

Reference

Among Us is a online game where the Crewmates are assigned "tasks" to complete around the map in the form of minigames, minipuzzles, and simple toggles, mostly consisting of maintenance work on vital systems such as fixing wires and downloading data.

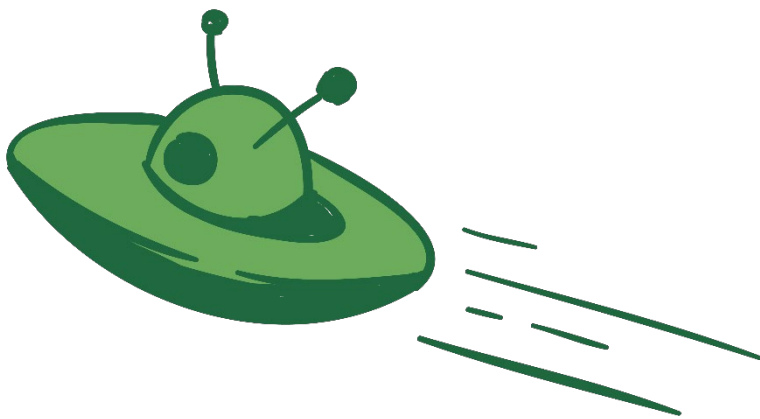
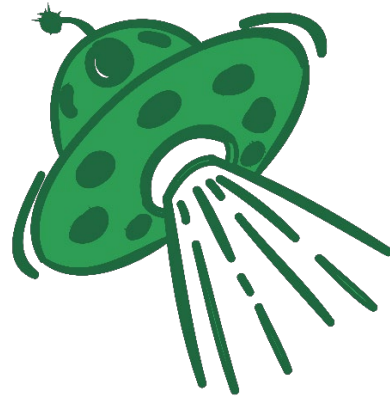
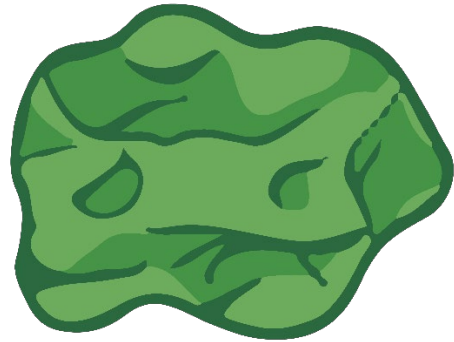
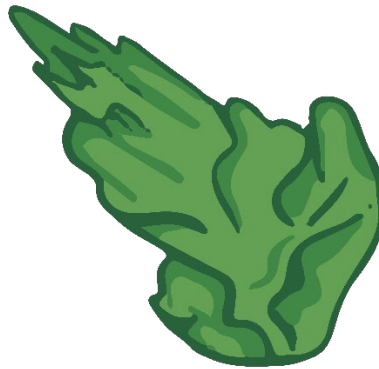
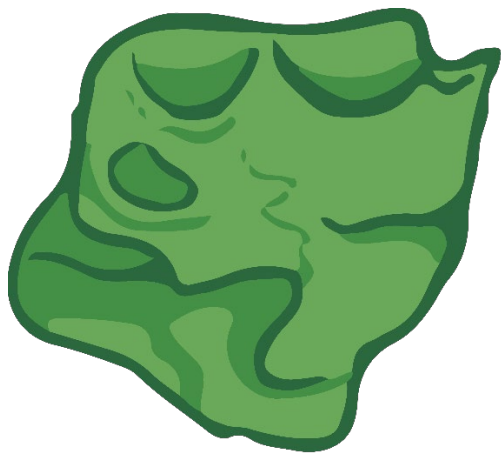
One of the minigames is a version of asteroids where you have to destroy a specific quantity of them to win the task.



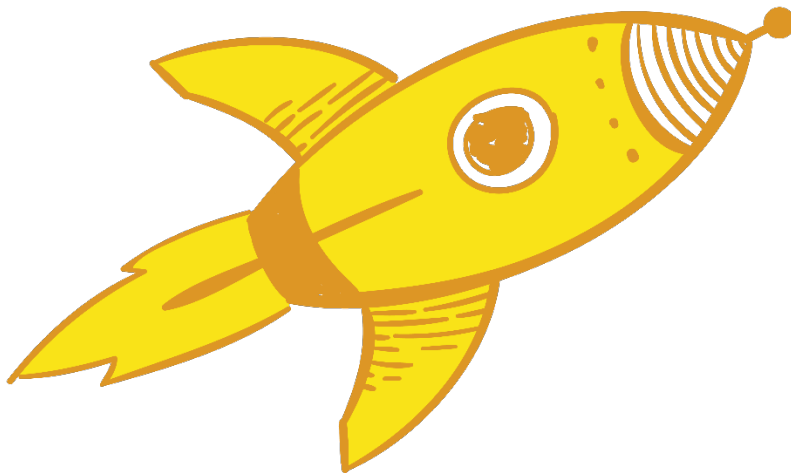
I decide this game, but editing things of the game, I wanted to give more shapes to destroy.

I design these ideas:

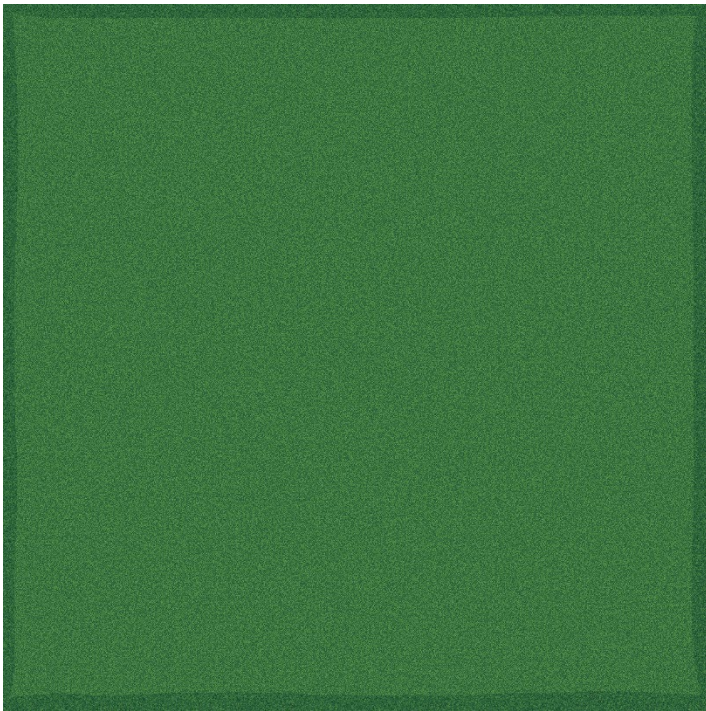
- Different shapes of asteroids
- Asteroid
- Aliens
- Give personality to the spacecraft



This is the shape for the player:

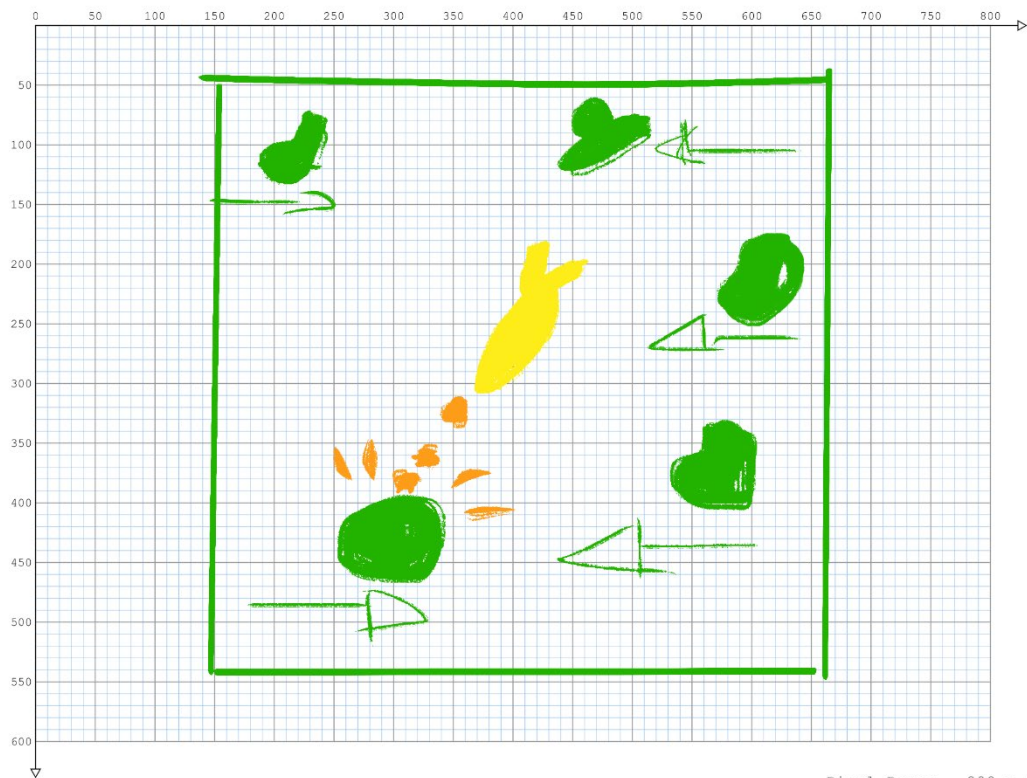


I designed a Background too: (add some noise to the image to generate a different sensation)

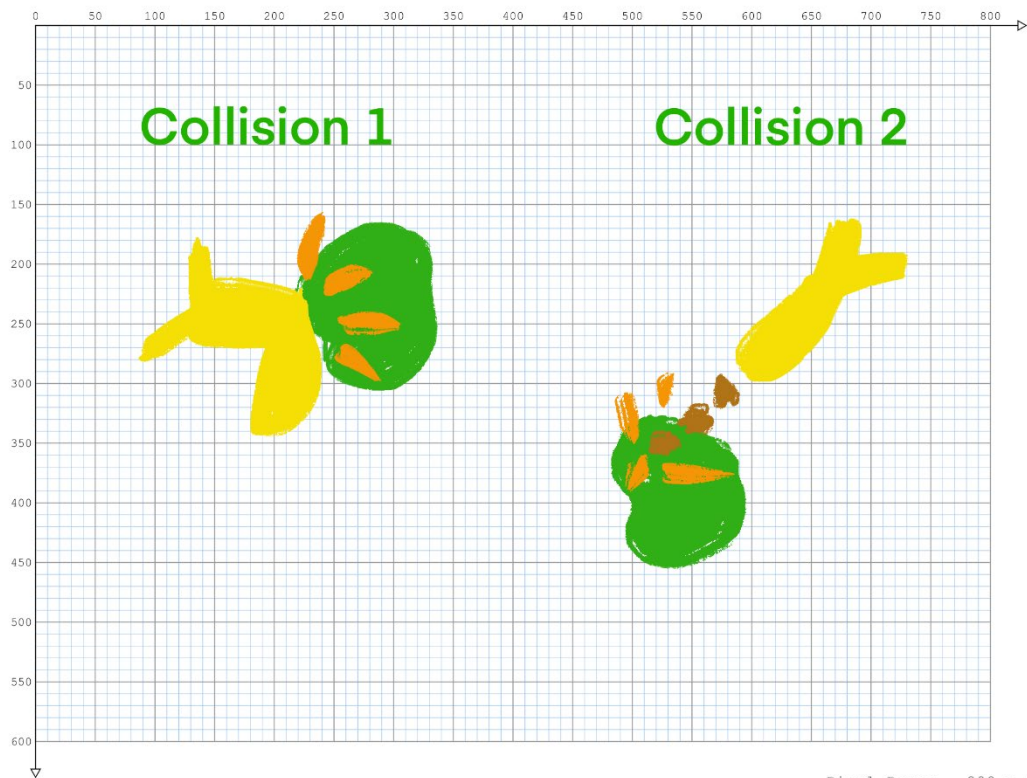


Idea

The main concept is generate a minigame using as reference the puzzle of among us but adding difficulty, you can exploit too.



Pixel Paper - 800 x 600
Graph Paper for Screen Coordinates



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