AUC3 (Among Us Communication Control with Chime)

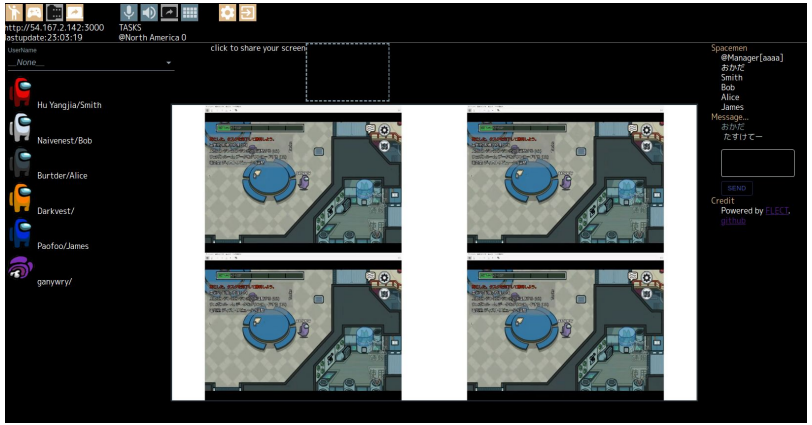
update : 18/June/2021

author : w-okada
repository : https://github.com/w-okada/flect-chime-sdk-demo

AUC3 (Among Us Communication Control with Chime)

- Control Voice Communication
  Control microphones and a speakers at state.
  (Menu, lobby, task, discussion.)

- Control Sharing Screen
  Show each user’s screen in multi vision.
  Control show or hide it at state.

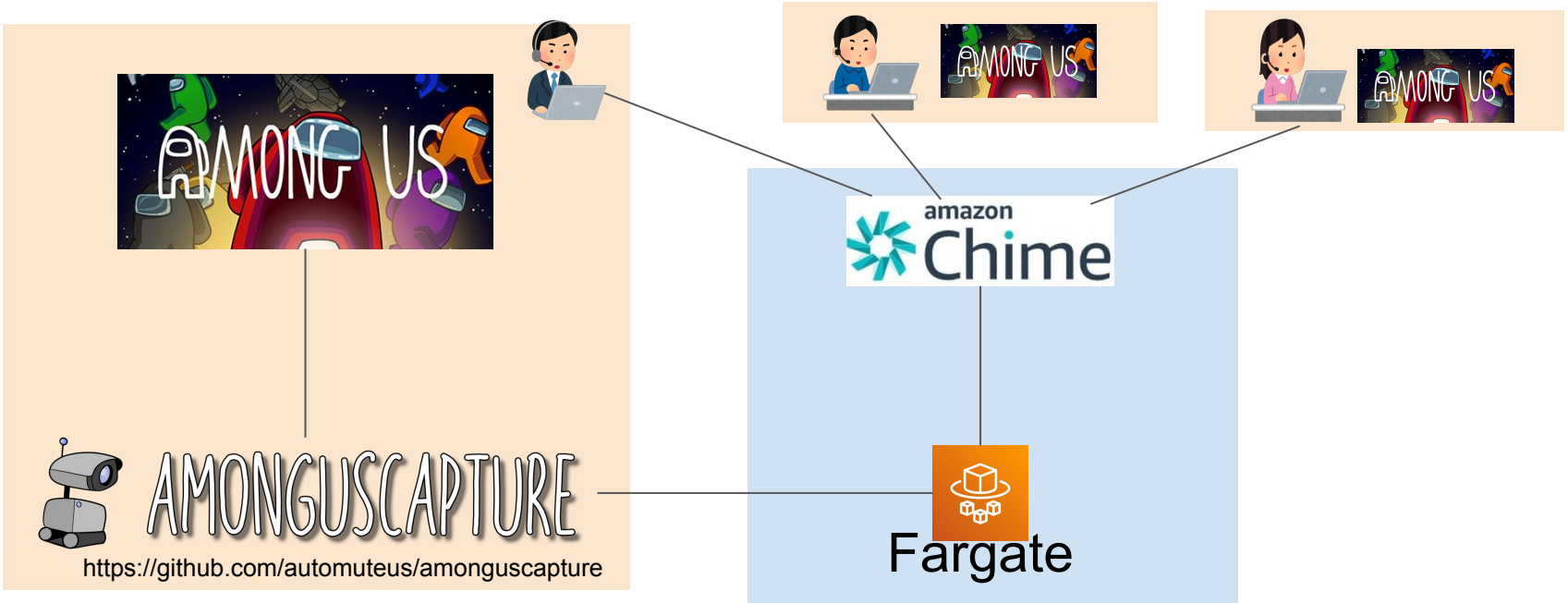


- Serverless
  Backend is deployed to AWS.
  (Amazon Chime, Lambda, Fargate, Cognito, DynamoDB)

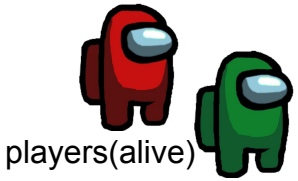
* Only chrome on linux is tested.
* This feature is experimental. Please use with your own risk.

Architecture Overview

- AUC3 works with Amongus Capture

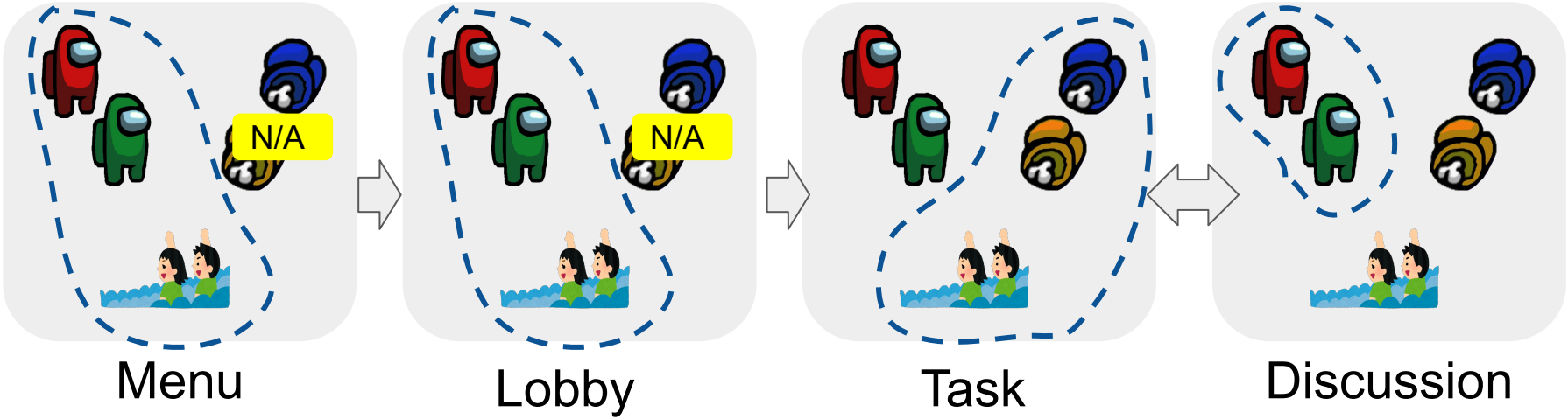


Control Voice Communication

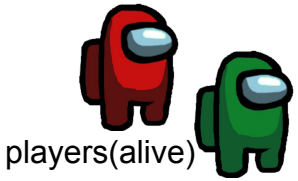


- In ‘Task’ state, players(alive) can not talk to each other.
- In ‘Discussion’ state, only players(alive) can to talk each other.

fig. State transition and voice communication control (dashed area can talk each other)

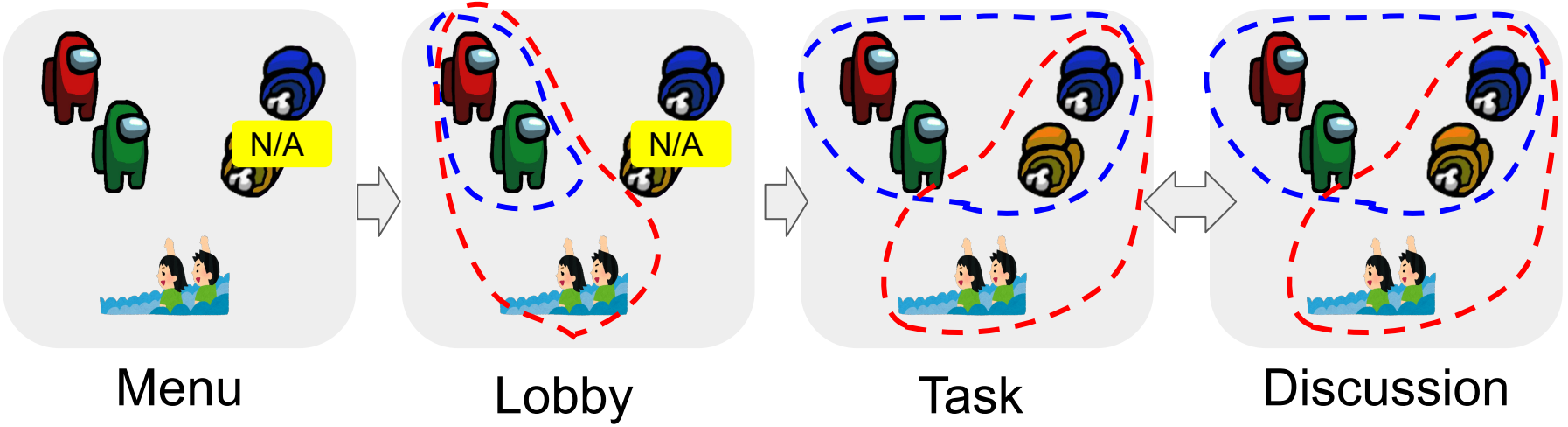


Control Sharing Screen



- Players can share the screen and audience can see it.
- Players(dead) can also see the screen.

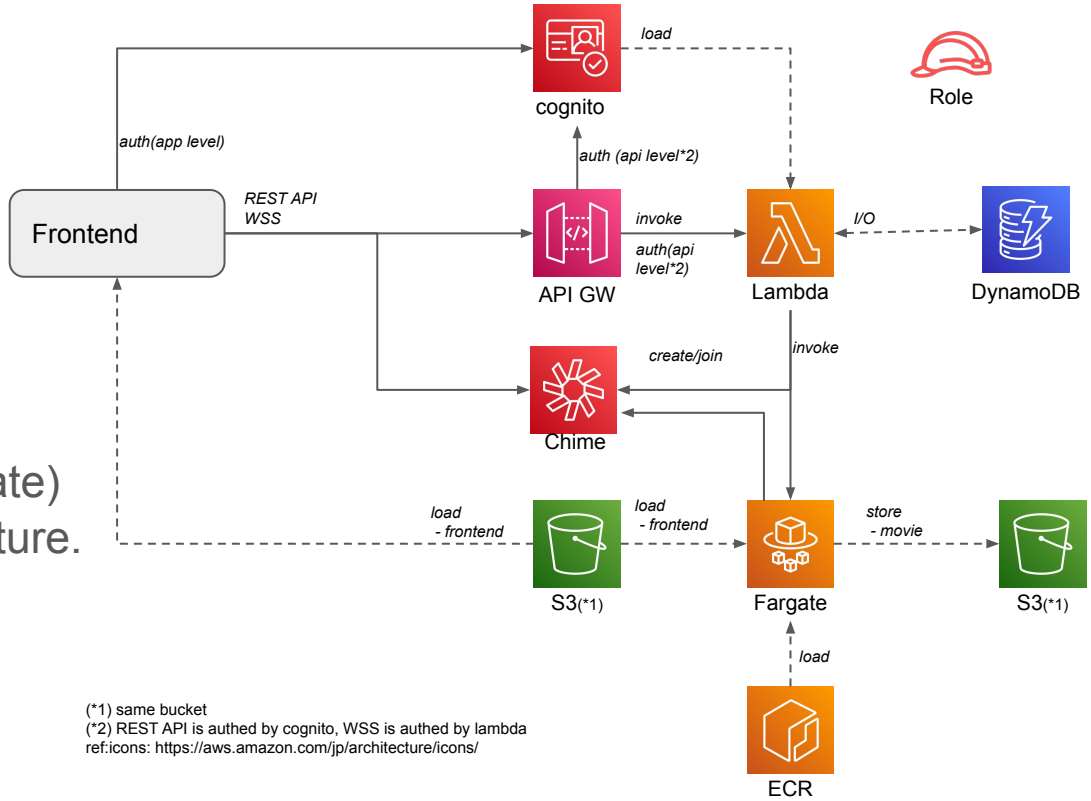
fig. State transition and screen share control
(blue dashed area can share the screen, red dashed area can see it)



Serverless

- Backend is deployed to AWS.
  No need to manage them.
  (You need to pay for AWS.
  Not so high.)

* Note: please check your ECS(fargate) task has stopped after using this feature.



Manual

Change mode

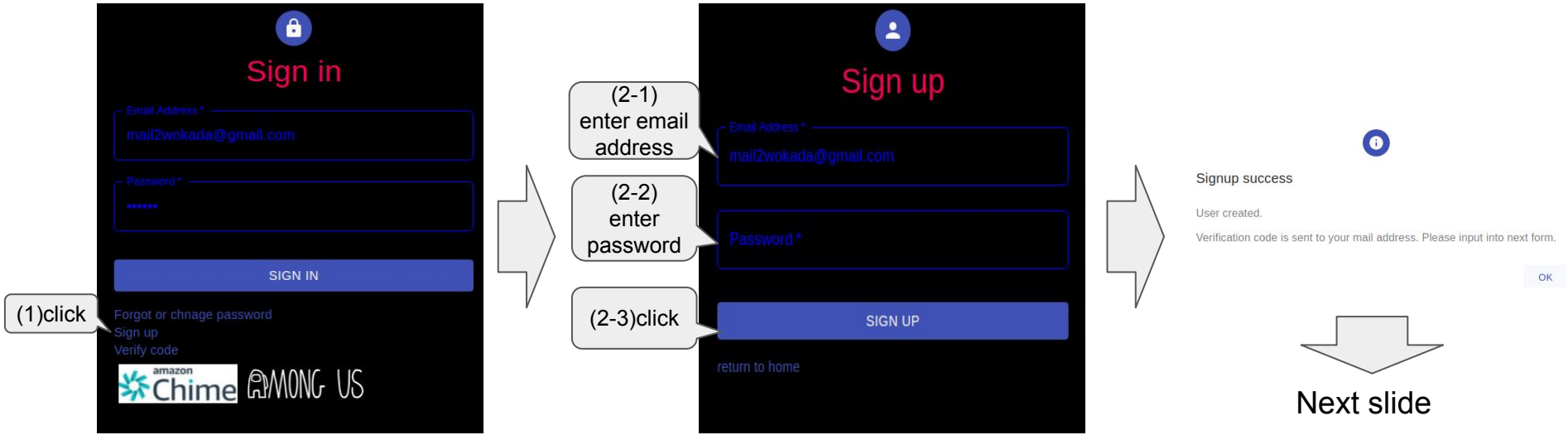
- Change mode by clicking bottom images.
  - (a) Normal Meeting Mode, (b) AmongUs Mode

(a) Normal Meeting Mode

(b) AmongUs Mode

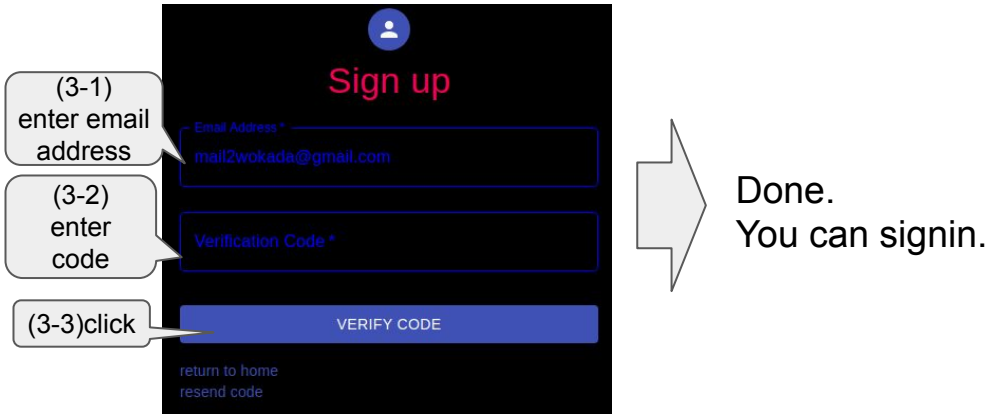
Signup 1/2

- Register your email address, then verification is sent to the address.
- Check your email, and verify it.



Signup 2/2

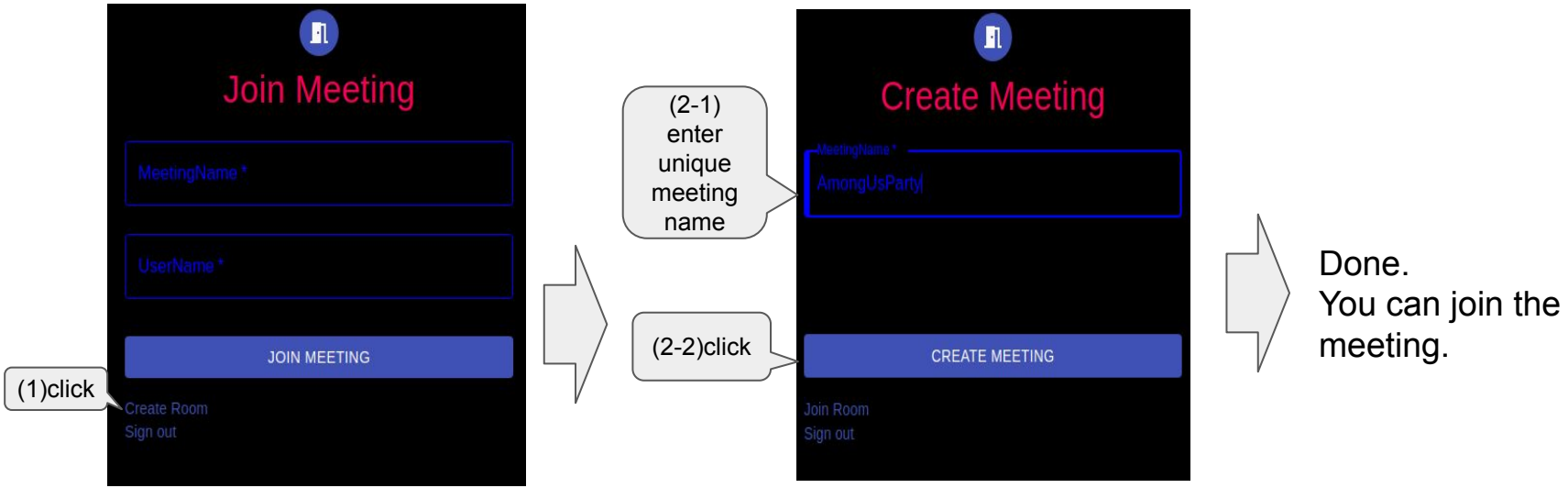
- Register your email address, then verification is sent to the address.
- Check your email, and verify it.



Done.
You can signin.

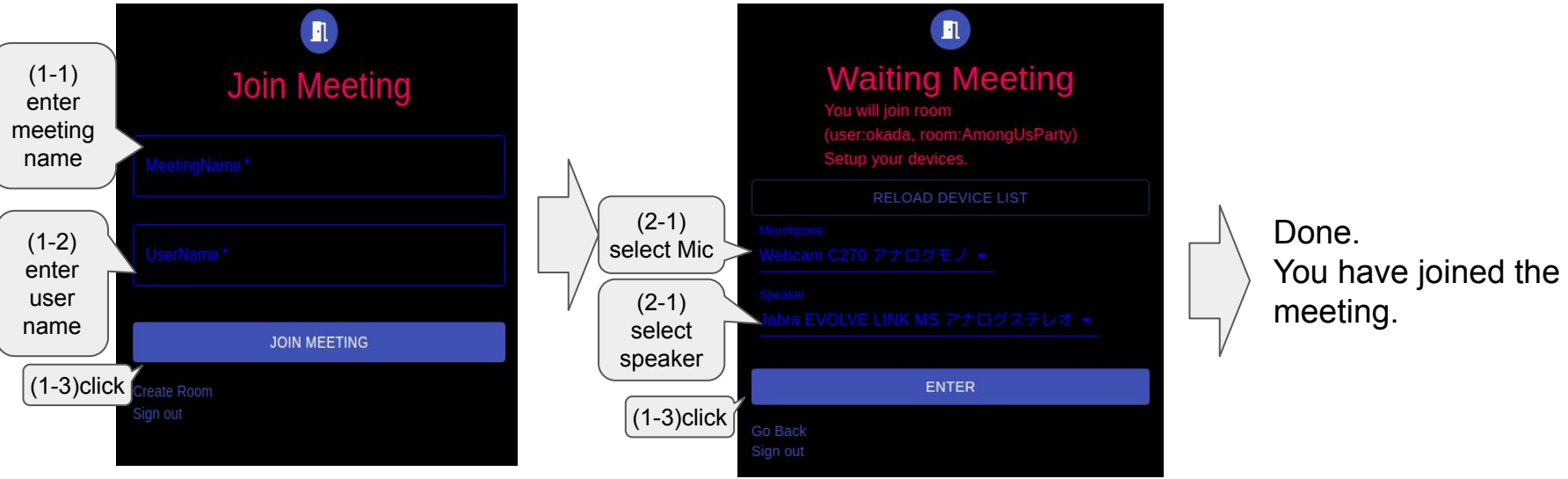
Create Meeting

If you are meeting owner, you should create meeting. Otherwise, skip this.



Join Meeting

If the meeting is already created, you can join the meeting.

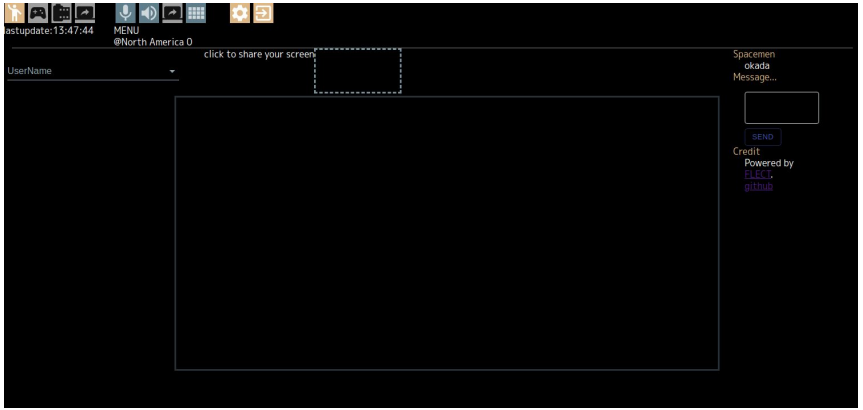


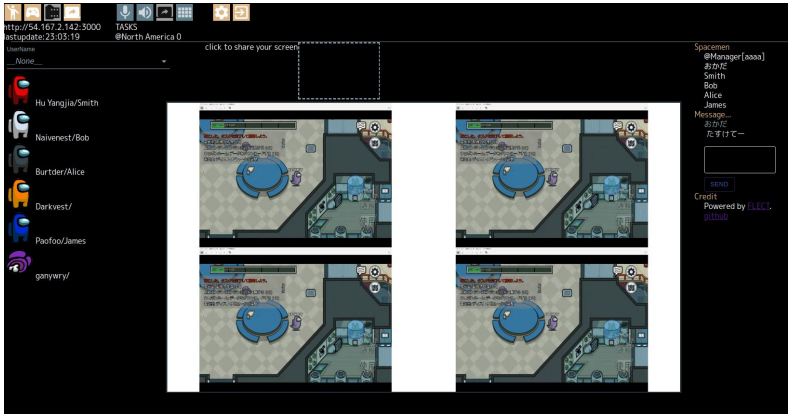
Main screen

When you join meeting, you may see the screen left side below figures. If so, you have not connect Amongus Capture to AUC3.
* Only meeting owner can connect Amongus Capture to AUC3.

At first, what is main screen is described.

And then, how to connect Amongus Capture to AUC3.





Main screen

Header has (1)AUC3 control panel, (2)communication control panel, (3)util panel.

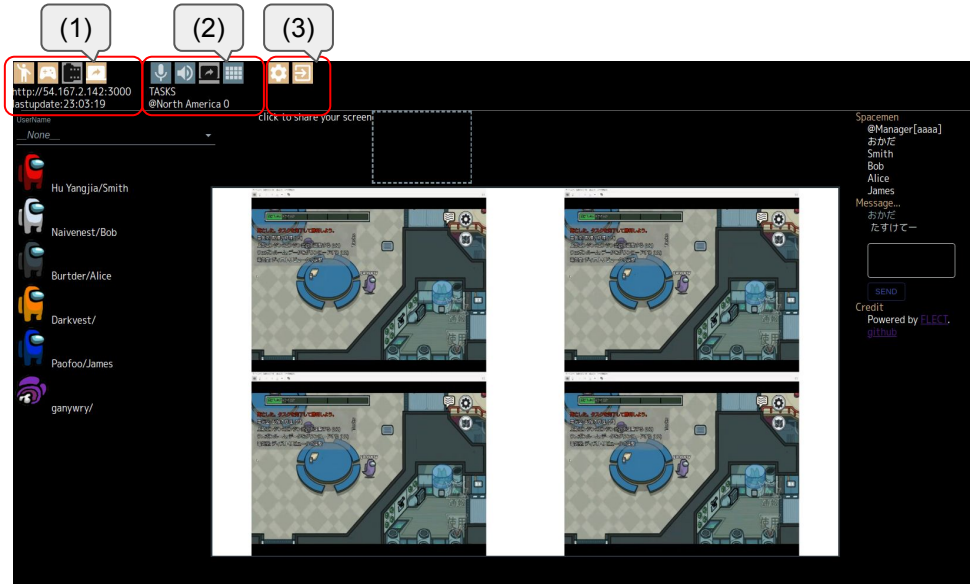
(1)AUC3 control panel
This panel is enabled only for meeting owner.
(Orange: active, Grey: not active)

Meeting owner or not

Start/Stop AUC3

Start/Stop recording

Start/Stop share tileview



Text under icons shows the AUC3 Server address and last update time of status.

Main screen

Header has (1)AUC3 control panel, (2)communication control panel, (3)util panel.

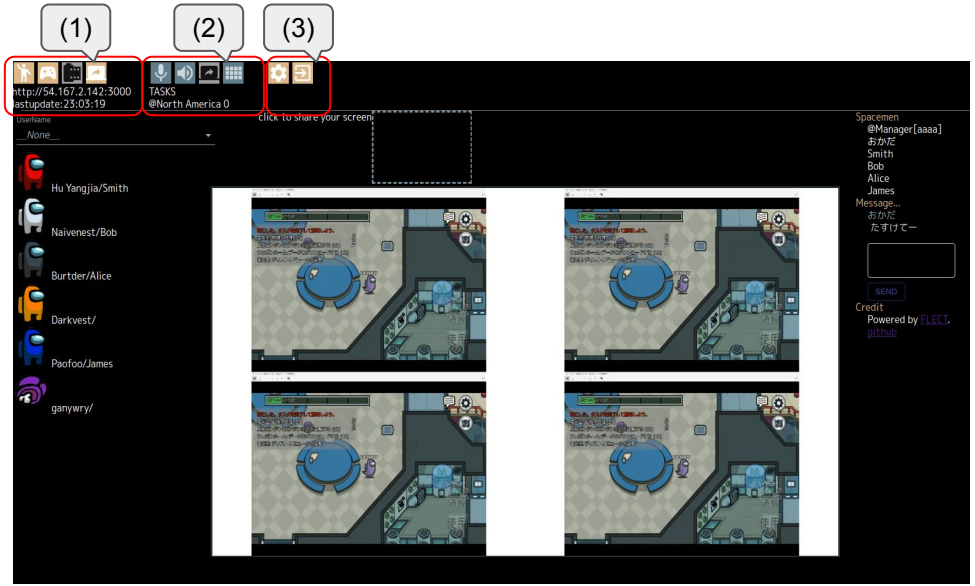
(2)communication control panel
(Blue: active, Grey: not active)

Microphone is active or not
(Your voice is shared)

Speaker is active or not
(You can hear voices)

Share screen is active or not
(Your screen is shared)

Tileview is active or not
(You can see player's screen)



Text under icons shows the state and region, code, map ID.

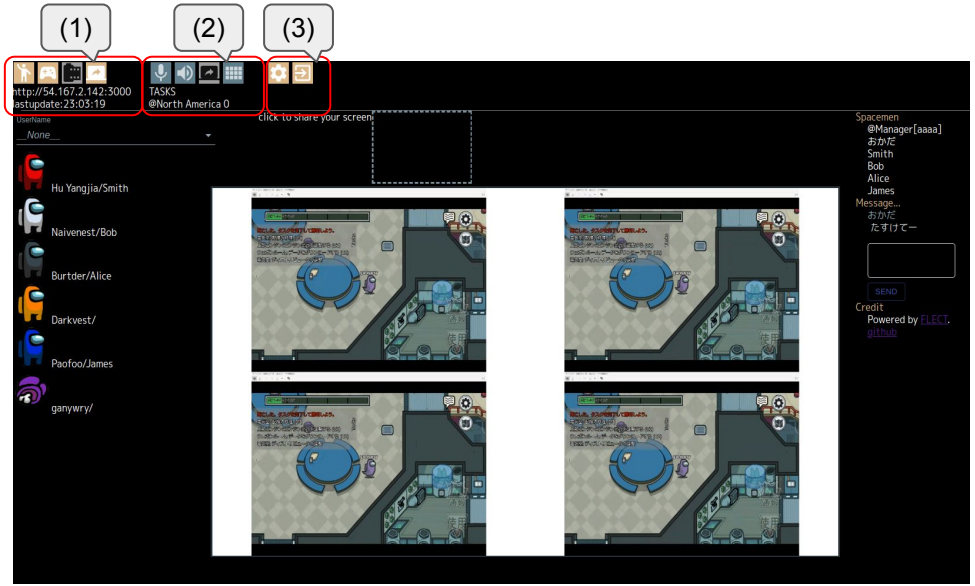
Main screen

Header has (1)AUC3 control panel, (2)communication control panel, (3)util panel.

(3) utility panel

Open configuration dialog

Leave meeting



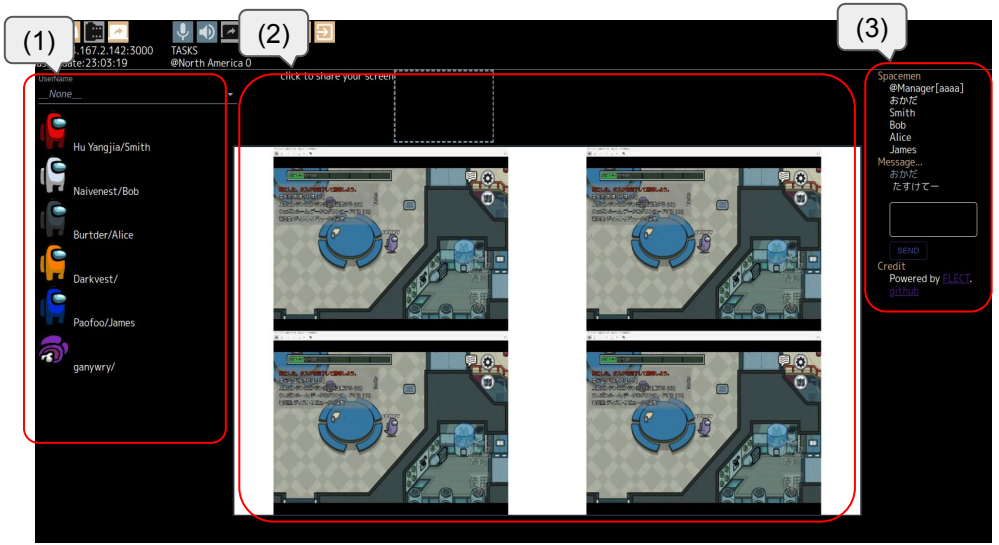
Main screen

Main Area has (1)Player list (2)Screen view, (3)Audience panel.

(1) Player list

Show player's status.

If you are a player, select the player's name from the dropdown list to sync status and communication control.



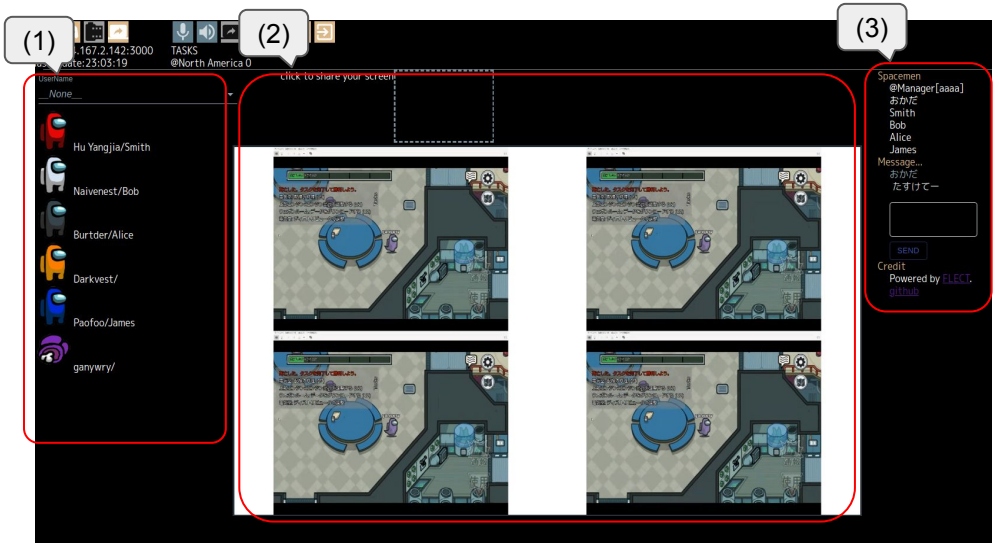
Main screen

Main Area has (1)Player list (2)Screen view, (3)Audience panel.

(2) Screen view

Show tileview of each player’s screen (if shared).

To share the screen, click dashed area above of the tileview.



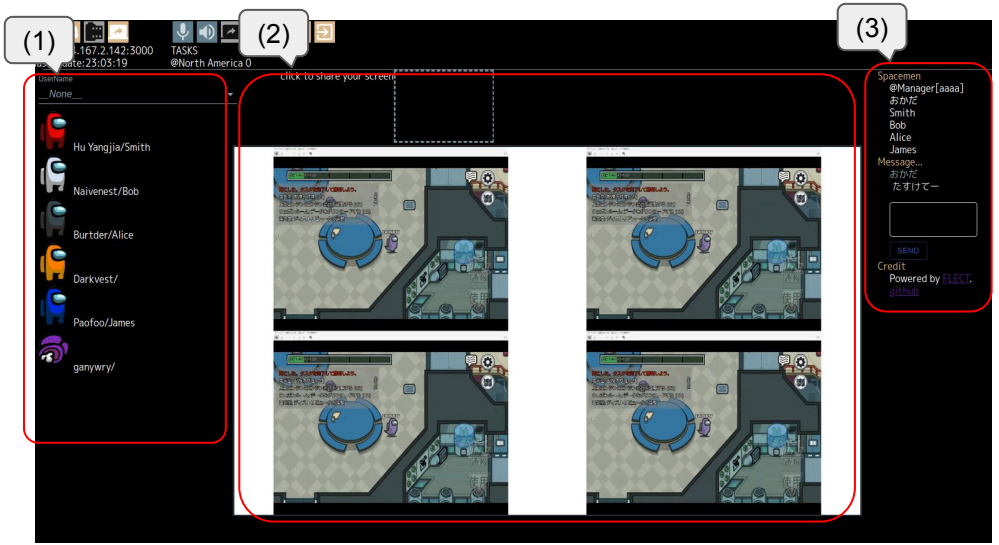
Main screen

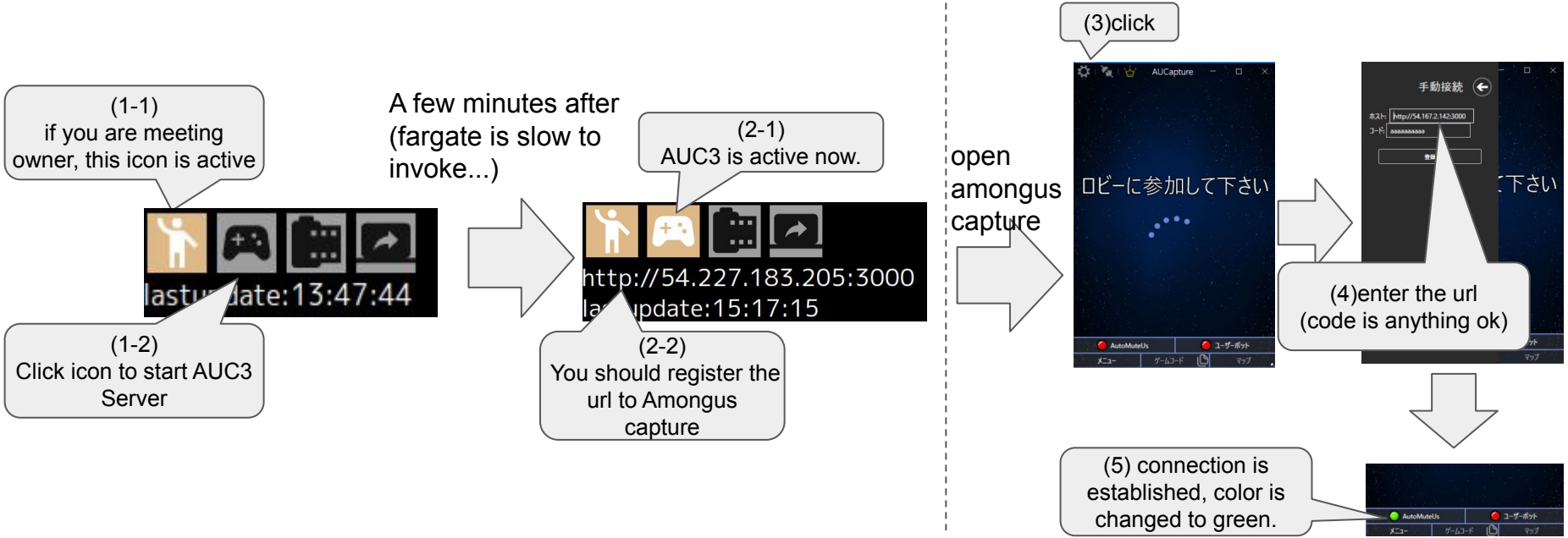
Main Area has (1)Player list (2)Screen view, (3)Audience panel.

(3) Audience Panel

Show the list of user’s (players and audiences)

Chat area. This area are shown to everyone(players and audiences). So be careful!!



How to connect Amongus capture to AUC3 (for meeting owner)

On AUC3 Control panel, you can start AUC3 Server and get the address.
Register the address to Amongus capture.