

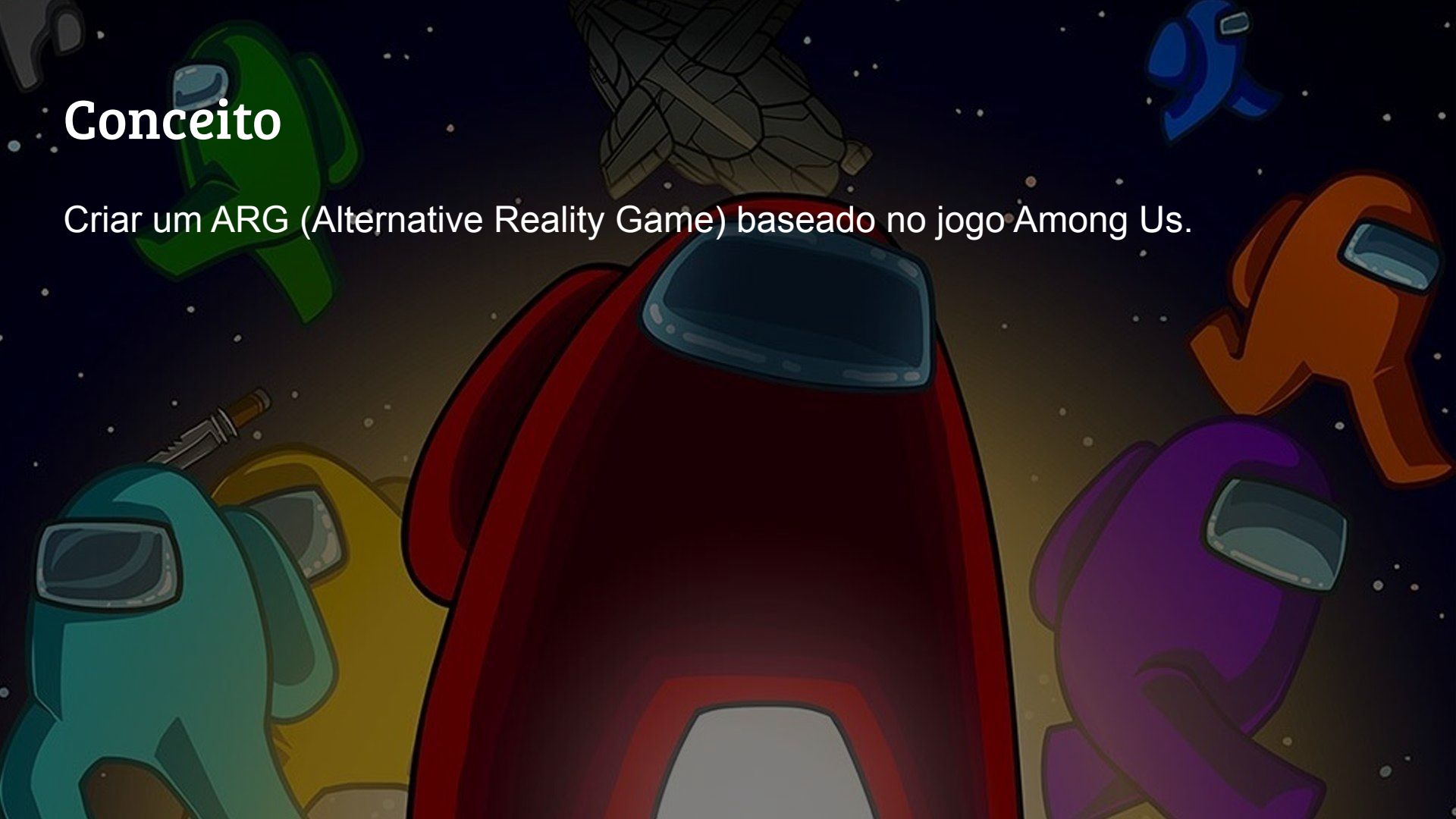
A vibrant, cartoon-style illustration of the game Among Us. In the center is a large red crewmate. Surrounding it are several other crewmates in different colors: green, blue, orange, purple, teal, and yellow. A knife is visible near the teal crewmate. The background is a dark space with stars and a large, grey, rocky planet or moon in the upper center.

Among Go

Camila Carolina Bowens

Conceito

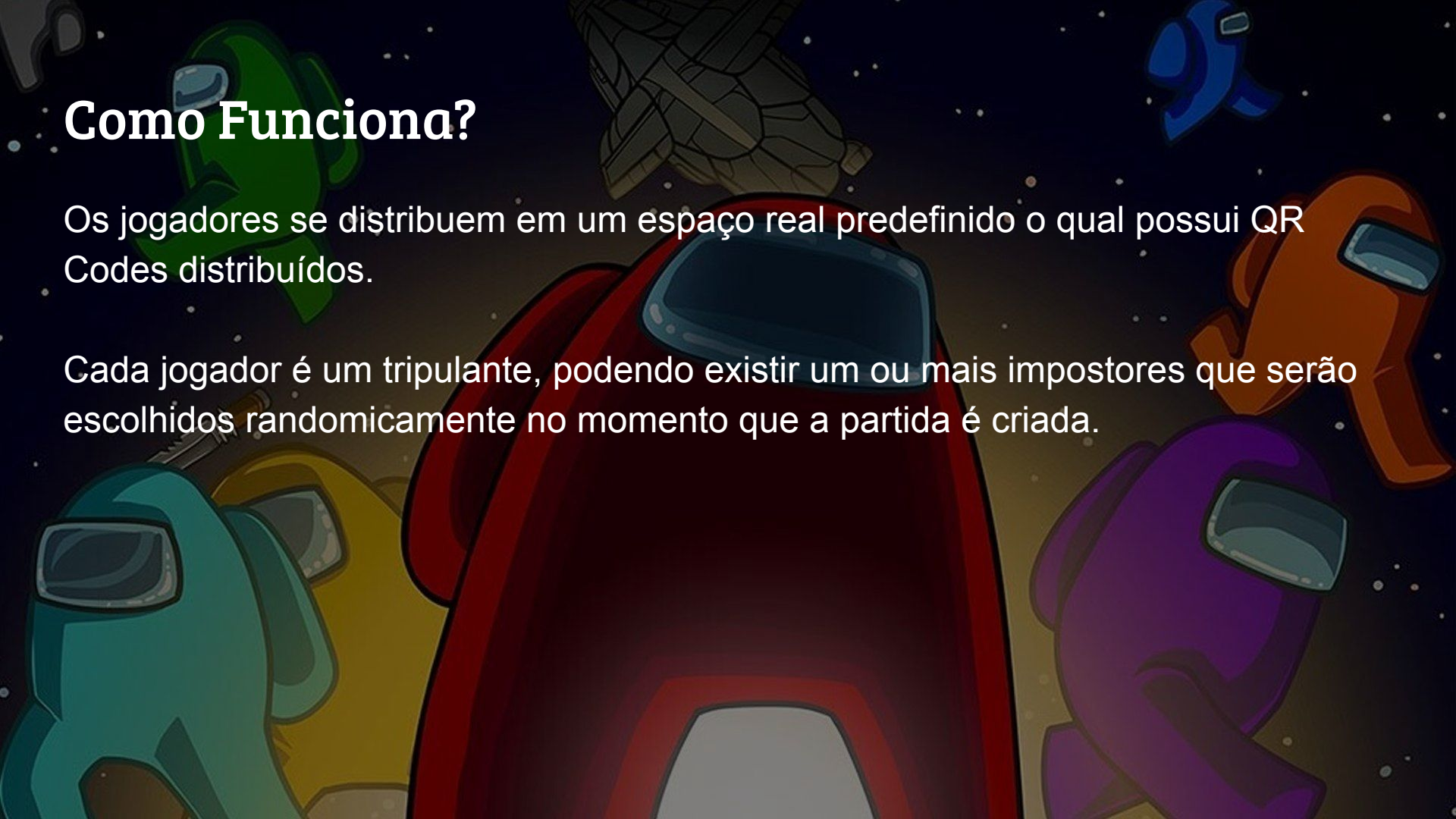
Criar um ARG (Alternative Reality Game) baseado no jogo Among Us.

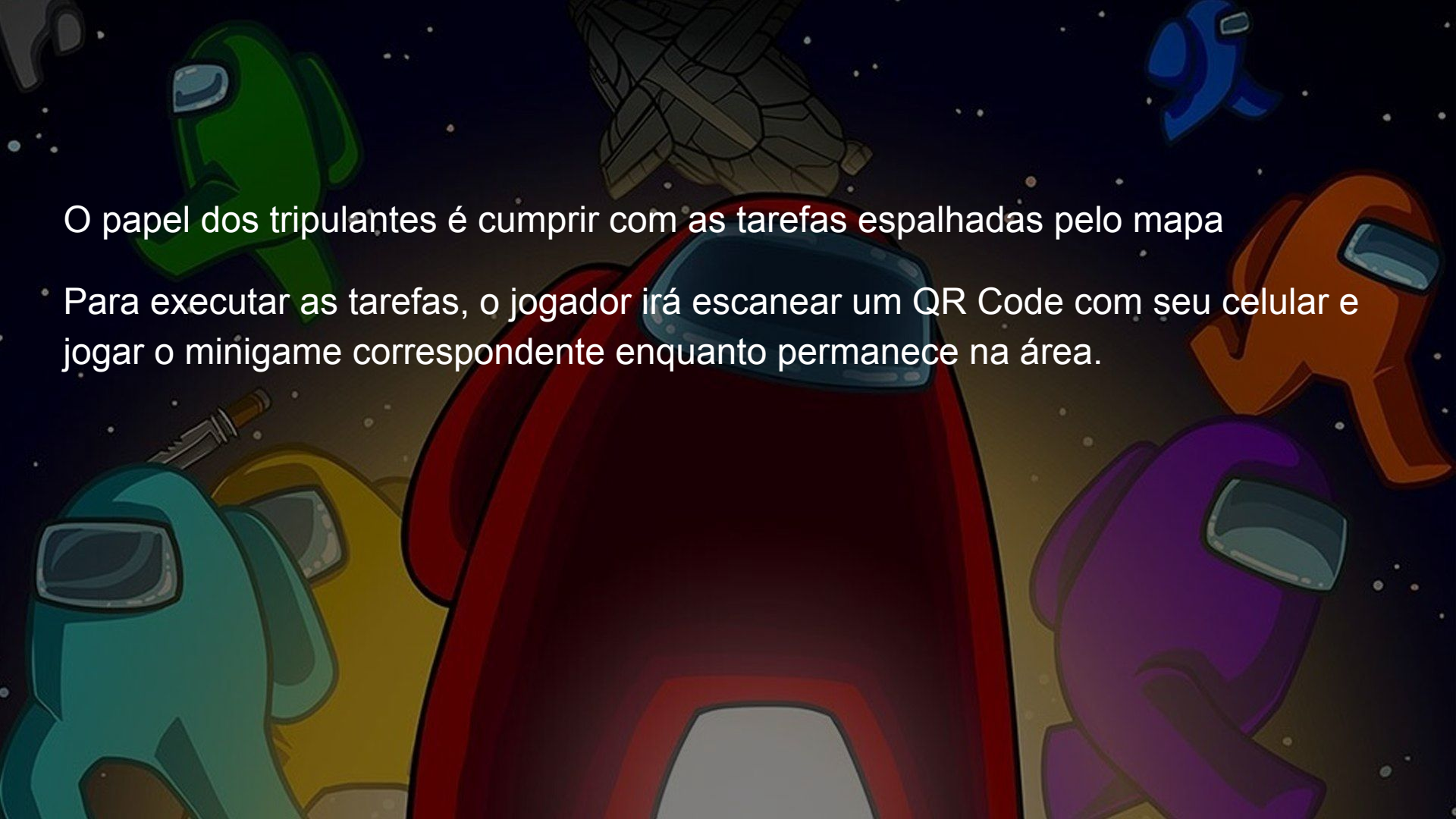


Como Funciona?

Os jogadores se distribuem em um espaço real predefinido o qual possui QR Codes distribuídos.

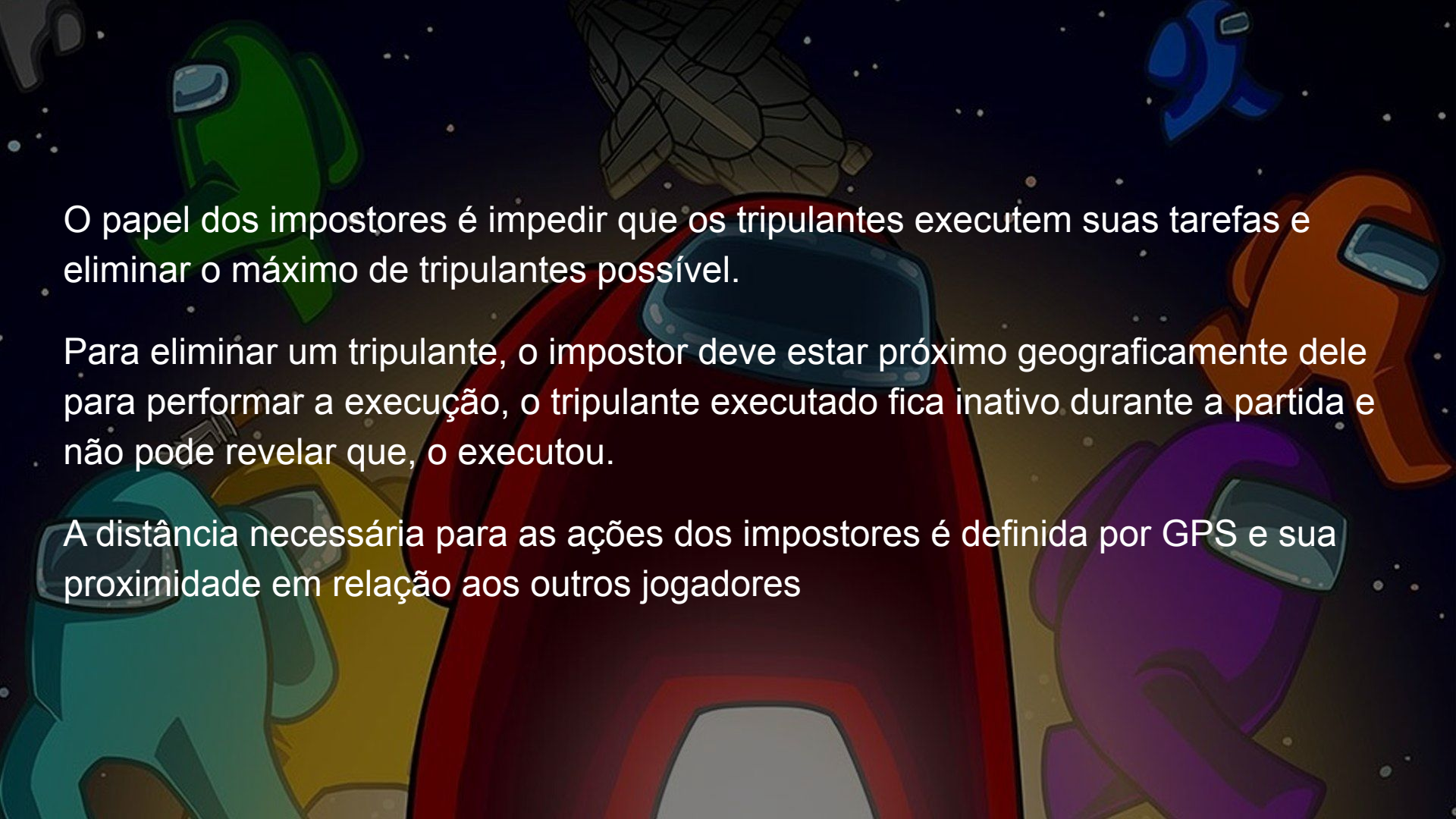
Cada jogador é um tripulante, podendo existir um ou mais impostores que serão escolhidos randomicamente no momento que a partida é criada.



The background is a dark blue space filled with white stars. Several stylized, rounded characters in different colors are floating around. In the center is a large red character. To its left is a green character and a teal character. To its right is a purple character and an orange character. Above the red character is a grey, rocky object. In the top right corner, a small blue character is visible. The overall style is cartoonish and vibrant.

O papel dos tripulantes é cumprir com as tarefas espalhadas pelo mapa

- Para executar as tarefas, o jogador irá escanear um QR Code com seu celular e jogar o minigame correspondente enquanto permanece na área.

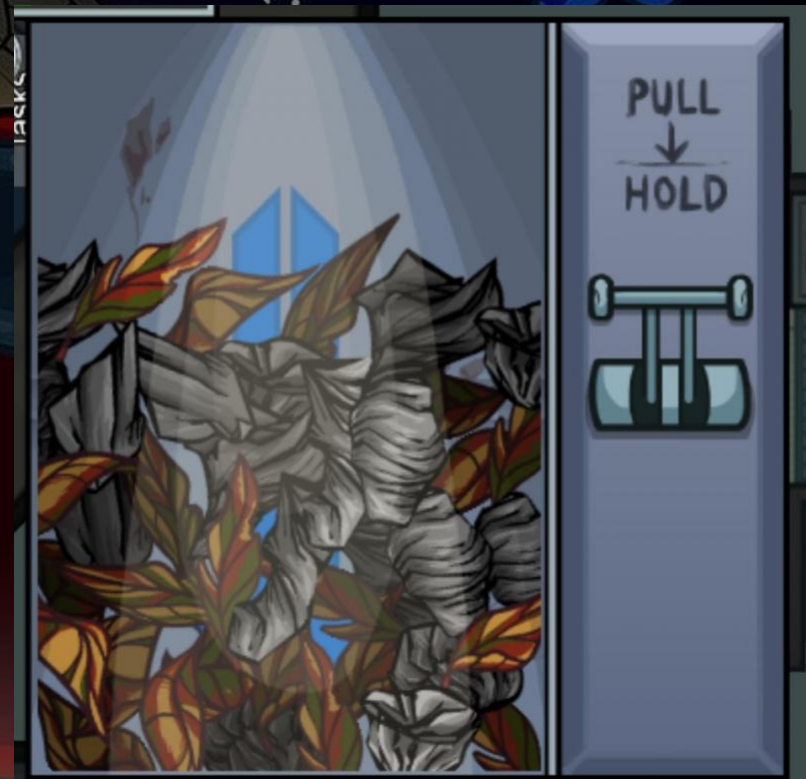
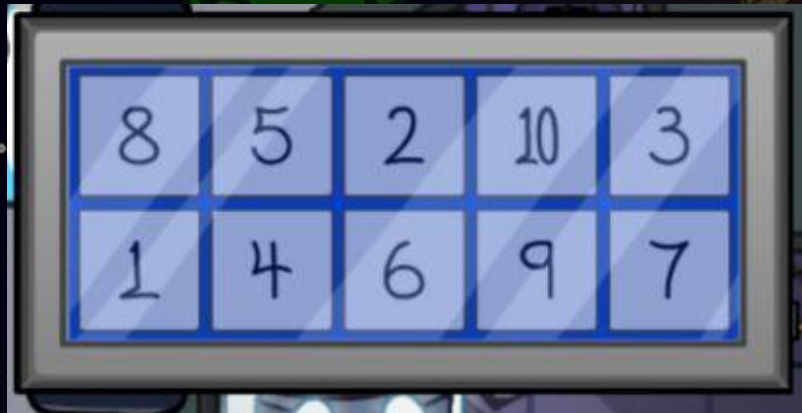
The background of the slide features a stylized illustration of the game Among Us. Several crewmates in different colored suits (green, blue, orange, purple, teal) are floating in a dark space filled with small white stars. A large, red, dome-shaped structure, likely a ship's airlock or a planet, is partially visible in the center. The text is overlaid on this background.

O papel dos impostores é impedir que os tripulantes executem suas tarefas e eliminar o máximo de tripulantes possível.

Para eliminar um tripulante, o impostor deve estar próximo geograficamente dele para realizar a execução, o tripulante executado fica inativo durante a partida e não pode revelar que, o executou.

A distância necessária para as ações dos impostores é definida por GPS e sua proximidade em relação aos outros jogadores

Tarefas



Tecnologias Utilizadas

Unity



Muito bom, mas funciona?

Não

