Tokiota Web & Mobile Community

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METEOR WEREWOLVES

This document is a proposal of project to be accepted by the Tokiota Web and Mobile Community as a working item.

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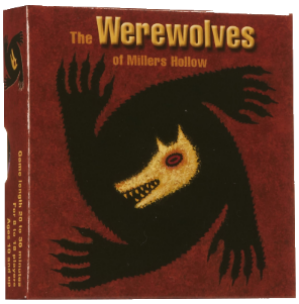


"Miller's Hollow hides a terrible secret: there are werewolves living amongst its people, and they haunt and kill the villagers by night. Are you a werewolf, or a villager?"

1. Introduction

Meteor is a free and open-source JavaScript framework written using *Node.js*. *Meteor* allows for rapid prototyping and produces cross-platform code (web / Android / iOS). It integrates with *MongoDB* and uses the Distributed Data Protocol and a publish–subscribe pattern to automatically propagate data changes to clients without requiring the developer to write any synchronization code. On the client, *Meteor* depends on *jQuery* and can be used with any JavaScript UI widget library.

Werewolves of Miller's Hollow is a party game that takes place in a small village which is haunted by werewolves. Each player is secretly assigned a role - Werewolf, Ordinary Townsfolk, or special character such as the Sheriff, the Hunter, the Witch, the Little Girl, The Fortune Teller and so on... There is also a Moderator player who controls the flow of the game. The game alternates between night and day phases. At night, the Werewolves secretly choose a Villager to kill. During the day, the Villager who was killed is revealed and is out of the game. The remaining Villagers then deliberate and vote on a player they suspect is a Werewolf, helped by the clues the special characters add to the general deliberation. The chosen player is "lynched", reveals his/her role and is out of the game.

My proposal is to create a *Werewolves* game web app that can be played through your smartphone (or any other web-enabled device). This web app will be developed using *Meteor*, in order to take advantage of its amazing data synchronization feature.

The *Werewolves* web app only eliminates the necessity of having the game cards physically; the flow of the game is exactly the same and the Moderator is still necessary. These are the keys to the web app:

- First and foremost, all players need to login in order to provide a username and unique identifier
- The person creating the game will be the Moderator
- Players can join already created games by just providing an existing game code
- Once all players have joined the game, the roles are randomly and automatically assigned by the app
- Players may place their smartphone in front of them during the game
- The Moderator will have a special dashboard with which she will update the status of the game
- Player deaths will be notified through their smartphones, next revealing their identities

2. Main Functionalities (initial phase)

- Develop a home screen where a new game can be created, or an existing game can be joined
- Develop a screen to create a new game, where the Moderator will:
    - Choose which special characters take part in the game
    - Choose how many werewolves take part in the game (4 tops)
    - Start the game by clicking a button

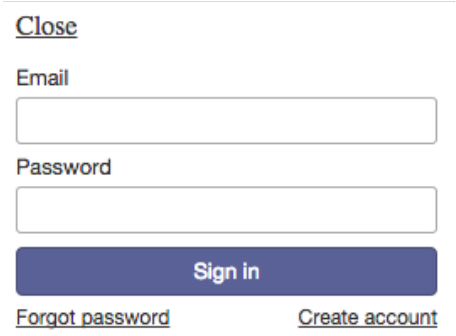
- Develop the game start process, where characters are randomly and automatically assigned to each logged in player. Each player then receives a picture of their assigned character in their device. When clicking on the picture, it will be flipped so that their identity remains secret
- Develop the Moderator's dashboard:
    - It displays all the players' cards
    - Clicking on a card/player means given player is chosen to die (either lynched by angry mob or killed by werewolves). A final step (clicking on a button) is required to confirm the death
    - When a player is killed, given player is notified and his identity is revealed

3. Technologies and Frameworks

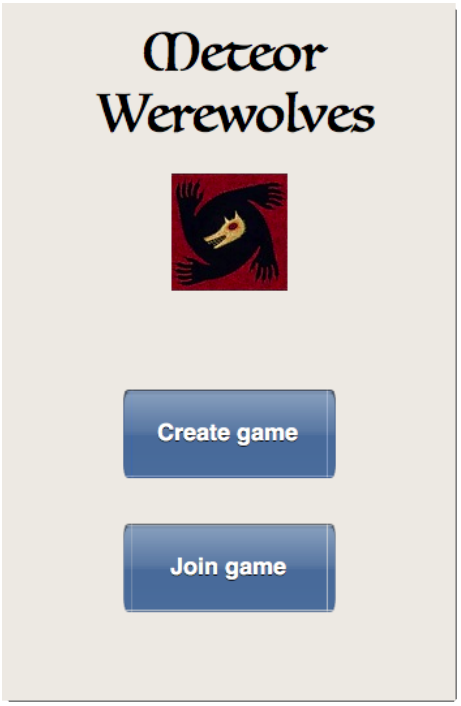
- JavaScript
- Meteor
- MongoDB

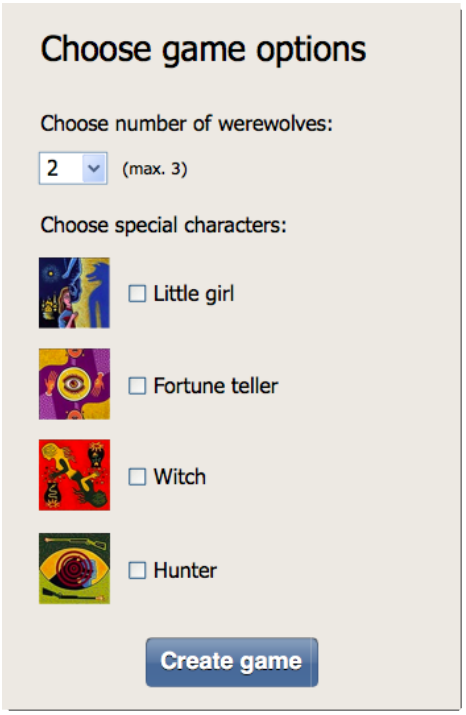
4. Wireframes

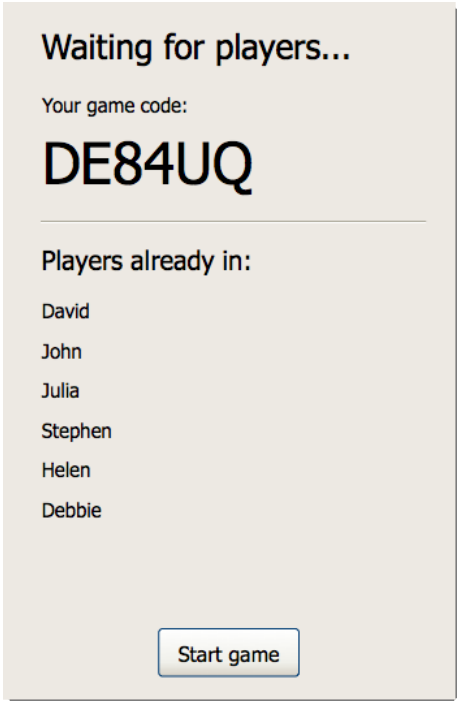
Login



Moderator's path







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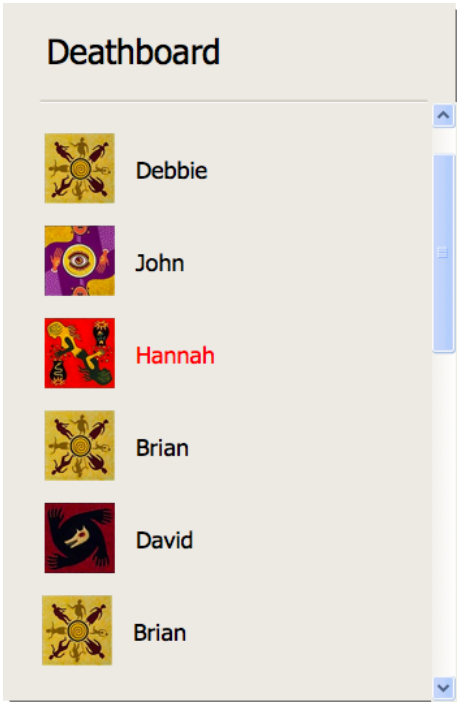
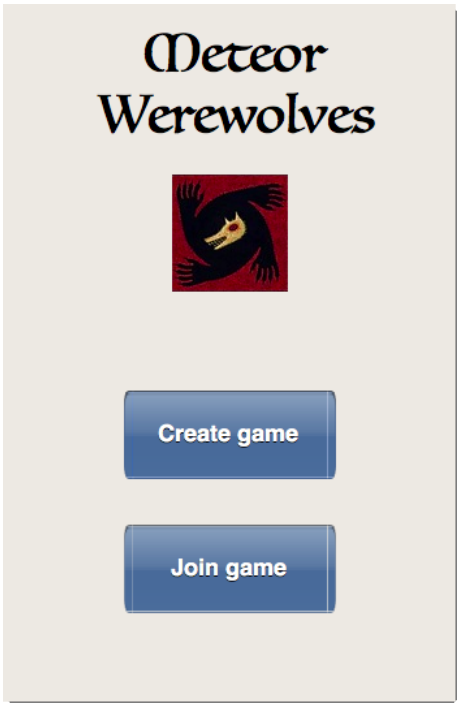


Player's path



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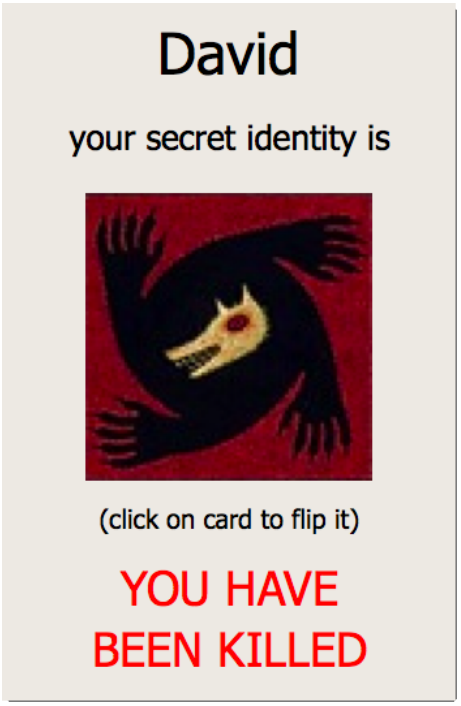

5. Future Improvements

- Create smartphone application
- Add ambient sounds to the game (wolf howl, creepy night sound, rooster's crowing, etc.)
- Add more special characters to the game (Cupid, Captain, Thief, etc.)
- Add more features to the Moderator's dashboard
- Add feature to allow players to vote for the next player to be killed off during the day phase through their dashboard
- Add score boards & statistics