

The Final Task Code **RED**

Malachi B

Maximilian T

CJ Lucey

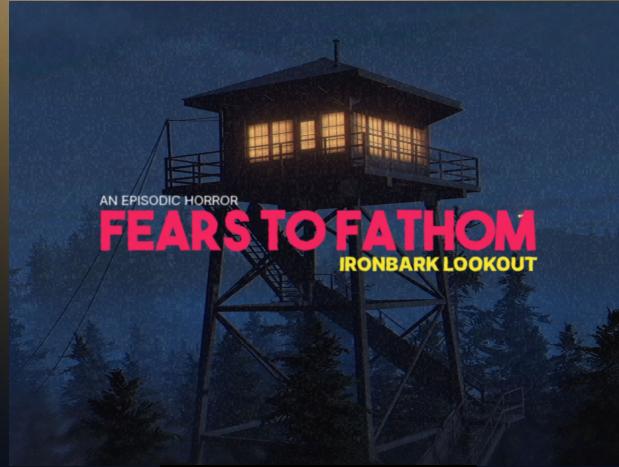
Nicolas N

Dorian B

Alexander M

Ideas that didn't make it

- **Fears to Fathom**
- **Escape from Eric**
- **No I'm Not A Human**
- **Haunted Circus**



NO, I'M NOT
A HUMAN



What we chose: Among Us

We chose to create an Among Us game where the player is a crewmate and they must complete tasks. They will navigate the ship by opening up a minimap where they can click on rooms to move to them. They have to move fast because oxygen is running out and the impostor is on the loose.



The Plot

While on a spaceship all your other crewmates are dead and The Imposter is lurking around. Your Goal is to finish all your tasks before the Imposter finds you and before you run out of air on the ship. Can you escape?



Starting room

After the starting menu, you will be directed to the cafeteria where all doors are locked and there's only one clickable object, the laptop.

The laptop will open a map modal which shows different rooms to teleport to, there will be several options but only one is right.



Starting room Mockup



Nick

Map Function

The map is something that is accessible throughout the whole game, it's a modal that pops up to teleport around the map to do tasks.

The rooms that are red are “contaminated” and ones that are green are “completed”



A dark background filled with numerous stylized, floating alien heads. These heads are various colors, including shades of blue, green, orange, yellow, purple, and red. Each head has a single large, bulging eye and a small mouth or sensor at the bottom. They are scattered across the frame, some in the foreground and others fading into the background.

**Room:
Admin**

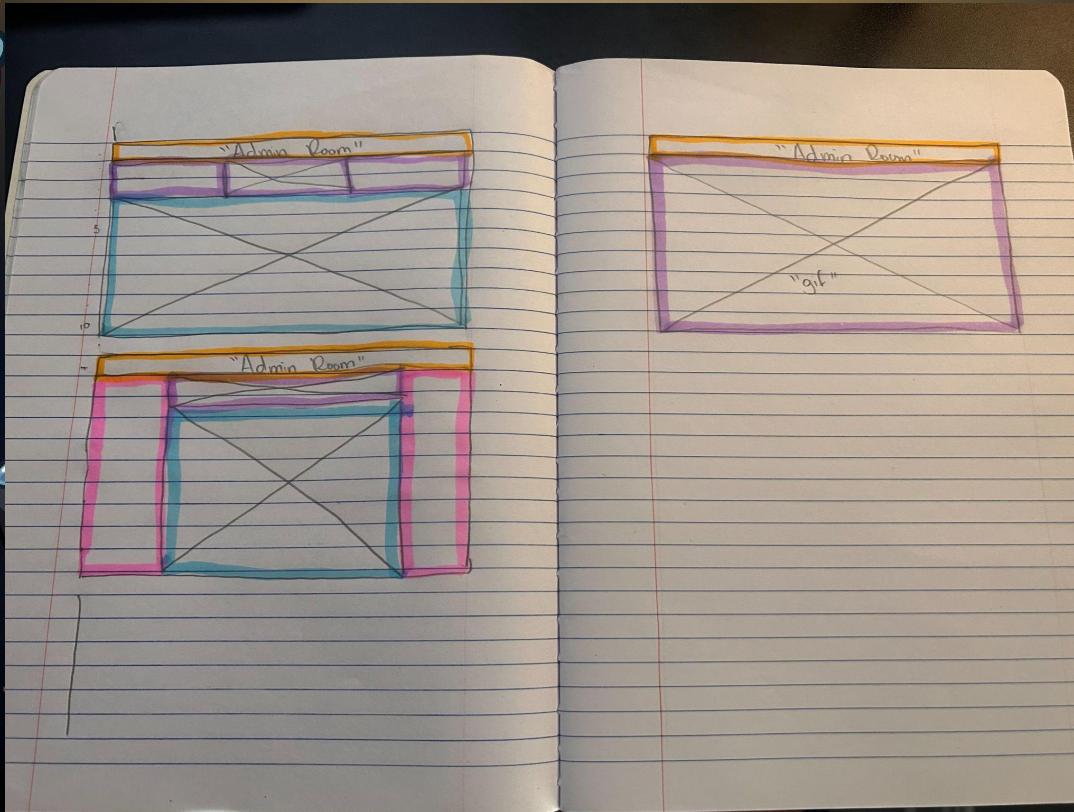
Malachi - Swipe card

- **Modal opens up**
- **Move Mouse across screen with onclick functionality**
- **The crewmate needs to swipe the card.**
- **The card will fail and oxygen will start depleting**



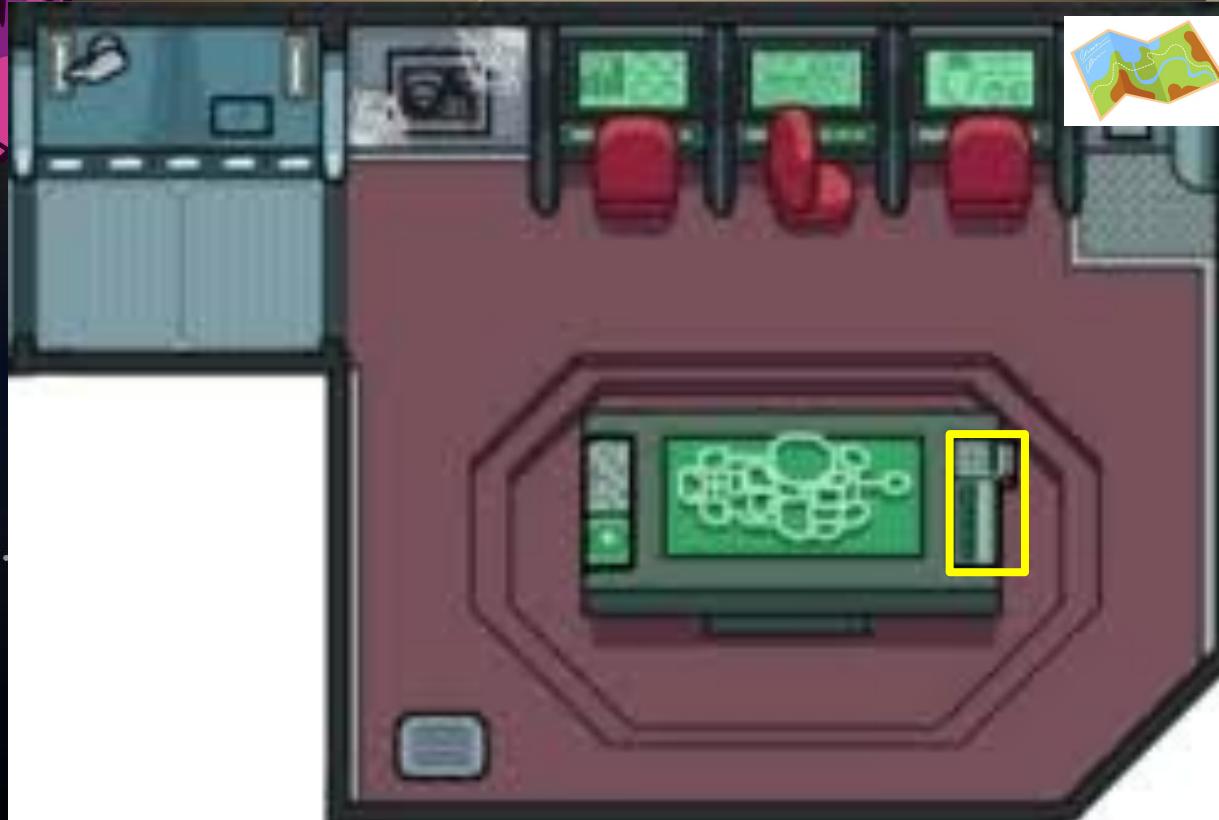
Malachi

Mockup



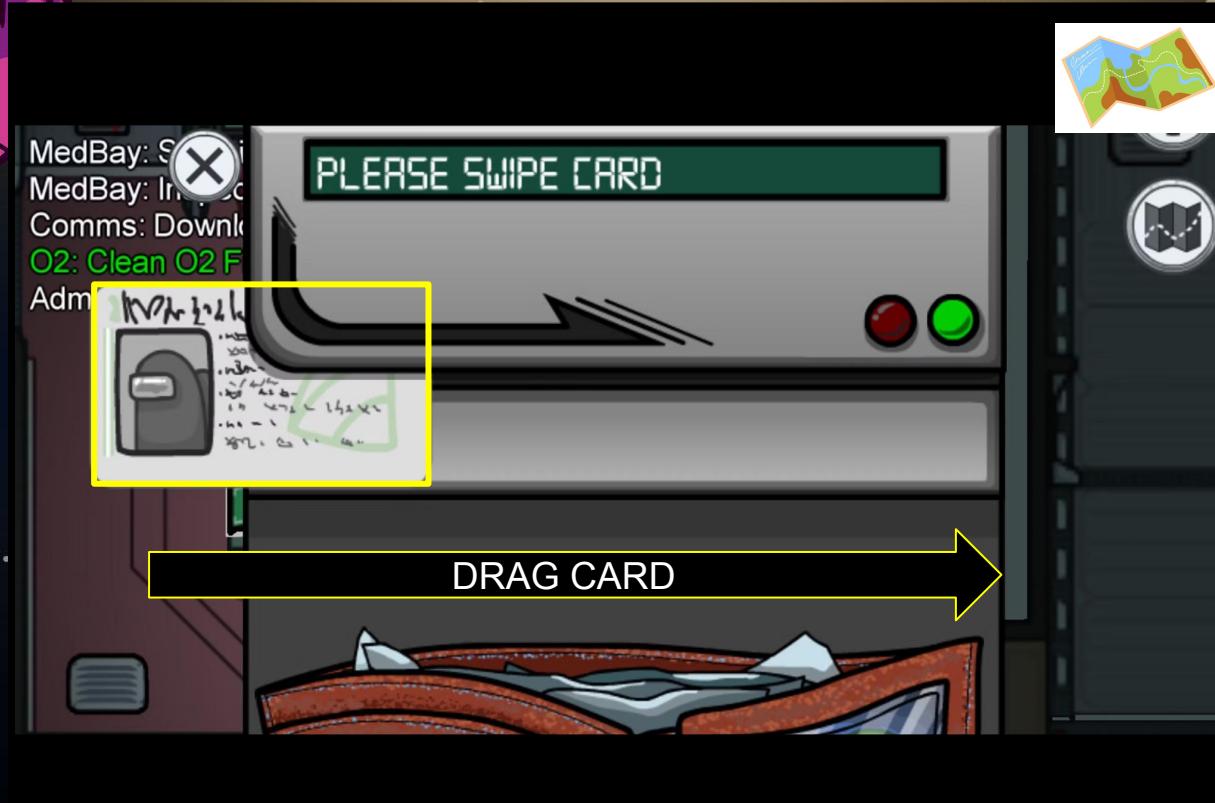
Malachi

Mockup



Malachi

Mockup



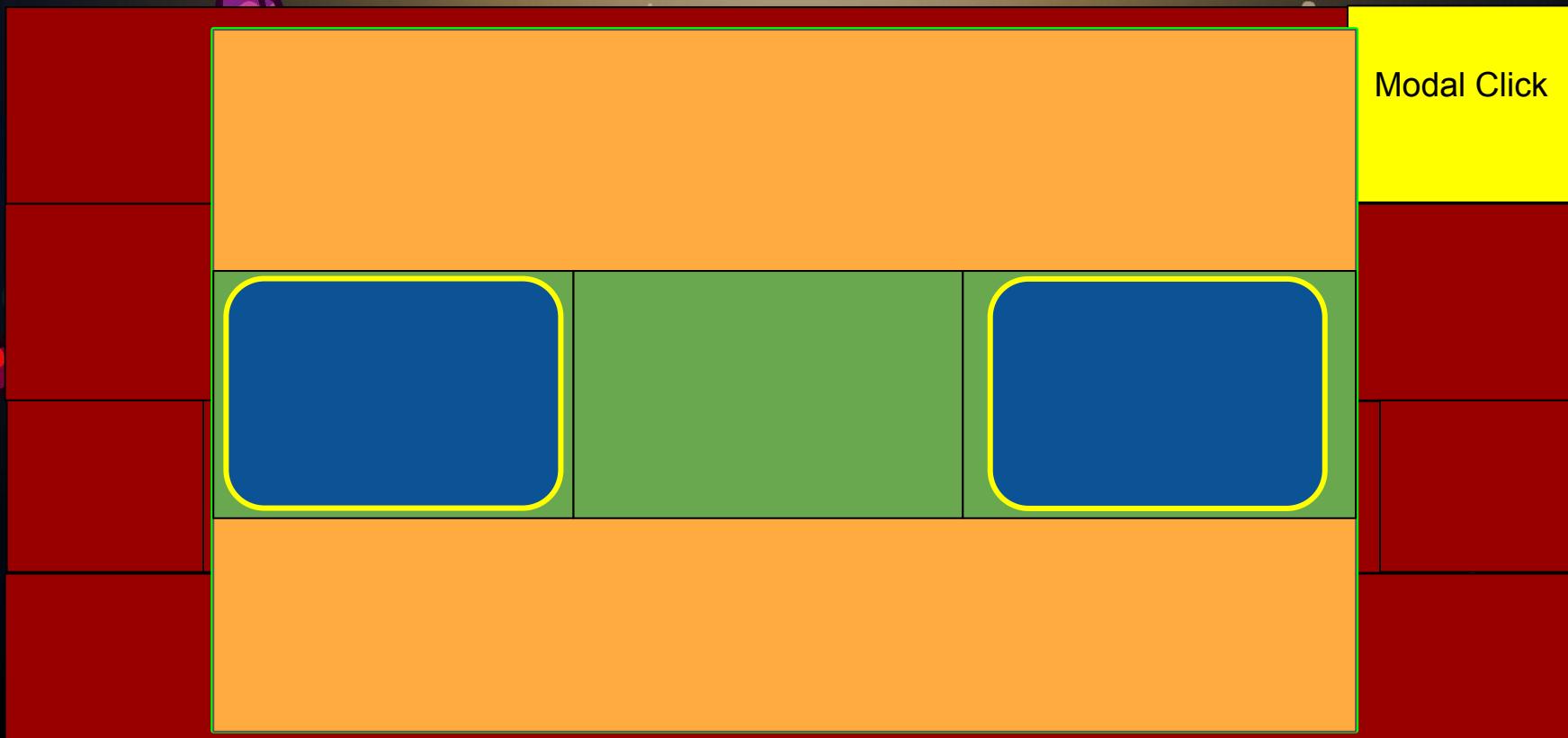
Malachi

Mockup

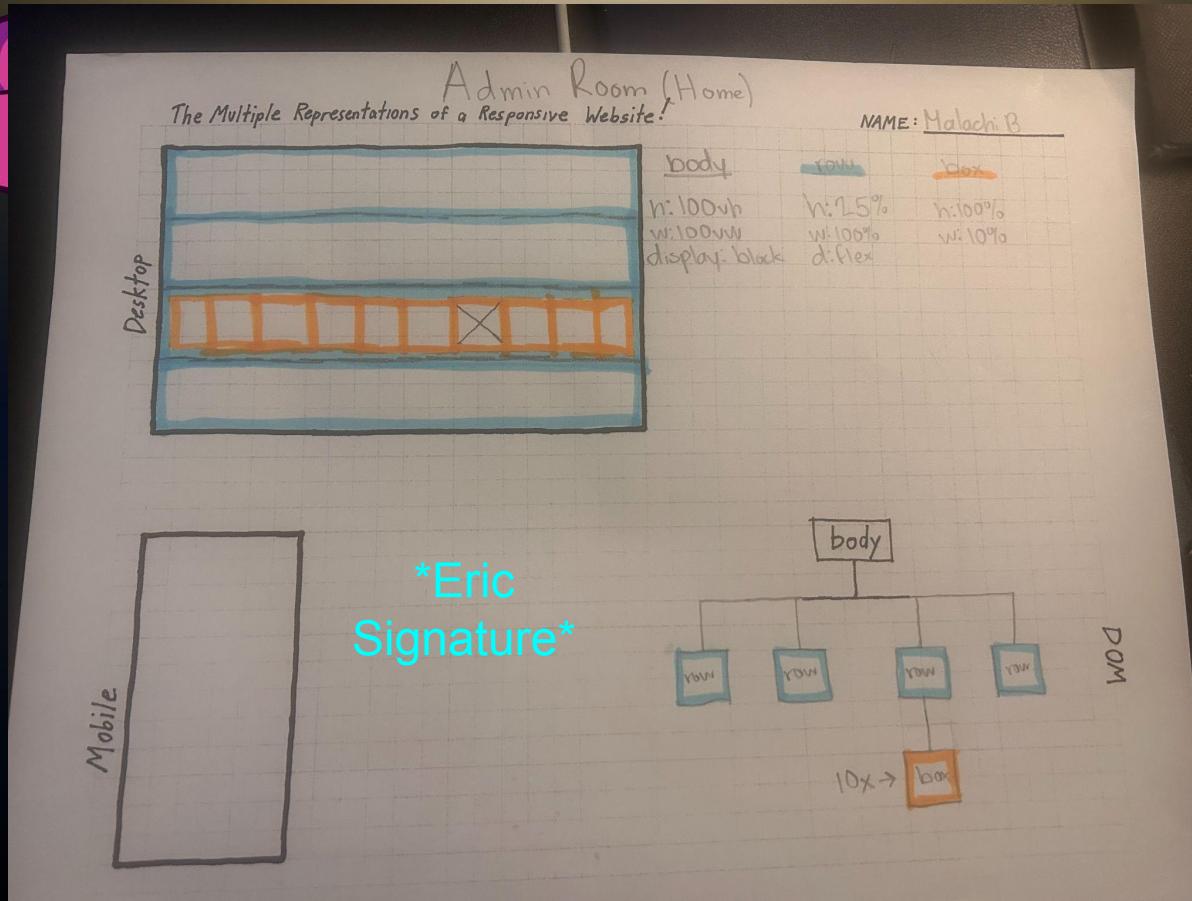
Modal Click

Modal
Click

Mockup



Mockup



Malachi

Admin Mockup

Room



Room: Asteroids

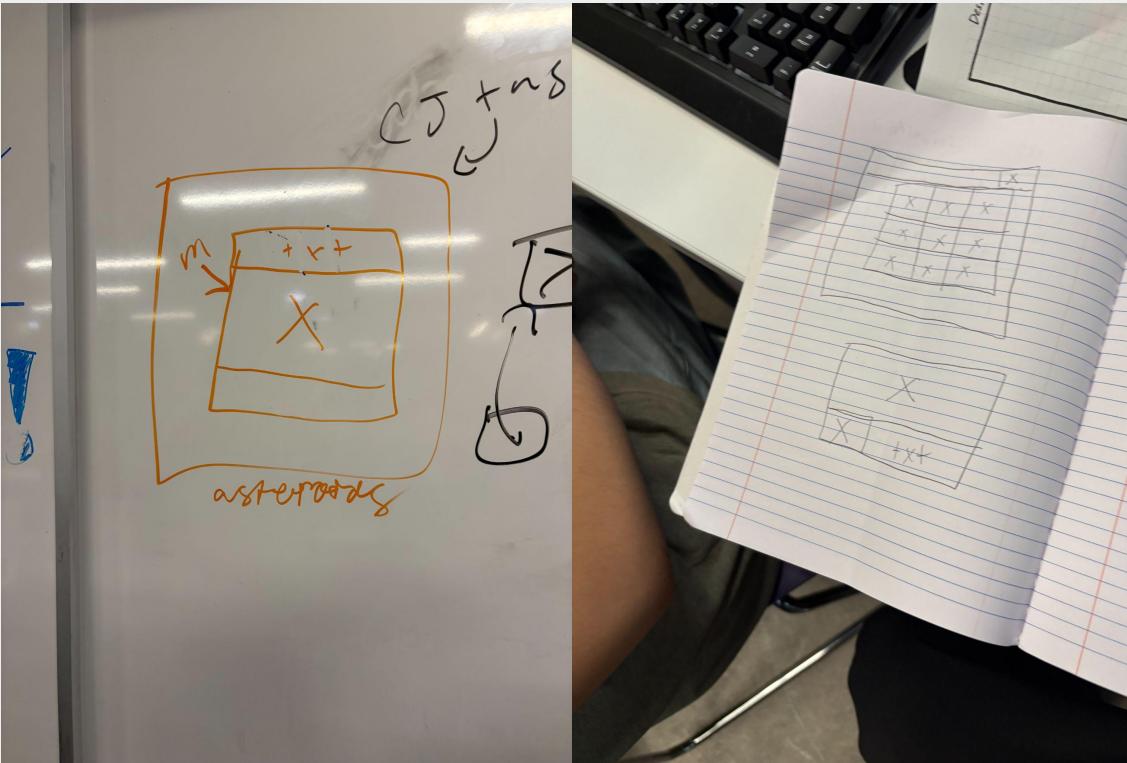
CJ - Asteroids

- Modal opens up
- Asteroids move across screen with onclick functionality
- The crewmate needs to click all the asteroids or they lose



CJ

3 drawing



cj

Asteroids Mock Up



Asteroids Mock Up



Asteroids Mock Up



Asteroids Mock Up



wireframe

A dark, star-filled background featuring numerous stylized alien heads floating in space. These heads are various colors (blue, green, red, purple) and have large, prominent eyes. Some have additional features like antennae or mouth parts.

Room: Communications

Upload Task

- **Uploading information from asteroids to the database**
- **Impostor becomes notified and “awakens” and lights are now turned off**



Max

Mockup

Nick

Impostor cutscene starts



**After completing some tasks,
the impostor is notified and
now if tasks take too long or
are missed, you are killed by
the impostor.**



**This isn't the only way you
can die....**



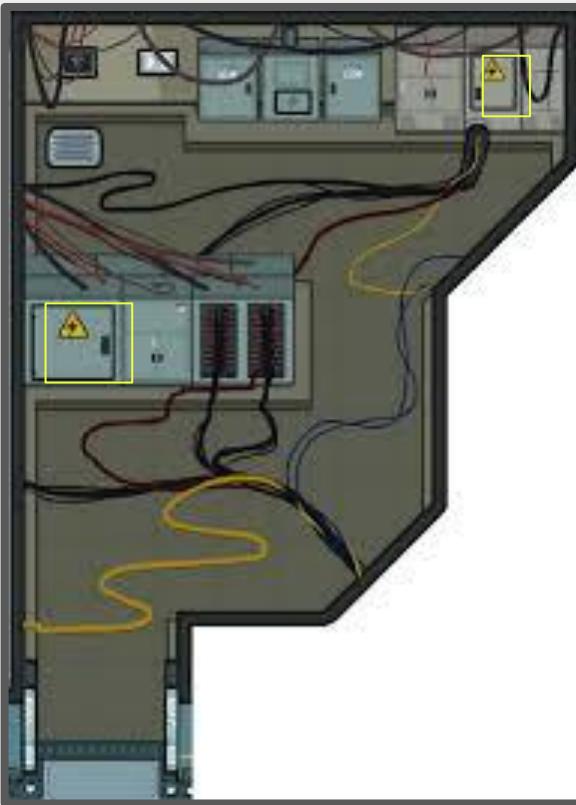
Malachi





Room: Electrical

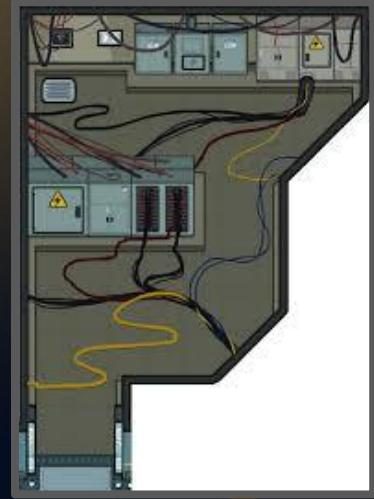
Electrical Mockup



Nick

Nick - Find keys w Lights off

- Modal opens up
- Move Mouse across screen with onclick functionality
- Dark layer over the image with a circular spot over the mouse that can reveal objects.

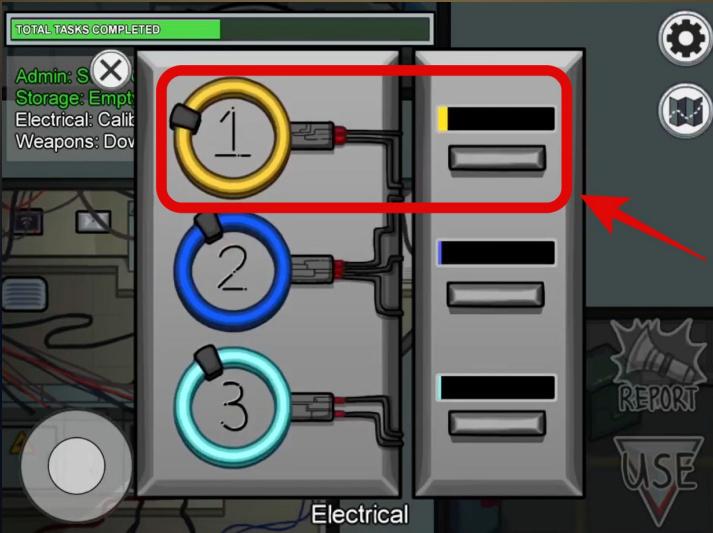


Nick

Mockup

Nick

Calibrate disruption



Mockup

Nick

A dark background filled with numerous floating, stylized alien heads. These heads are various colors, including blue, green, red, orange, and purple, and have large, prominent eyes. They are scattered across the frame, creating a sense of depth and density.

Room: Reactor

Dorian - Reactor task/memory task

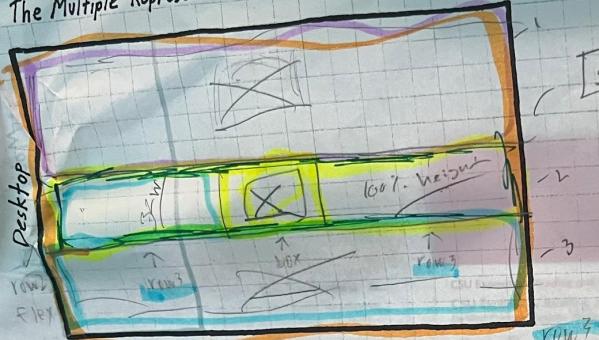
- Make a onclick for the reactor
- Modal opens up showing the click pattern in 2x speed gif as a challenge
- A onclick for the keypad so you can put the pattern in



Dorian

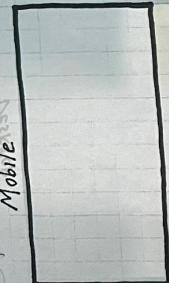
NAME: Dorcas Agwu

The Multiple Representations of a Responsive Website!

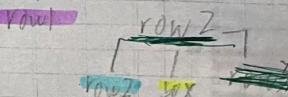
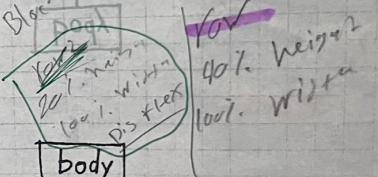


Desktop

Mobile



Box
- 100%
- 100vw
- √36%

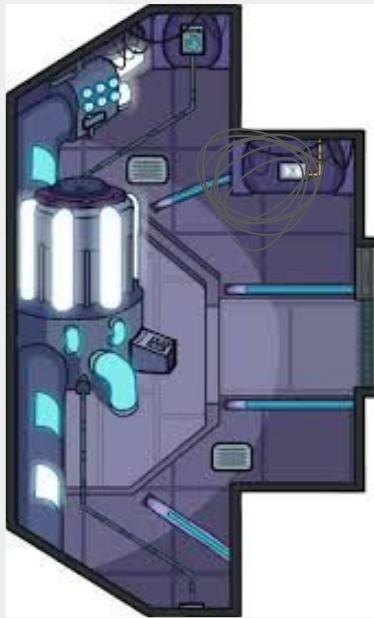


Dom

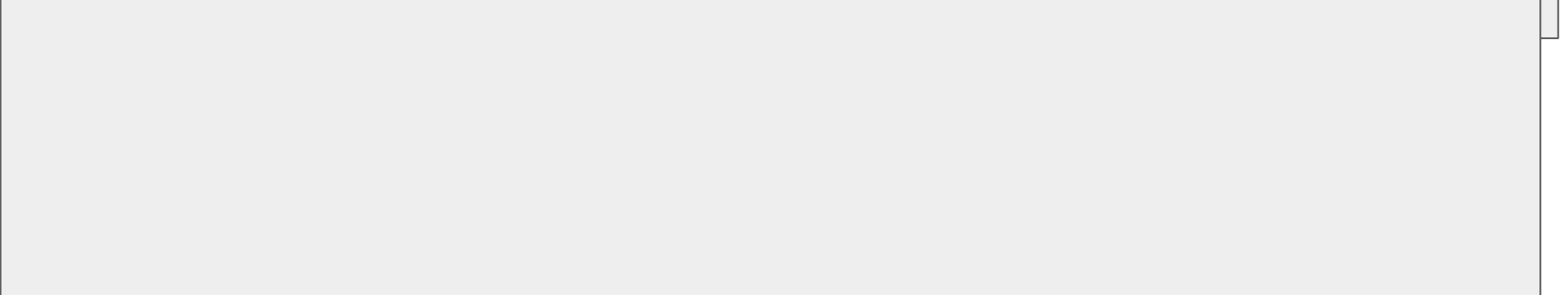
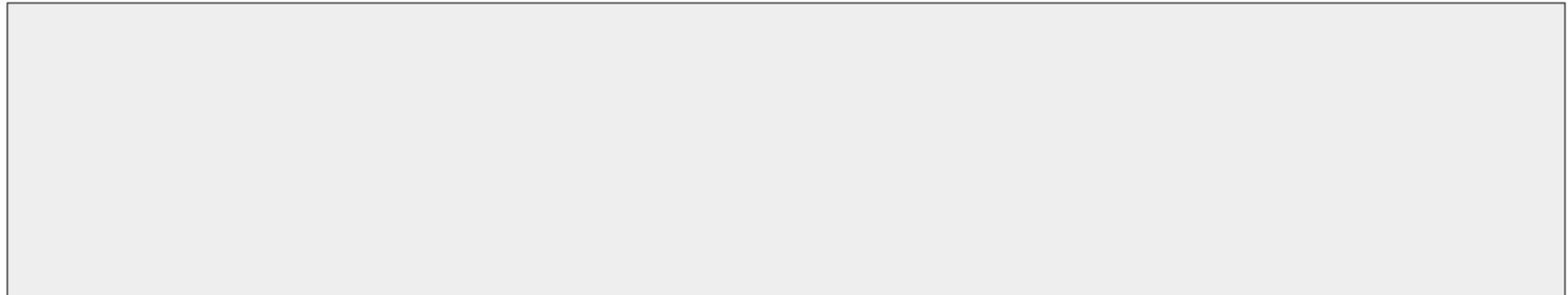
Dom

www:

Mockup



Nick



A dark background filled with numerous stylized, floating alien heads. These heads are various colors (blue, green, red, purple) and have large, prominent eyes. Some have small antennae or markings on their foreheads. The heads are scattered across the frame, creating a sense of a vast, alien civilization.

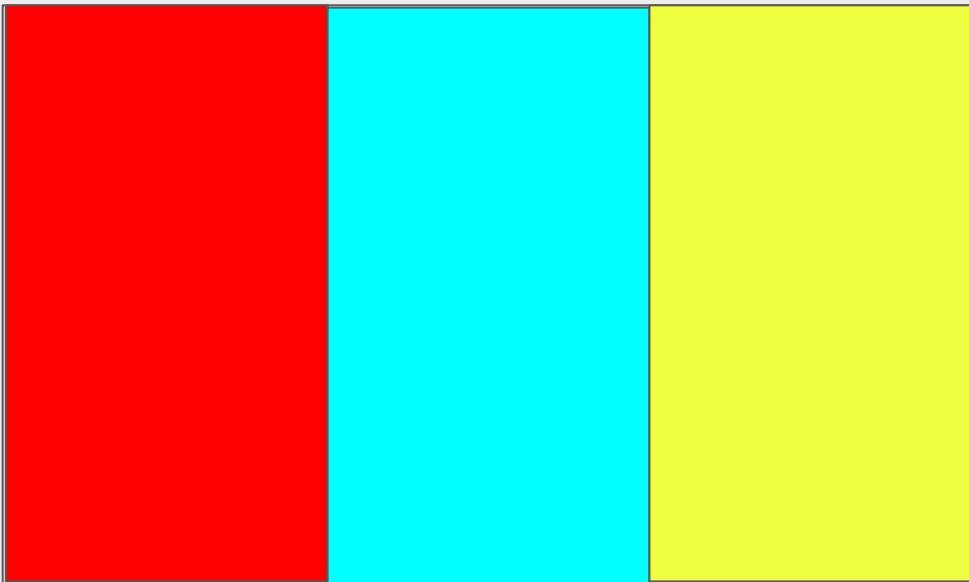
Room: Communications

Alex - connect the wires

Modal opens up to reveal electrical circuits with 4 broken wires that you have to match with the correct wire by clicking on each image until the wires line up



Mockup



Nick

A dark background filled with numerous floating, stylized alien heads. These heads are various colors, including blue, green, red, orange, and purple, and have large, prominent eyes. Some heads have additional features like a star on their forehead or a small antenna. The overall effect is a dense, futuristic, and slightly eerie space scene.

Room: Reactor

Alex - Unlock the Manifold w Code

Modal opens up to reveal number pad

Correct number lights up when clicked on

All numbers will go red when wrong number is clicked on

Must enter code correctly



Alex

Mockup

Nick

A dark background filled with numerous stylized alien heads floating in space. The aliens have large, bulbous noses, single large eyes, and various skin colors including blue, green, orange, and purple. Some have small wings or antennae. The scene is set against a dark, star-filled sky.

**Room:
02**

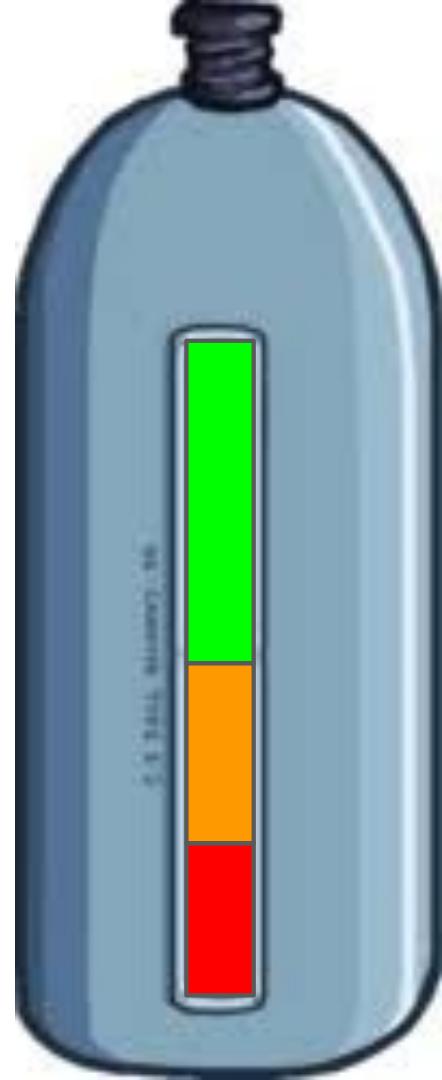
Max - O2 Room & Oxygen Timer



During the Entire game there will be an In-game Oxygen tank working as a sort of “Timer” giving a sense of urgency to the Player. Once your Oxygen hits the red bar your vision will begin to blur, this forces you to go to the oxygen room and entering a code. This will Return your vision and refilling your Oxygen Tank. The code will be on a sticky note.



Max



Mockup



Max

TOTAL TASKS COMPLETED

Shields: Prime Shields

Oxygen Depleted in 4 (0/2)



Tasks

1	2	3
4	5	6
7	8	9
X	0	✓

today's code:
51981



REPORT

USE

Ending

After all the tasks are done the imposter finds you and you run to cafeteria to press the “emergency button” and you eject in an escape pod



Addition Resources (DO NOT DELETE)

[Imposter background](#)

[Backgrounds](#)

[Google Project Slide](#)