

Product Backlog:

- Basic Roles:
 - Sheriff:
 - Allows to investigate someone
 - Action Priority: NORMAL
 - Minimum Defense: NONE
 - Jailor
 - Allows to jail someone (during the day)
 - Action Priority: JAILOR
 - Minimum Defense: NONE
 - Gives the jailed player UNKILLABLE
 - Removes the jailed player's ability to use actions for the night
 - Can force the killing of the jailed player
 - Doctor
 - Give powerful defense to someone
 - Action Priority: DEFENCE_POWERFUL
 - Minimum Defense: NONE
 - Escort
 - Role-blocks someone
 - Action Priority: ROLEBLOCK
 - Minimum Defense: NONE
 - Godfather
 - In MAFIA, can see all other player of type MAFIA
 - Can attack someone
 - Action Priority: ATTACK_BASIC
 - Minimum Defense: BASIC
- Game State:
 - Night Count
 - Players:
 - Ability to use Abilities (TRUE every night start, can be disabled)
 - Minimum Defence NONE
 - Defence Type:
 - NONE
 - BASIC
 - POWERFUL
 - UNKILLABLE
 - Keeps a list of who visited his house each night
 - Alive State:
 - ALIVE
 - DEAD
 - Alignment:
 - TOWN
 - MAFIA
 - NEUTRAL

- Turns:
 - DAY Turn:
 - Receive action results regarding himself from the last night, if applicable
 - Discussion time
 - Selection time:
 - If number_of_votes > half:
 - Voting time
 - Else:
 - Return to Selection time
 - Voting time (optional)
 - NIGHT Turn:
 - Perform actions
 - Process actions in order of importance
- Action Queue (implemented using priority queue):
 - Action:
 - Each Action changes the Player state accordingly, they are processed one by one in order of priority
 - Can produce no effect
 - Has a Target, and a Source
 - Action Priority:
 - ESCORT
 - ROLEBLOCK
 - JAILOR
 - TRANSPORTER
 - ATTACK_UNSTOPPABLE
 - DEFENCE_POWERFUL
 - ATTACK_POWERFUL
 - DEFENCE_BASIC
 - ATTACK_BASIC
 - NORMAL
- Ending condition:
 - Only TOWN members
 - Only MAFIA/NEUTRAL members

Start Game: Provide Player list, assign roles, on every turn skip the discussion time

Sprint 1: Basic Roles, Assign random roles, game state, turns, ending condition.

1. Town:
 - a. Investigative:
 - i. Sheriff (Chooses a player to investigate during the night. Gets a response which states if the target is suspicious/innocent.)
 - ii. Lookout (Chooses a player and sees everyone who visit his target)

- iii. Investigator (Chooses a player to investigate during the night. Gets three possibilities for the role of the target player)
 - iv. Spy (Chooses a player and bugs his house. He can see all the players that visited its target and also the targets of mafia members.)
 - b. Killing:
 - i. Jailor UNIQUE (During the day, chooses a player to place in jail during the night. The target is roleblocked and can also chat with the jailor. You can choose to execute your target and if that target is a town member you lose this ability. NO Executions: 3)
 - ii. Veteran (You can choose to go on alert for a total of 3 times. When you go on alert you gain basic defense and shoot everyone who visits your house with a powerful attack.)
 - iii. Vigilante (You have 3 bullets. During the night you can choose to attack someone with a basic attack. If you kill a town member you will hang yourself over guilt.)
 - c. Protective:
 - i. Doctor (Chooses a target to heal, giving them Powerful Defense for the night. He can also heal himself)
 - ii. Bodyguard (Chooses a target to protect each night. If the target is attacked, both the bodyguard and the attacker will die (if not healed))
 - d. Support:
 - i. Escort (Chooses a target to roleblock each night, preventing them from using their Night ability)
 - ii. Mayor (Can reveal himself as Mayor during the day. Once revealed, their vote will count as three)
 - iii. Medium (During the night, he is able to talk to the dead. After he dies, he may choose during the day a living target, to talk to the next night)
 - iv. Retributionist UNIQUE (Chooses a dead Town target to resurrect each night and uses their ability on another player)
 - v. Transporter (Chooses two targets to swap visits between themselves)
- 2. Mafia: (When there is no Killing role left, one member of the Mafia will be promoted to Mafioso / Godfather)
 - a. Killing:
 - i. Godfather UNIQUE (Chooses the player the Mafioso will attack at night. If there is no Mafioso alive, the Godfather will attack)
 - ii. Mafioso (Can choose a target to attack each night. Though, if the Godfather chooses someone else, his decision will override the Mafioso's. When the Godfather dies, he will be promoted to Godfather)
 - b. Deception:
 - i. Framer (Chooses a target who will appear suspicious to the Sheriff or to the Investigator)

- ii. Forger (Chooses a target to forge each night, replacing their Last Will and role. The target has to die the same night in order for the forgery to take effect. If not, you lose a forgery)
 - iii. Janitor (Chooses a target to clean each night. The cause of the death will be revealed to the Town, but not its role nor its Last Will. Only he will be able to see the role and the Last Will of the target)
 - c. Support:
 - i. Consigliere (Chooses a target each night and is told their exact role)
 - ii. Consort (Chooses a target to role block each night, preventing them from using their night ability. If he tries to role block a Serial Killer (that isn't Cautious) or a Werewolf (during Full Moon), he will be attacked instead of their intended target)
 - iii. Blackmailer (Chooses a target who will not be able to speak during the next day. Can also read private whispers)
- 3. Neutral:
 - a. Evil:
 - i. Jester (Wins only if he is hanged during the day. Once he is hanged, he can choose one of the players that voted him to be killed the next night in revenge)
 - ii. Executioner (Receives a target at the beginning of the game. In order to win, his target must be hanged. If the target is killed during the night, he will transform into Jester)
 - iii. Witch (Chooses a target to use their ability on a second selected target. Knows the first target's role)
 - b. Killing:
 - i. Serial Killer (Chooses a target to attack each night. If he is roleblocked, he will attack the role blocker instead)
 - ii. Werewolf (Chooses a target to attack if there is a Full Moon. If there is no target selected, he will go on a rampage and attack anyone who visits him)
 - iii. Arsonist (Chooses a target each night to douse. Automatically douses anyone who visits him at night. Choosing himself as a target will ignite all doused players, dealing an Unstoppable attack)
 - c. Benign:
 - i. Survivor (Has four bulletproof vests, which provide Basic Defense for the night)
 - ii. Amnesiac (Chooses a dead target to steal his role)

Communication:

Develop a REST http api that receives and sends information (json format) about the current state of the game.