

■■■■ Avalon 6-Player Game PRD

1. Product Overview

Avalon is a social deduction game where players belong to either the Loyal Servants of Arthur or the Minions of Mordred. Through missions and deduction, teams compete to achieve their hidden goals.

2. Goals & Target Users

The goal is to design a 6-player Avalon platform that supports online/offline gameplay, featuring automatic role assignment, voting, and mission logic.

Target Users: - Board game enthusiasts - Fans of logical deduction and social strategy - Groups of friends for gatherings

3. Game Rules Summary

****Teams Composition:****

Good Side: Merlin, Percival, 2 Loyal Servants Evil Side: Morgana, Assassin

****Gameplay Flow:****

1. Role Assignment – System assigns roles randomly. Merlin knows all evil players, while Percival knows two possible candidates (Merlin and Morgana). 2. Leader Rotation – Each round, the leader proposes a mission team. Players vote approve/reject. 3. Mission Execution – If approved, team members secretly choose success/fail cards. 4. Victory Conditions – Good wins after 3 successful missions unless Assassin kills Merlin correctly.

****Mission Team Sizes (6 Players):****

Round	Team Size	Fails Needed
1	2	1
2	3	1
3	4	1
4	3	1
5	4	1

4. Core Functional Modules

Module	Function	User Action	System Feedback
Room Management	Create/join rooms, assign roles	Host starts game	Roles revealed
Voting System	Approve/reject team proposal	Vote within 15s	Live tally display
Mission System	Success/Fail selection	Evil can choose Fail	Show result summary
Info Display	Track mission progress	Automatic update	Visual progress bar
Assassination Phase	Assassin selects Merlin	Click target avatar	Show outcome and winner

5. UI/UX Flow

Suggested Screens: 1. Login/Room 2. Role Reveal Animation 3. Team Voting Panel 4. Mission Panel 5. Mission Result Page 6. Final Summary

Interaction Highlights: - Smooth animations between phases - Clear approve/reject buttons - Circular mission progress indicator

6. System Logic Diagram

[Room Creation] → [Role Assignment] → [Leader Proposes Team → Voting] → (If Approved) → [Mission Execution → Results] → [Victory or Assassination Phase → Game End]

7. Optional Features

- In-game chat or emoji system - Game replay records - Anonymous suspicion voting - Voice-over system messages

8. Example Outcome

Scenario: After 3 successful missions, the Assassin mistakenly kills Percival instead of Merlin — Good team wins.