

# NIGHT TRAIN TO BUDAPEST

## Manual

### *Start game*

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In order to start the game, open up the terminal and execute the file “NightTrainToBudapest.jar”.

### *Create new game / join existing game*

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In order to create a new game, you first need to start the game server. For that, execute the following command: “server <port>”. Then, you need to join this server as a client by executing the following command: “client <hostadress> <port> [<username>]”. Others can join the server by executing the same client command and choosing their own username.

Anyone on the server can create a new lobby with the command “/g”. A lobby can be joined by executing the command “/j” followed by the lobby number. The lobby creator can start a new game with the current players in the lobby by executing the command “/s”. If there are less than six players after starting a new game, NPC’s will be added to the game to ensure this player amount.

### *Game procedure / rules*

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The game takes place in a night train wagon and has a day/night-cycle. Players can be either ghosts or humans, the roles are being assigned randomly at the start of the game. In the beginning, one player is a ghost and five players are humans.

Ghosts have the ability to turn humans into their kind and humans are able to kick ghosts out of the train. If all humans have been ‘ghostified’, the ghosts win. If the ‘original ghost’, the first ghost in the game, has been kicked out by the humans, they win.

The game begins at night where the ghost has to decide which human to ghostify. If there are multiple ghosts in the game, they will vote together on who their next victim will be. Once the victim has been turned into a ghost, the night phase of this round is over and the day starts. Now humans have to vote on who they believe to be the original ghost. They can base their decisions on the noises they heard at

night: if a ghost, on his way to infect a human, passes other humans, they receive a noise notification. Before the human vote, humans can inform each other about who heard noises during the night in the chat. After the humans made up their mind, four things can happen based on the vote results (ghosts cannot vote during this time, neither can humans at night):

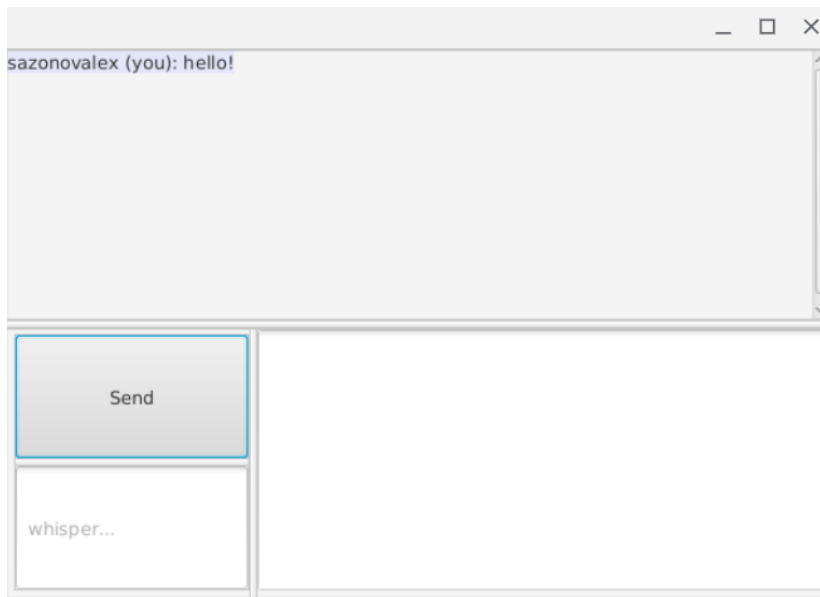
- a human received the most votes → everyone is being notified about a human receiving the most votes. Next round starts.
- a 'normal' ghosts received the most votes → this ghost is being kicked out of the train. Next round starts.
- the 'original ghost' received the most votes → the game is over with the humans winning.
- special case: there is only one human left on the train, all others are ghosts; if this human doesn't vote for the original ghost, the ghosts win the game (since he would have been guaranteed to turn into a ghost in the next round).

### Console commands

|                             |   |
|-----------------------------|---|
| <i>/c message</i>           | Sends a chat message to all players in the same lobby. If you are not in a lobby, the message will be sent to all players who are also not in a lobby |
| <i>/b message</i>           | Broadcasts a message to all connected clients, regardless of lobbies  |
| <i>/w username\$message</i> | Sends a message to the specified user only  |
| <i>/g</i>                   | Create (& join) a new lobby   |
| <i>/j l</i>                 | Join lobby l. To join lobby 2, use /j 2, etc.   |
| <i>/l</i>                   | List all connected clients and all lobbies and their status   |
| <i>/p</i>                   | List all players in your lobby  |
| <i>/z</i>                   | List all games on the server and their status   |
| <i>/e</i>                   | Exit your lobby   |
| <i>/n name</i>              | Changes player name. If unavailable, it adds a fun and quirky suffix  |
| <i>/q</i>                   | Quit  |
| <i>/s</i>                   | Start game in your current lobby  |
| <i>/v l</i>                 | Vote for person l (same for other numbers)  |

## Chat

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If you would like to chat with fellow players, you can also do so using a graphical version. After connecting to a server as a client, a chat window as seen here will appear on your screen. You can write a public message by typing in in the bottom right text field as well as whisper something to a specific player by using the field on the bottom left. Sent and received messages are shown in the upper text field.

## Quit game

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If you want to exit your current lobby, execute the command `"/e"`. If you want to exit your current server, execute `"/q"`.

## To be added

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Future development will ensure the entire game is playable via GUI. There will be a main menu from where the player can create or join lobbies with respective buttons as well as a 2D-representation of a night train wagon filled with illustrations of ghosts and humans during a running game. Voting procedures will be handled with buttons instead of text commands and there will be a spectator mode for players that were kicked off the train. Running games will also be accompanied by music.

