

## Project Description

The application we are developing is a mockup of a popular video game called Among Us. The objective of the game depends on what the player's role is. The game has two roles: Crewmate and Imposter. The Crewmate's objective is to fix the spaceship so that they can escape the planet, causing the Imposter to fail. The Imposter's objective is to kill all the Crewmates before he/she is discovered as being an Imposter (they must pretend to be a Crewmate). The Crewmates are capable of voting to kill one Crewmate per "vote." The Crewmates are informed whether or not that Crewmate was in fact an Imposter. In order for the game to work, it will need some sort of way for the Crewmates to vote and communicate who the Imposter is. The game will also need a map with mini games to represent "fixing" the spaceship in order to escape.

### Functionality:

#### Voice chat

- Unity has a built in voice chat feature we are using instead of a text chat. This is a much better and engaging way of communication. We will be using Vivox in-game voice chat library

#### Movement

- Top down view with full directional movement for the character controlled player.

#### Repair of the ship

- Crewmates will scavenge for parts around the ship and bring them to the correct location. Once there they will press a button to 'install' the part in order to fix the ship. This is done under a time crunch, where if not made things can happen in the map to make it more difficult for survivors to win.

### Architecture:

#### Map

- There is a map the characters will be in for the duration of the match that includes collision to prevent people from just walking out of bounds.

### Special resources:

#### Unity

- We are not using android studio for this as it's not really applicable when trying to make this kind of game. Unity is much more useful in that regard.

#### Peer to peer multiplayer

- The safest way to host multiplayer games is to do P2P, this means we don't need to host a dedicated server. The game is simple enough that a little bit of latency will not change anything in the gameplay experience.

### Tasks:

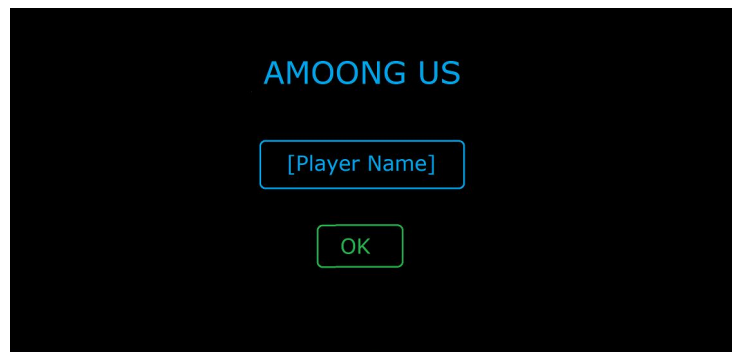
- Basem: Will be working on **player movement**, **mechanics**, and **animation**
- Daniel: Drawing **map** with collisions
- Andy: Creating **main menu** with **buttons** and **researching multiplayer in Unity**

## Status Report

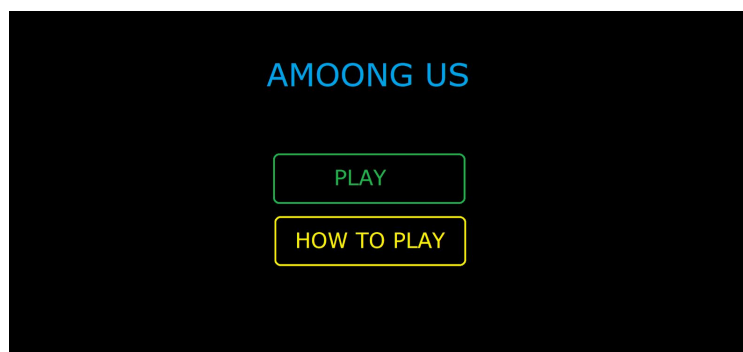
Player Sprite Sheet (Will change colors)



Player Name Select Screen



Main Menu



So far, we have only implemented the player sprite and movement. In the next week, we plan to draw the map as well as implement crewmate tasks. After that, we will implement the imposter and ability to kill other crewmates. Lastly, we will implement multiplayer with voice chat as well as the ability to vote members out.