

Murder on Game Nite

Team 507

Sharyq Siddiqi, Kiki Liu
Lucas Balfanz, Declan Javier

<https://spring26-project-group-507.onrender.com/>

<https://github.com/neu-cs4530/spring26-project-group-507>

Design Decisions



Murder on Game Night: To create Murder, we needed to find a way to code a game that updates on a timer, rather than with manual player actions. To accomplish this, we created an invisible 'host' player, driven by the server, which joins as a player and can send periodic game updates as 'moves' through the same pipeline as player moves, allowing it to fit neatly within the existing game framework.

Asymmetric gameplay was the key design challenge. Player actions were separated into their own file which 'queued' them, and determined the outcome all at once at the end of the phase.

Chat: Each player has a dedicated chat room on the backend, and messages include an optional recipient list so the server can route them to specific users. The chat controller also enforces phase-based rules—restricting who can communicate during each stage and blocking dead players from messaging the living.

Notes: Notes are stored in a database keyed by both game ID and user, so each player's notes are private and game-specific. The backend mirrors the existing chat architecture—using the same socket and controller patterns—and the UI lives in the chat panel, toggled via a 'notes' tab to save screen space.



Features

Murder On Game Night: Our primary goal was to build a game similar to Werewolf, where a group of townspeople are picked off by a murderer, and the townspeople need need to figure out who it is. Players are randomly assigned roles, which can have unique actions. Our implementation features timed phases for chatting, voting, and using player actions, as well as our own spritework.

Chat: To make the game more intuitive, we modified the chat to support personal/group messages, which can be sent to individual or multiple players.

Notes: We also added a 'notes' tab, which allows you to write down information and save it for future reference. You have a different set of notes for each game.

What's Next

There is a lot of room to continue our work on this project. The framework exists to expand the game both visually, through adding more sprites for different actions, as well as in the backend, by adding more roles.

The chat and notes could also be expanded, such as adding dedicated tabs for group chats, and game-specific Notes UI.