Town of Salem: Java Edition

Description: A text-based game of *Mafia* where the player is randomly assigned a role of Citizen, Doctor, Detective, Sheriff, or Mafia, competes against other pre-programmed players, and attempts to survive.

Rules: The user begins the game by selecting or being randomly assigned a role. When night falls, the Mafia kills off one player. The Doctor can select a player to heal, and if healed, the killed player survives the night. Roles of all players are revealed upon death.

When the night ends and day comes, the killed player's role is revealed. Evidence and hints are left at the scene, but the user gains SP (suspicious points) if they choose to snoop. The players can then interrogate each other, as well as provide alibis. These interrogations and dialogues are shown to the townspeople and the user to determine who is guilty. At the end of the day, the townspeople cast their votes. The Detectives' vote are worth more than the Citizens', and the highest voted player is killed/burned at the stake. The players have a SP (suspicious points) stat, based on the cumulative number of votes they receive, as well as the value of their chosen alibis. The user can factor this into their decision when voting.

Implementation/Technical Details (From most core to least core):
- User can vote on whether someone is the mafia every day.
- User can complete actions at night (if relevant for their type of character).
- Players are sorted into different classes and subclasses and have different actions such as killing, healing, or discovering sensitive information. (Opportunity for interfaces and inheritance.)
- User can set their own role or have it randomly generated, and set the max number of players (estimated playtime shown).
- When voting, players are sorted by SP. Higher SP == higher chance of being voted for. (Usage of sorting algorithms)

- User gets clues/evidence during the day to the status of other players. (Somewhat automated conversations.)
- Interrogation questions have three hard coded responses to choose from, with different SP values. (Answering a question well will make you less suspicious in the eyes of the town, but you will lose the chance to gain valuable information by snooping.)
- "Day roles" and names for all players (butcher, mailman, etc.) through implementation of an interface.