The game consists of short matches which take remarkably fewer time compared to other games. This brings a better usage of your time. Overall, the penalty system is quite permissive, applying penalties after repeated misbehavior, to assure it wasn't just a mistake.

As an impostor, one must develop their own strategy to win the game. Using all the resources available to deceive the other players and make them distrust each other.

Among the options one shall consider that equating the amount of crew members to impostors, it'll be a victory for the latter.

In this way, victory can be achieved by sabotaging and preventing others from repairing or killing everyone when the opportunity arises. For this, certain tactics are used when the right moment is sought -- usually when the player is isolated or in helplessly crowded spaces.

As a crewmate, one gets assigned simple and intuitive tasks which help stimulate concentration on what's important, finding out who the impostor is. It also keeps the players alert and in constant movement, making it less likely for them to die while spacing out. Said tasks can be done in any order the player chooses, making it possible to do them in a specific order in order to stay close to fellow crewmates for the longest possible times.

The community grows and keeps a nice pace, allowing quick matchmaking at almost any time. The game allows the hosts to tweak the matches for greater difficulty or longer-lasting ones, choosing whether to give advantage to the crewmen or imposters, etc. (You can even customize the walking speed of the players!). In addition to this it's also multiplatform with cross-play, being able to run in mobile devices (a free version), or in pc (paying for the game, but with every cosmetic unlocked).

Thanks to the fact that it has constant performance updates and the game bases are already finished a few years ago, the only problem it has is supporting the massive and unexpected number of players it has. For this reason, we started the development of the second version some time ago, already optimized for these problems and bringing other improvements. It should be taken into account that the team is three people and only have two programmers, so the effort made so far has been the best possible within its limitations.