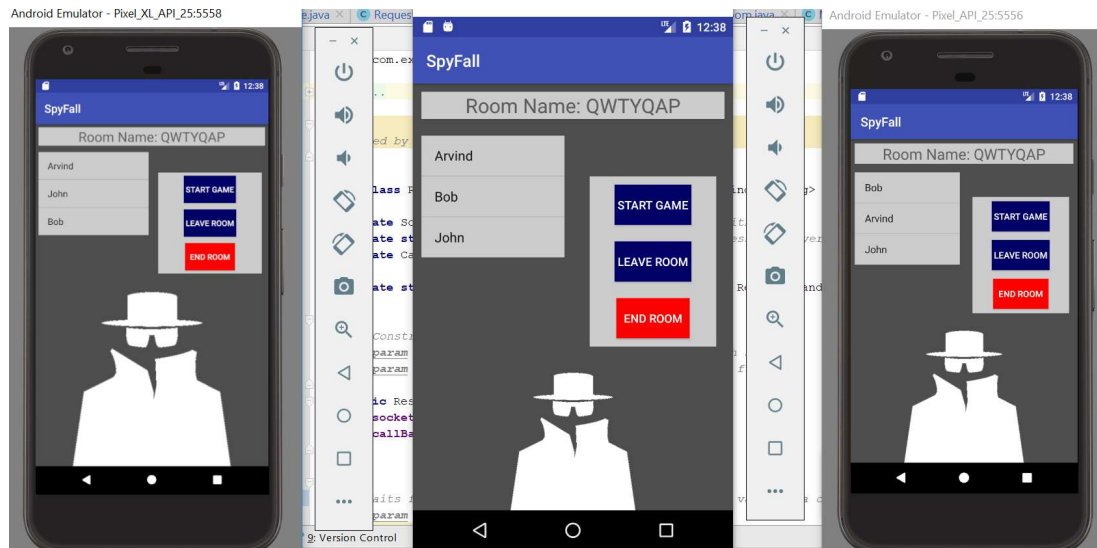
At any time, a player may leave the room. Here John leaves the room. All players in the room should get updated player lists without John and John should return to the main page.



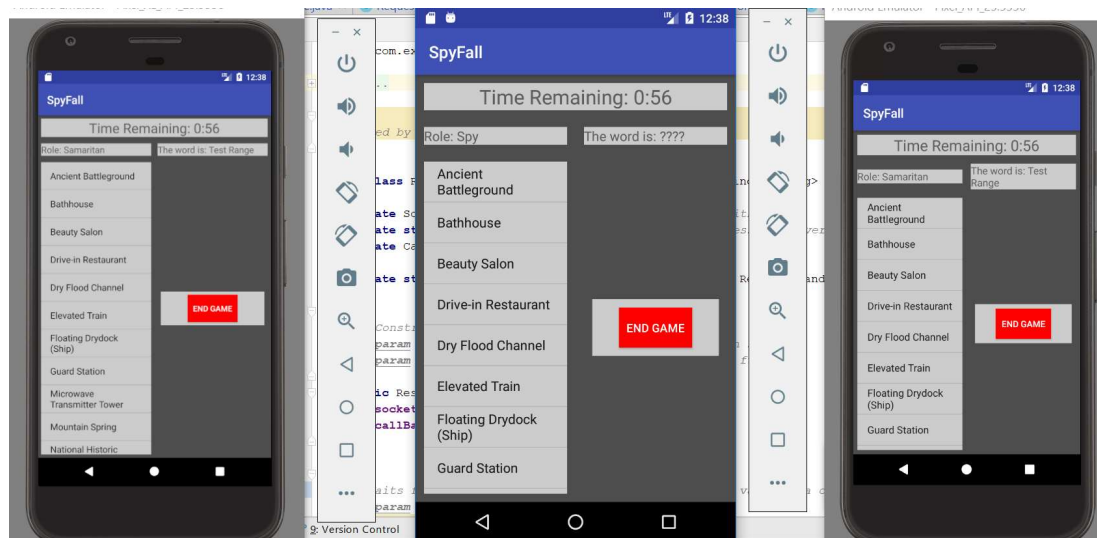


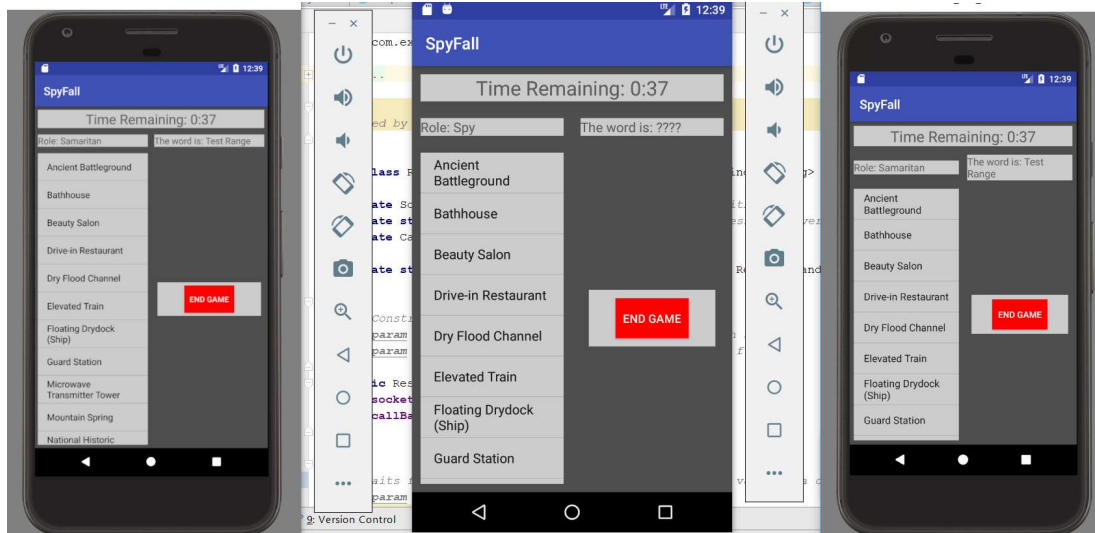
If any player clicks the End Room button, all players in the room will be taken to the main page





Any player in the room is able to start a game in that room. If a player clicks the Start Game button, all players in the room should be taken to the game activity. One person should randomly be the spy and not know the word and everyone else should be a Samaritan and know the word. There will be a timer and a list of possible words the word can be.





Any player in the game can end the game for everyone by clicking the End Game button and be taken back to the Waiting Room Activity. On completion of the game (when the timer reaches 00:00), all players will be returned to the Waiting Room Activity.

