Julian Travis, Naomi Perez, Matt Corrado
CMSC436 Group 43

Project Description
Create a text-based application that is similar to the game Mafia where the phone replaces the moderator in a live version.

Application Concept
Passing the Phone Version
- Each player is assigned a role by passing around a phone
- Each round, players pass the phone around the circle doing whatever their role requires them to do

Sound Effects Version
- Similar to passing the phone version, except instead of having to pass the phone around, the phone will play a sound effect to alert a specific player to pick up the phone

Online Version
- Each player needs their own phone
- Players communicate using a text chat or voice chat

Status Report
Every member has committed to the GitHub repository and sent an email in our email chain. Each member is also contributing to this document, and completing a team member evaluation sheet as well.

Key Functionality
The app will be a text-based game that users can pass around, simulating the game of Mafia. Users will input their names and be randomly assigned roles, which they will confirm only when they are holding the phone - keeping their roles anonymous.

Rough Architecture
The app will be text-based with text blocks appearing with instructions or narration appearing when appropriate. We will have timers implemented for timed discussions and for limiting how long people can take for their turn.

List of Android System Components
Android Graphics, Alarms, User Interface
Possibly: Networking, Services, Animation

Team Members Work Items
We will likely fully collaborate on every aspect of the project. It is too early to tell which smaller tasks we will need to complete individually.

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Storyboard

- Players enter their names into the application.
- The application randomly assigns roles to each player, and only reveals those roles by having the person take the phone and read their assignment to themselves. (Ex. "Pass the phone to Julian." -> OK -> "Julian, you are the detective.")
- Roles:
  - Mafia: May kill one person each night
  - Doctor: May protect one person each night. Cannot protect the same person twice in a row.
  - Detective: May detect one person each night, learning their role
  - Silencer: May choose to mute a person each night, That person cannot speak during the next round.
  - Civilian: Regular town-aligned role with no special ability
- The game enters the first night (players are told to close their eyes)
- Sounds effects will play out loud indicating when each role plays their move
  - Mafia, detective, doctor, etc. will get up on their turn and select who they decide to kill/select/save
- Upon completing a full circle, the night will end, and a report will be shown on the screen, telling everyone who has died that night, and what other actions were completed.
- Time will then be given to deliberate amongst players; they may vote someone out of the game or keep going without killing off someone.
- Game will continue going through the day/night cycle until either the mafia is voted off or there are the same amount of mafia players to innocents.

Rough Screenshot

REPORT
Night 1

Julian has died.

Fortunately, they were saved by the Doctor!

8 people remain.

CONTINUE

VOTING
Day 1

Matt, please select who you want to vote off.

Julian

Ashley

Jacob

Samantha

Naomi

CONFIRM