

Front End

Public Game



Private Game

Settings

[Log In](#)










Public Game List (have a random quick game button too)


v2020.9.22s

Map:  THE SKELDERS  MAFIA  COPOLIS

Impostors: 1 2 3

Chat: ▼

 Pan	2		6/10	
 TastyWin	2		3/10	
 gusi	2		2/10	
 vote4brown	1		2/10	
 BEKOO	1		2/4	
 donut	2		2/10	





Public Game List

Filters for

- Gamemode
- Server Size
- Search Bar for game name

Have a random game button

Private Game List

v2018.9.20.0

Forte

Host Game

Find Game

Enter Code

Join Game

Need Help?

Back



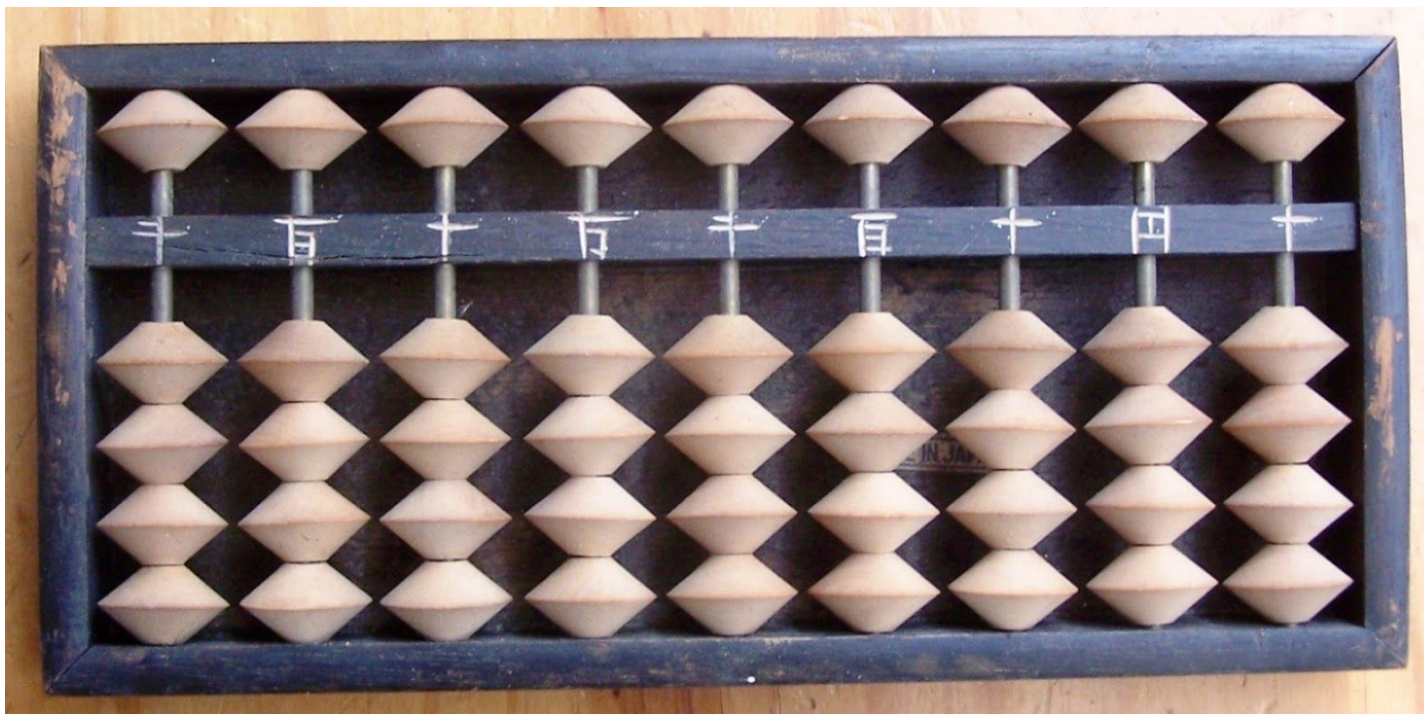
Settings Page (have it be sliders instead of toggle tho)



Game Page

53021 - 14377

Place: 2/10

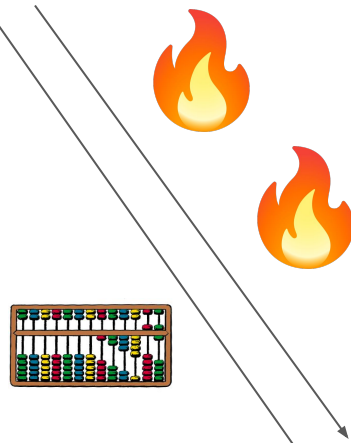
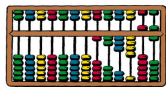
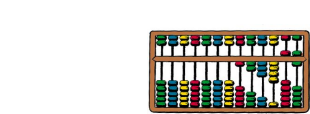


Win/Loss screen



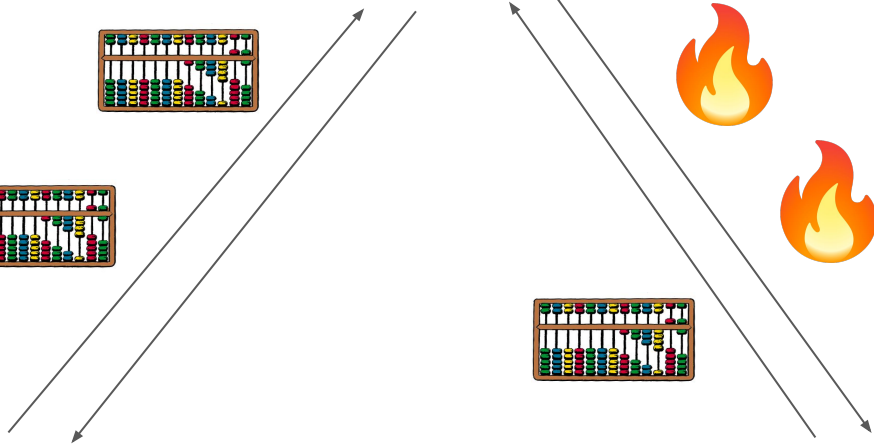
Back End

Game Obj



User Obj

User Obj



Game/User Obj description

- The users send data in “Abacus Notation”
- The Game decides who solves the problem faster and returns “heat”
- If the user solves the problem faster they lose heat, but if they solve it slower they gain heat
- At too high of a heat, the user object loses

Abacus Notation

```
{ {0,0}, {0,0}, {0,0}, {0,0}, {0,0}, {0,0}, {0,0}, {0,0}, {0,0}, {0,0}, {0,0} } ;
```

{abacus}

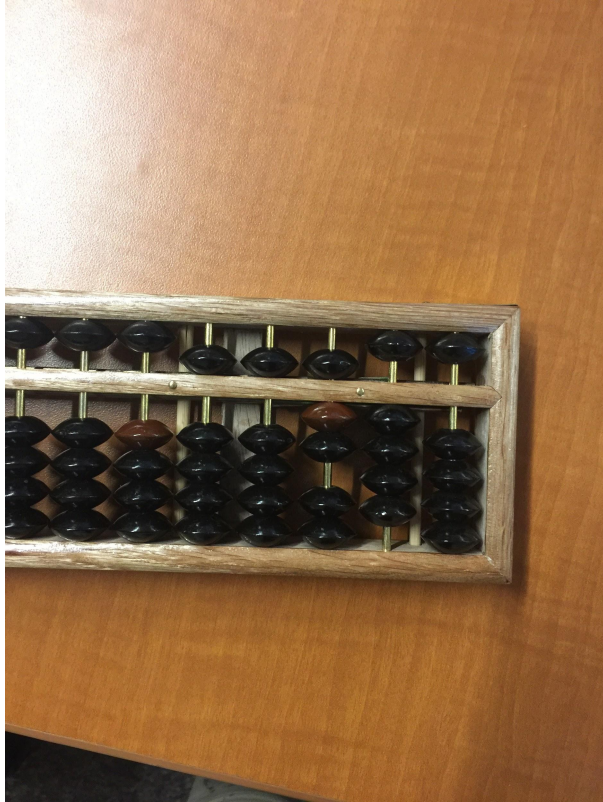
{column, column, column}

{{top row, bottom row}, {top row, bottom row}, {top row, bottom row}}

Top row: 0 or 1

Bottom row: 0 to 4

Abacus Notation Example



$\{\{0, 0\}, \{0, 0\}, \{0, 0\},$
 $\{0, 0\}, \{0, 0\}, \{0, 0\},$
 $\{0, 0\}, \{1, 0\}, \{1, 0\},$
 $\{1, 2\}, \{0, 4\}, \{0, 0\},\}$

Web Whatever