

Title: Among Us

Choose a **genre** or **trope**: **Drama**

Write down its **core structure**

What are the character **roles** (kinds of characters?)

- **GM**
- **Pilot**- The mind behind the spaceship, the jack of all trades.
- **Flight Engineer**-The geek technician onboard, full of creative ideas
- **Flight Security Officer** The muscle on the flight, able to tackle hairy situations
- **Flight Communication Officer**-The connection between the spaceship and Earth, able to establish communication from lightyears away.
- **Biology Scientist**:- The great mind onboard, skilled at conducting zero-G biology experiments

*A random character will be assigned as the imposter onboard every round.

What are the **needs** / **conflicts**?

Internal conflicts for the characters (e.g. emotional needs)

- Imposter: Survive until the end, tries to sabotage the missions
- Players: Identify and eliminate imposter, make sure that the missions succeed

External conflicts (dangers, obstacles, adversaries, goals)

- The goals of the players are to survive the encounter and identify the imposter if possible.

Information needs (collect clues, find who your real mother is, etc.)

- Through missions, players will work together and use their identity to narrate a story about how they will approach and accomplish each mission
- During the mission, the imposter can fake his roll in order to sabotage the mission .

What is the **plot structure** (e.g. sequence of scenes)

We are adventurers sailing into the great unknowns. On one of our journeys, we realize that there is an additional person with us on the ship but we cannot remember. Who is it? Why is he here? What does he want?

Even though that isn't enough, the ship is in perilous conditions in deep space! Will the crew survive? Will imposter be voted and ejected from the ship?

This is a Pumpkinberry style game where the players don't break character.

In each round, a list of characters with skills sets are generated through the imaginarium app between 1 to 3. Each character has skill points that can be spent to improve their roll.

Before each mission, the imposter sends the GM the problem with the spaceship. The GM will decide the steps to overcome the obstacle and the difficulty to do it, then share the problem with the team. Since this is a storytelling game, each player takes turns telling a story about how the problem can be fixed. Once he shares the solutions/ As he shares the solution, he can roll the dice and report it to everyone, and the GM will decide whether this task is successfully accomplished based on the dice point and the difficulty of the task. The player can also use any modifiers to boost their roll. The imposter has the ability to fake the dice rolling result.

After each task is completed, the GM will announce that voting will begin. After each task, voting takes place. The players send a direct message to the GM about who they want to eject. A majority vote is required to eject an imposter from the ship and the day is saved! The good guys live to explore another day.

Playtest 1:

Feedback:

Characters often break character and declare that they are rolling dice.

Changes:

Imposters can directly message the game master how they want to sabotage the mission in addition to the dice roll result.

Players will write their dice roll in the chat and the GM will reply in the chat.

The Imposter can send direct messages to the GM on what the obstacle can be so the GM does not need to come up with the corresponding problem in the plot.

Playtest 2:

Feedback: It is difficult to set the voting using the end of an event.

Changes: We vote every 8 minutes and the game ends after 2 rounds of voting. The GM counts 3,2,1 and all players send the vote to the GM at the same time.

If there are even votes, no one gets ejected and the GM reveals who voted for who.

Playtest 3:

Feedback: Players are required to be proactive and use their skills as actively as possible. Since the GM does not break character as much as possible, players can afford to roll more.

Changes:

GM can prompt the players. GM can also apply pressure on the players to remind them to cut the scene to vote.