REPORT FOR AMONG US

As a Project Work Course

INTERNET PROGRAMMING LABORATORY(CSE326)

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AMONG US

22 April, 2022

INTRODUCTION:-

Among Us is an online multiplayer game from the developers at InnerSloth that has players working together to fix their crumbling spaceship while figuring out who the imposters are.

Forest Willard, also known as ForteBass online, 31, is a game developer and a co-founder of InnerSloth, the three-person indie game company that created the viral hit "Among Us," which counted at its peak late last year half a billion players worldwide.

'Among Us' had a different name before it launched.

As a matter of fact, the working title was SpaceMafia. SpaceMafia does a great job describing the game but Among Us was chosen as the title for the suspense and fear it conjures up through gameplay.

Since the game is based on social deduction and not really story-driven, the possibility of it doing exceptional business is rather small. So, despite the current craze surrounding the game, don't be surprised if Netflix gives this venture a pass. Related: What is Among Us and WHY the hype?

HOW TO PLAY:-

Prepare for departure but beware the Impostor! Play with 4-15 players online or via local WiFi as you attempt to hold your spaceship together and survive, but be careful. One or more random players among the crew are Impostors bent on killing everyone!

Objective: -

Fill the group task bar or eject the Impostors

Complete all the tasks on the ship or eject Impostors to win.

Call emergency meetings if you see any dead bodies or suspicious behavior.

Check the Admin map and Security cameras to keep tabs on other Crewmates.

React quickly to undo the Impostor's sabotages.

Make sure you have your alibi ready in case you're falsely accused.

Vote to eject suspected Impostors. Hope you guessed correctly!

ABSTRACT:-

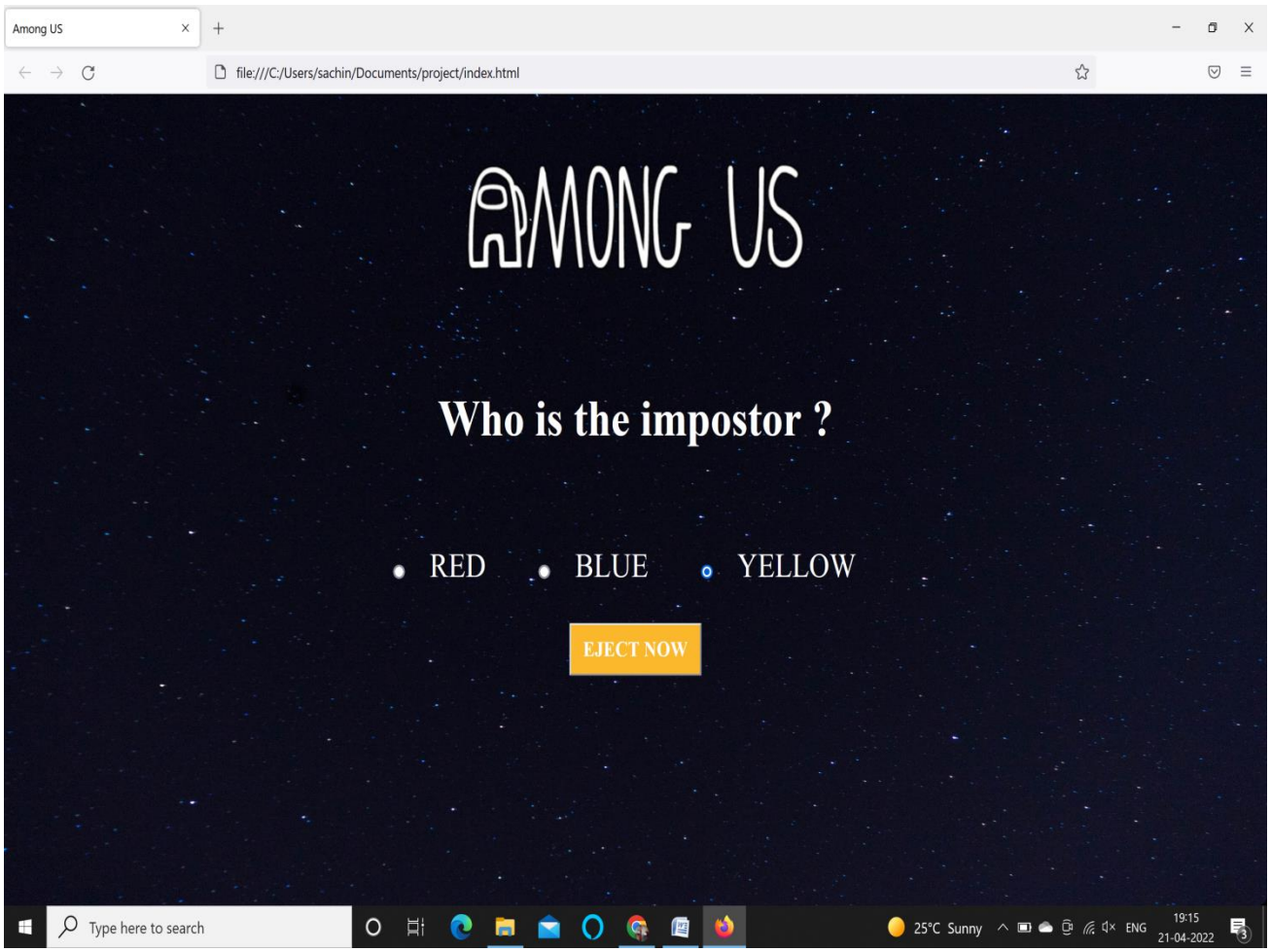
Among Us is a multiplayer game where 10 players get dropped into an alien spaceship, sky headquarters or planet base, where each player is designated with a private role of either a “crewmate” and an “impostor.” This is an online multiplayer social deduction game, and a player can either be a crewmate or an imposter.

Among Us is a party game of teamwork and betrayal.

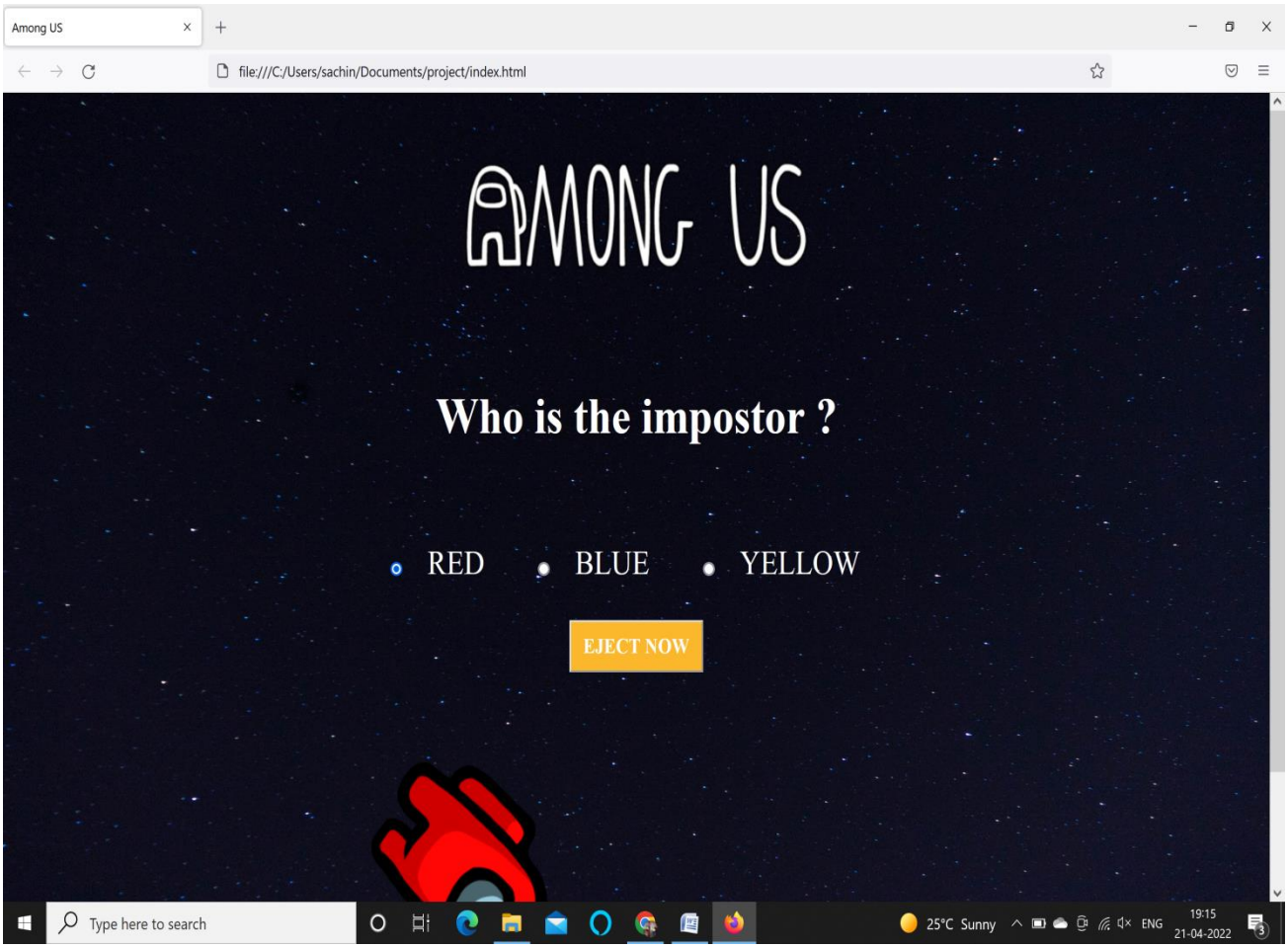
Crewmates work together to complete tasks before one or more Impostors can kill everyone aboard.

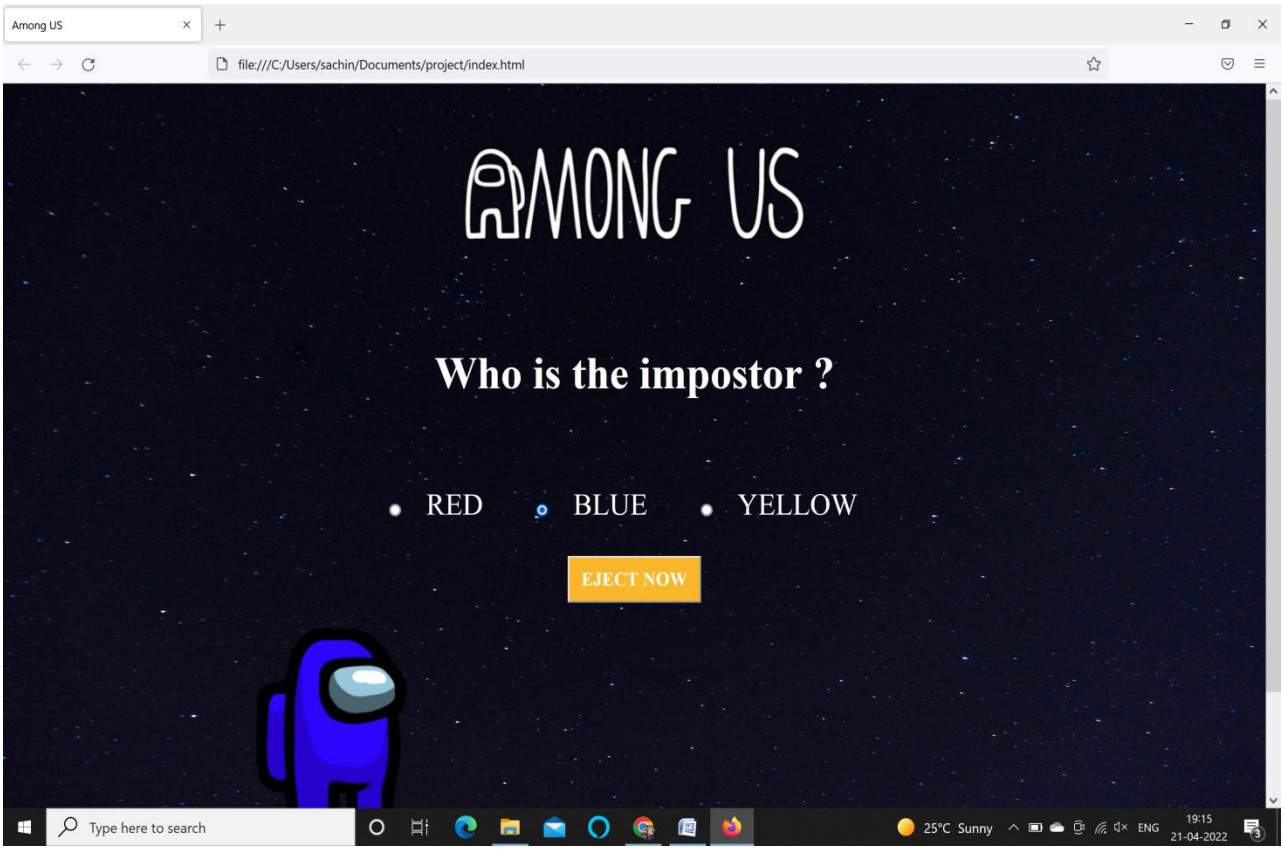
SCREENSHOTS:-

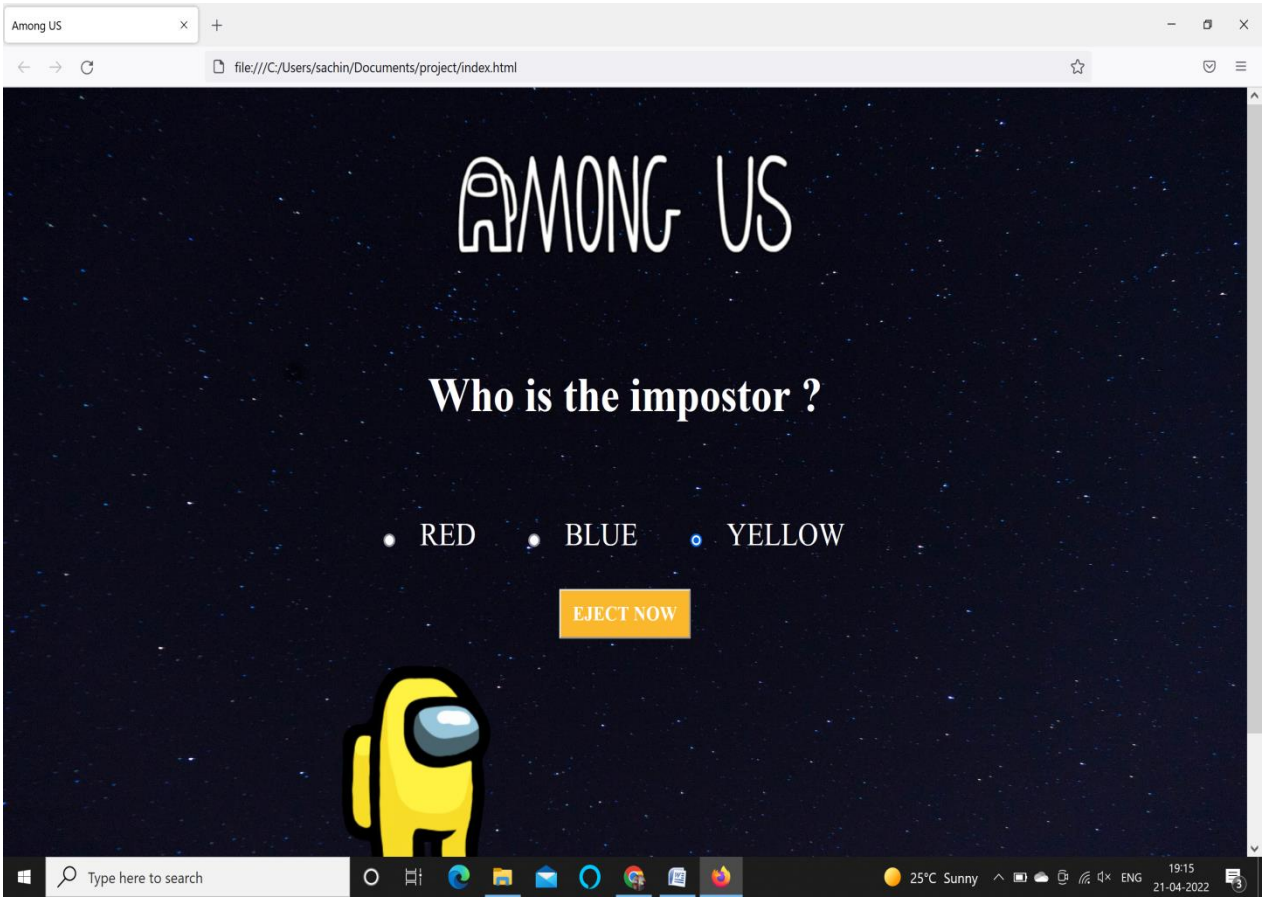
1) Main page→



2) Implementation→

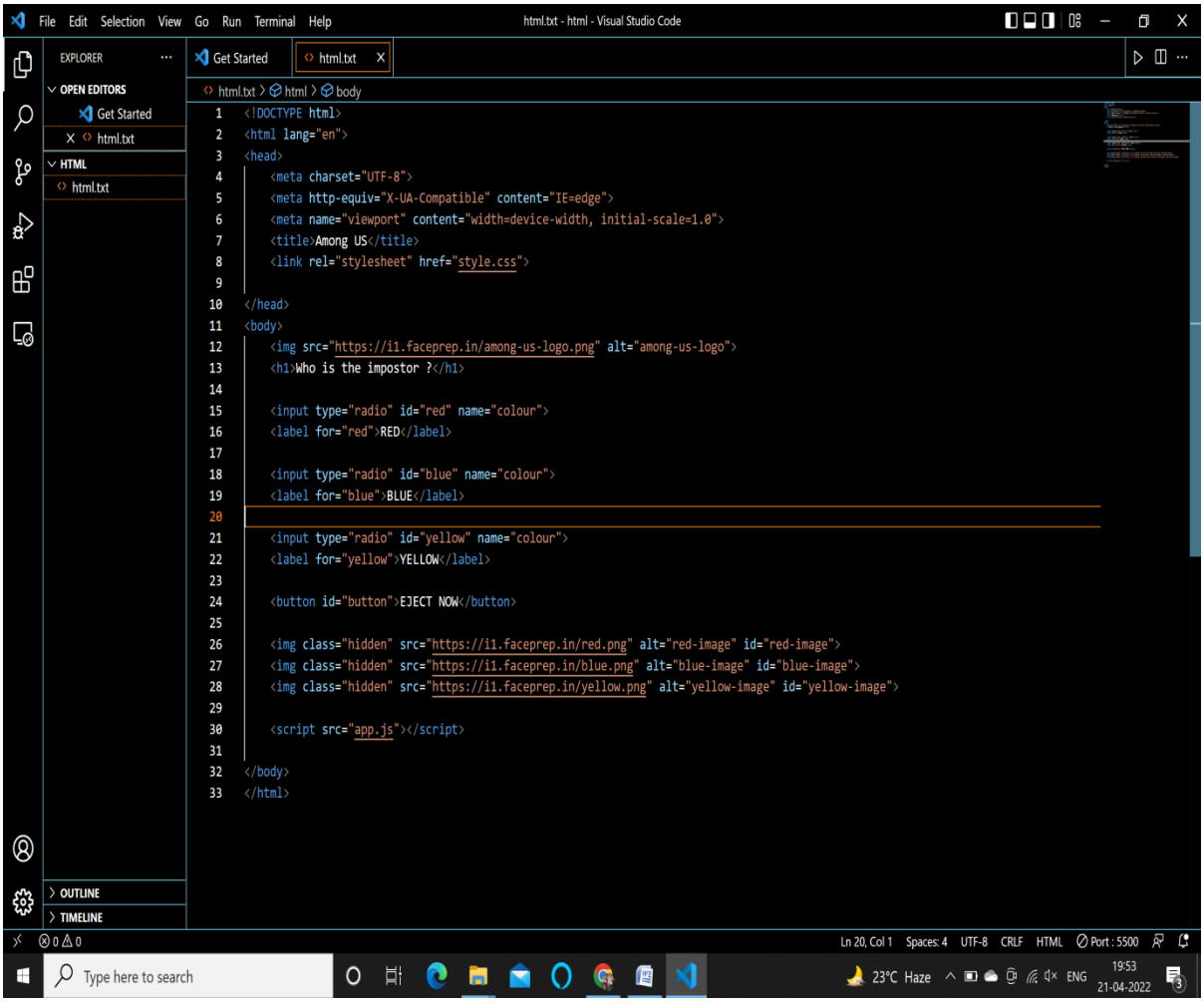



Among US
file:///C:/Users/sachin/Documents/project/index.html
AMONG US
Who is the impostor ?
RED
BLUE
YELLOW
EJECT NOW
Type here to search
25°C Sunny
ENG
19:15
21-04-2022

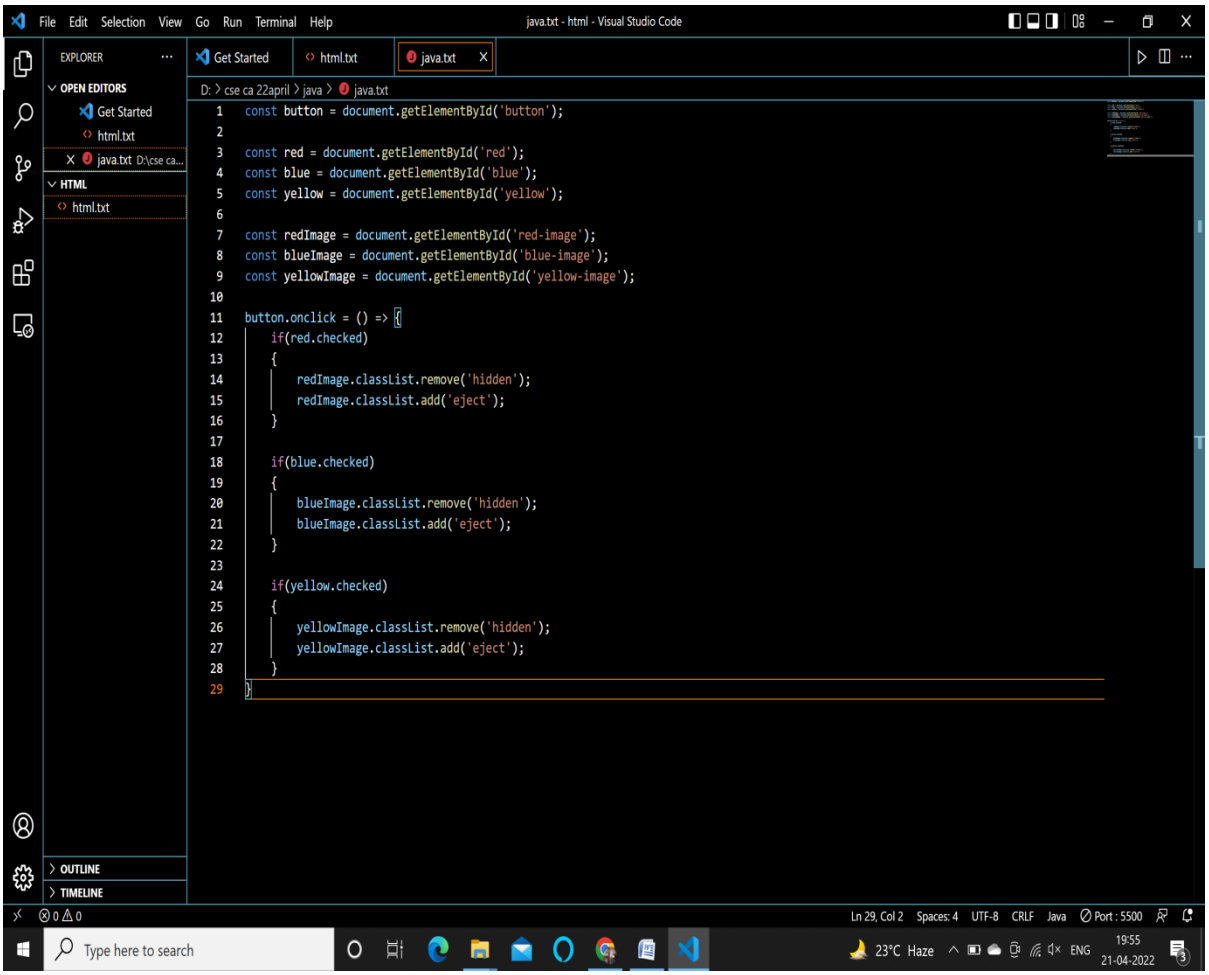

Among US
file:///C:/Users/sachin/Documents/project/index.html
AMONG US
Who is the impostor ?
RED
BLUE
YELLOW
EJECT NOW
Type here to search
25°C Sunny
ENG
19:15
21-04-2022

3) Code:→

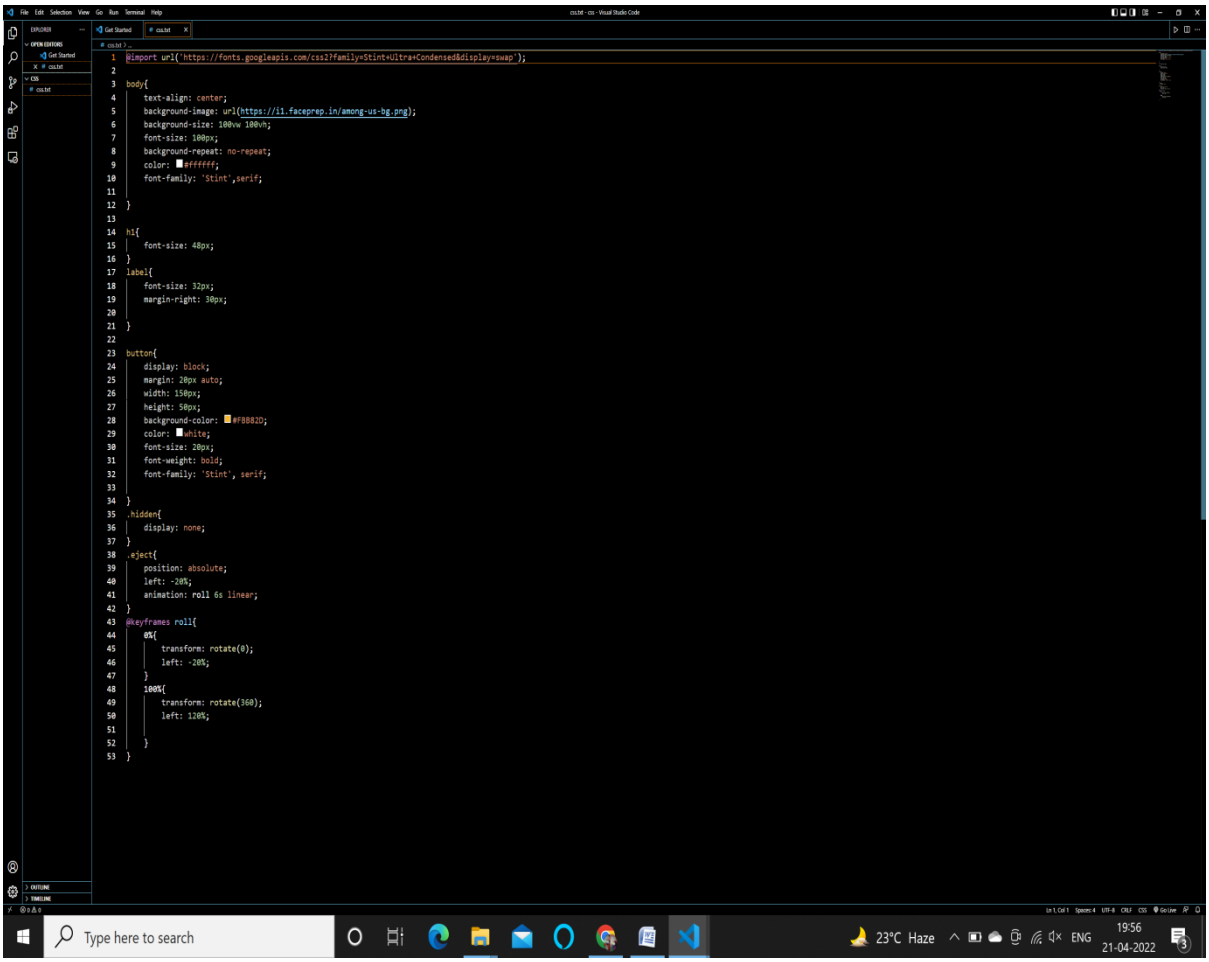
1. HTML Code...



2. JAVA Code...


File Edit Selection View Go Run Terminal Help
java.txt - html - Visual Studio Code
EXPLORER
OPEN EDITORS
Get Started
html.txt
java.txt D:\cse ca...
HTML
html.txt
OUTLINE
TIMELINE
Get Started
html.txt
java.txt
D: > cse ca 22april > java > java.txt
1 const button = document.getElementById('button');
2
3 const red = document.getElementById('red');
4 const blue = document.getElementById('blue');
5 const yellow = document.getElementById('yellow');
6
7 const redImage = document.getElementById('red-image');
8 const blueImage = document.getElementById('blue-image');
9 const yellowImage = document.getElementById('yellow-image');
10
11 button.onclick = () => {
12 if(red.checked)
13 {
14 redImage.classList.remove('hidden');
15 redImage.classList.add('eject');
16 }
17
18 if(blue.checked)
19 {
20 blueImage.classList.remove('hidden');
21 blueImage.classList.add('eject');
22 }
23
24 if(yellow.checked)
25 {
26 yellowImage.classList.remove('hidden');
27 yellowImage.classList.add('eject');
28 }
29 }
Ln 29, Col 2 Spaces: 4 UTF-8 CRLF Java Port : 5500
Type here to search
23°C Haze
ENG
19:55
21-04-2022

3. CSS Code...



```
@import url('https://fonts.googleapis.com/css2?family=Stint+Ultra+Condensed&display=swap');

body{
    text-align: center;
    background-image: url(https://i1.faceprep.in/among-us-bg.png);
    background-size: 100vw 100vh;
    font-size: 100px;
    background-repeat: no-repeat;
    color: #ffffff;
    font-family: 'Stint',serif;


}

h1{
    font-size: 48px;
}
label{
    font-size: 32px;
    margin-right: 30px;

}

button{
    display: block;
    margin: 20px auto;
    width: 150px;
    height: 50px;
    background-color: #FBB82D;
    color: white;
    font-size: 20px;
    font-weight: bold;
    font-family: 'Stint', serif;

}
.hidden{
    display: none;
}
.eject{
    position: absolute;
    left: -20%;
    animation: roll 6s linear;
}
@keyframes roll{
    0%{
        transform: rotate(0);
        left: -20%;
    }
    100%{
        transform: rotate(360);
        left: 120%;

    }
}
```

REFRENCES:-

We have used different websites during our project here are some references to that:-

1. Wikipedia

2. GeeksForGeeks

https://www.geeksforgeeks.org/

3. w3schools

https://www.w3schools.com/python/