This is a rough demo of the client / server protocol.

CLIENT message	SERVER message	NOTES / code
		clients choose name beforehand
[connect]		
	START: start game	(server starts game whenever they want)
		server assigns places of players / NPCs, who is ghost.
	send player (& NPC) locations to everyone	
	GHOST / HUMAN: send ghost / not ghost status to everyone	
	NIGHT	GUI shows nighttime, ghost players can choose victim
VOTE[…]		Ghost players can vote for their victim
		Once all ghosts have voted, the server determines the "winner" of the vote. In case of a tie, no one is ghosted.
	NOISE	Server notifies the players if the ghost(s) passed by their cabin at night
	GHOST	Server notifies the victim that they are now a ghost
	DAY	Server notifies everyone that it is daytime
		players discuss in the chat.
VOTE[…]		All players can cast their vote regarding who should be kicked off
	[communicate whether person voted for was ghost or human]	If the player voted for is a ghost, the ghost gets kicked off, if they are a human, that is communicated to everyone
	send player & NPC locations to everyone	