

Team NFT (Nasty Fighting Turtles)

SoftDev Period 2

P04 - Among Us (Microtransactions Available Edition)

2022-05-24

Description

Have you ever felt that the impostor was among us? In this recreation of the game Among Us, there are impostors and crewmates. The goal for the crewmates is to complete all of their tasks without being killed by the impostors. The crewmates and impostors move around the map, working on their goals. If players discover a dead body, they can call together everyone on the ship to meet. Players can also initiate emergency meetings to discuss who is sus. They can then vote to eject someone from the ship. The imposters must kill the crewmates without getting caught until there is an equal amount of crewmates and imposters. They can also sabotage to force crewmates to move to a certain part of the map and vent to move faster around the map

Program Components

- Node.js to run all backend processes
- Nunjucks library to render html templates
- Express.js as web framework

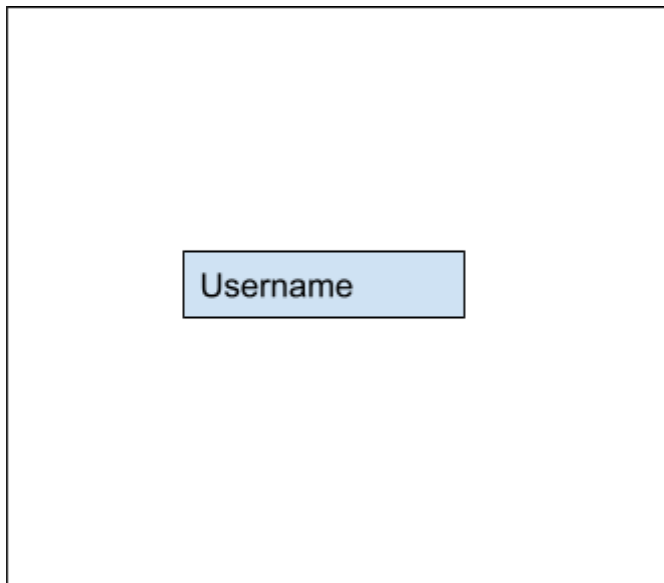
Program Features

- Lobby to wait before the game begins
 - Players who join during games may be given the option to move to another lobby
- Game will begin with set amounts of impostors and crewmates based on number of players
- One map
 - Map will have rooms that players can enter to complete their tasks
 - Player vision limited by fog of war
 - Players will move around the map on an HTML canvas
 - Map info will be stored in a csv file
- Tasks
 - Various tasks will be assigned to players
- Voting
 - After an emergency meeting is called or a crewmate notices a dead body, voting will start
 - Players will communicate at this time
 - Dead players cannot communicate to alive players
 - Players can vote for other players or vote to skip after some time to communicate
 - The player with the most votes will be eliminated, or if skip has the most votes, nobody will be eliminated
 - All other dead bodies at the time of the meeting call will be cleared
- Display name will only be used to differentiate players, no login required because that is sus
- After creating a name, players are able to select a lobby to join
- Start button causes a 5 second countdown to quickly cancel the start, then the match will begin. Roles will be assigned along with tasks

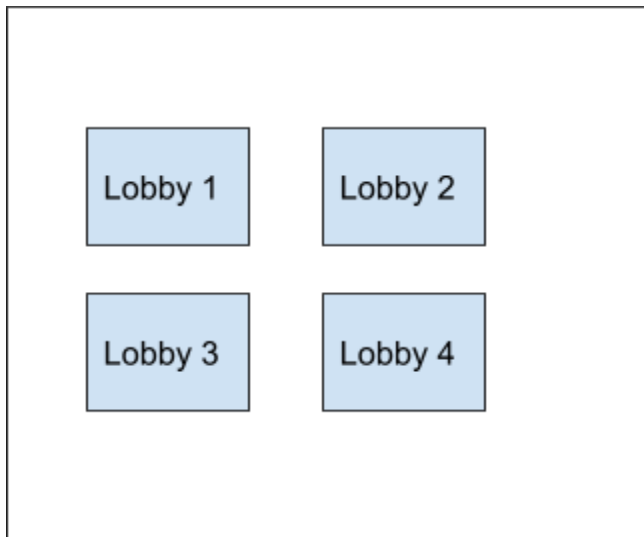
- Impostor
 - Kill the crewmates - 35 seconds between kills
 - Venting for risky fast travel
 - Sabotage to force crewmates to go to a certain location
 - Don't get caught
- Crewmate
 - Do tasks without dying
 - Notice sus behavior from fellow players to determine if they are the impostor
 - Report dead bodies as necessary or call emergency meetings as necessary

Site Map

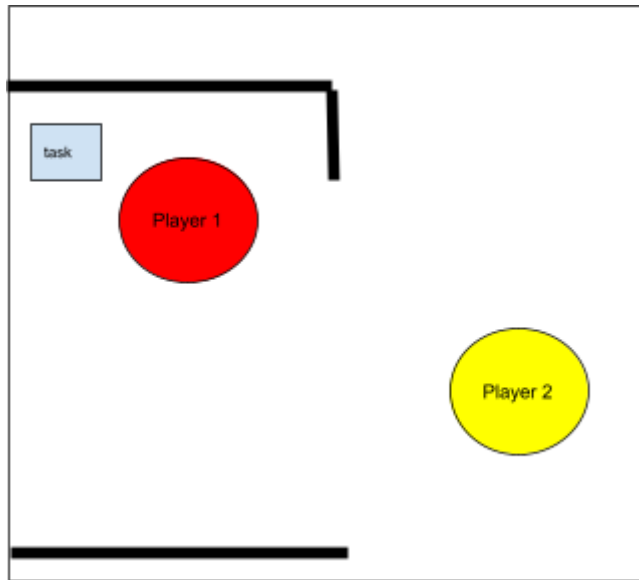
/



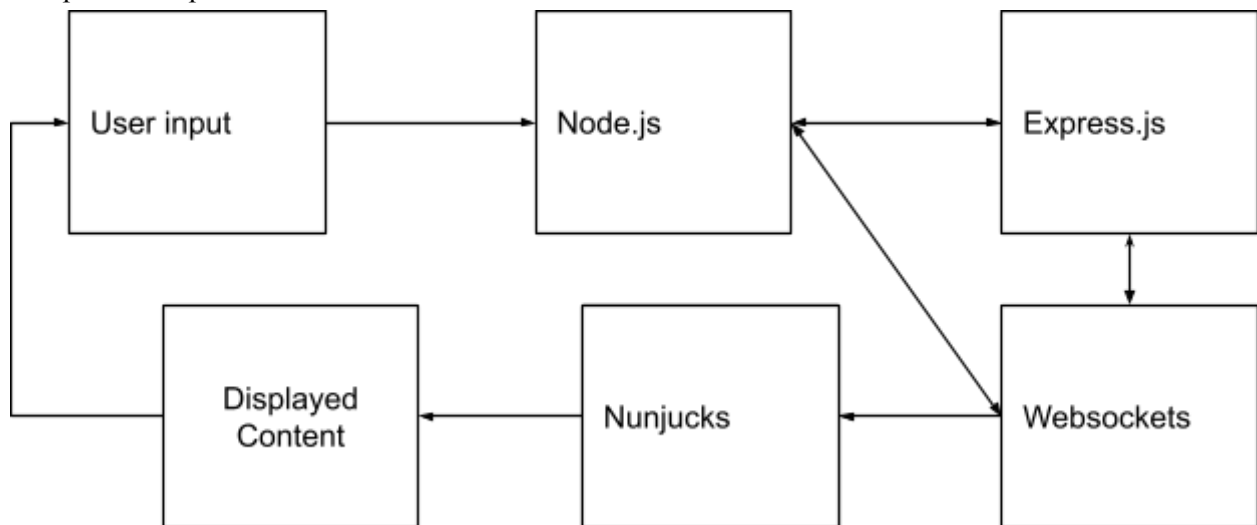
/home



/sus<int:lobby_num>



Component Map



Objectives (For us not the game)

- Assigning either crewmate or imposter to different connected players
- Players who are in the game can interact with each other
- Map that players can move around in
- If a lobby is currently in a game, players will not be able to join/get sent back, but they can join one of the other lobbies

Breakdown of Work

Justin

- PM
- Lobby structure
 - Utilizes websockets

Cameron

- Player movement and camera scrolling
 - Node.js backend

Eric

- Map design
 - Done via csv spreadsheet

Rayat

- Task/map interactions
 - Uses the csv along with Node.js

Andy

- Role interactions
 - Players interacting with other players for reporting dead bodies/killing also with Node.js

Target Ship Date

June 7th, 2022