

START

Programstators
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APCS1 pd2
HW #64: Checklist Manifesto
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begin() { // sets up the game }

Set # of NPCs
User inputs # of
NPCs of different
roles

Set name

User sets the
name of their
character

Set occupation

User chooses
either Mafia, Doctor,
Detective, or Civilian
to play as, or asks the
game for a random
occupation

LOSE

Is player Mafia?

WIN :)

populate with
of NPCs

night()

Player is
Mafia

player chooses who
to kill

player chooses who
to save

Player is
Doctor

player chooses who
to interrogate

Player is
Detective

Is the # of Mafia
>= to the # of non-
Mafia?

Naw

day()

Did anyone die last
night?

Nope

Of course

Dramatic story
about the death

Dramatic story about
almost dying

Does the player
have energy and want to
participate in a
suspicious action?

Yes

Complete action,
increase sus points
and deplete energy

Make nomination

Does the
player have a
nomination?

Yep

No

Does the player think the
nominee is guilty?

No

Yes

Is the # of votes to kill
the nominee more?

Yes

LOSE

Were they the player?

Yep

No

Is the # of Mafia == 0?

Yes

No

