



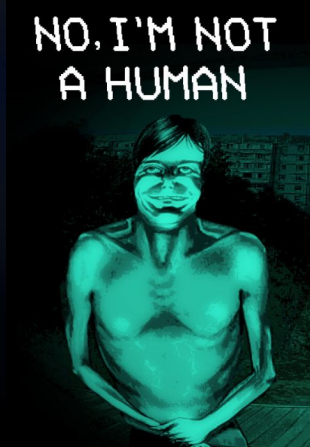
The Final Task

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



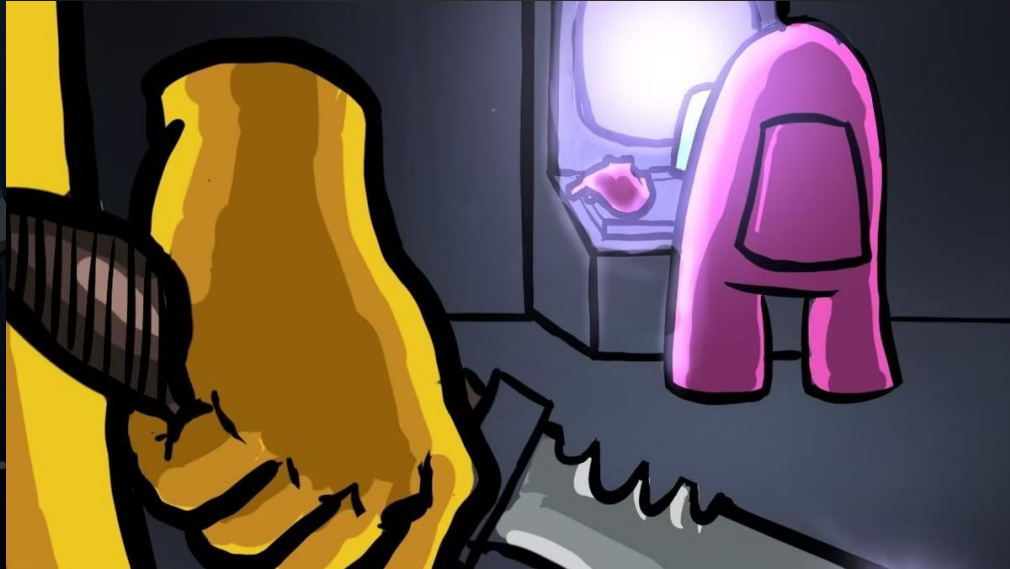
What we chose: Among Us

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

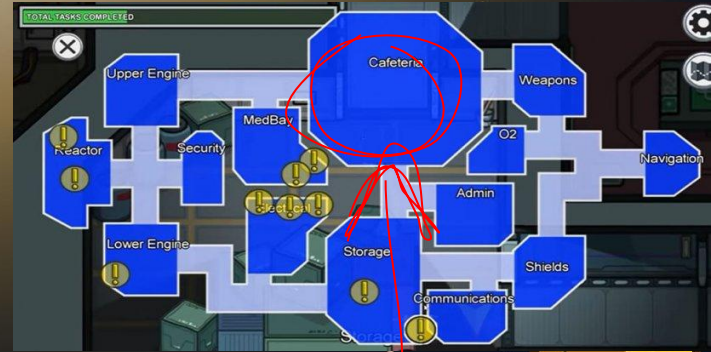
While on a spaceship all your other crewmates are dead and The Imposter is lurking around. Your Goal is to finish all your tasks before the Imposter finds you and before you run out of air on the ship. Can you escape?



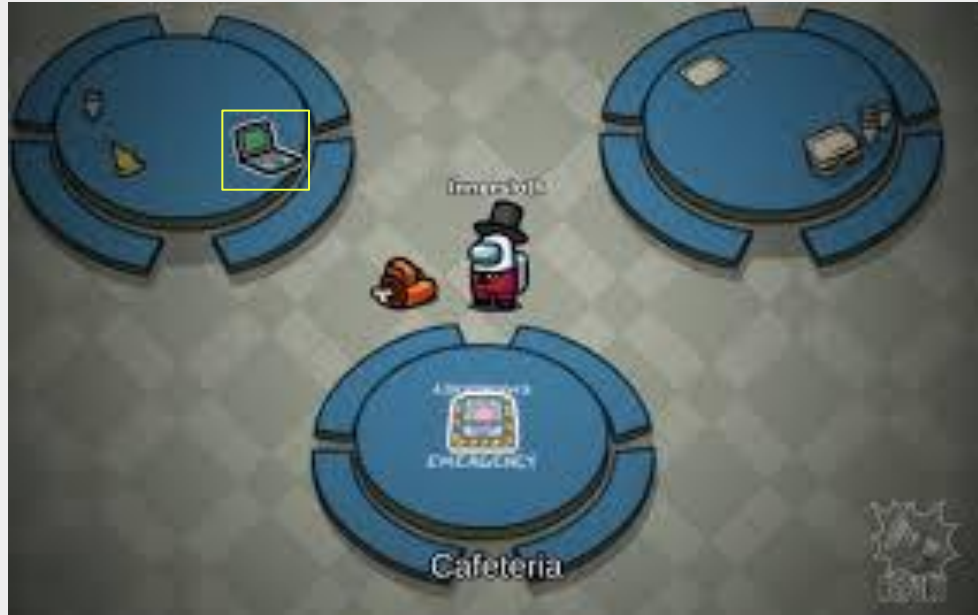
Starting room

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



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”

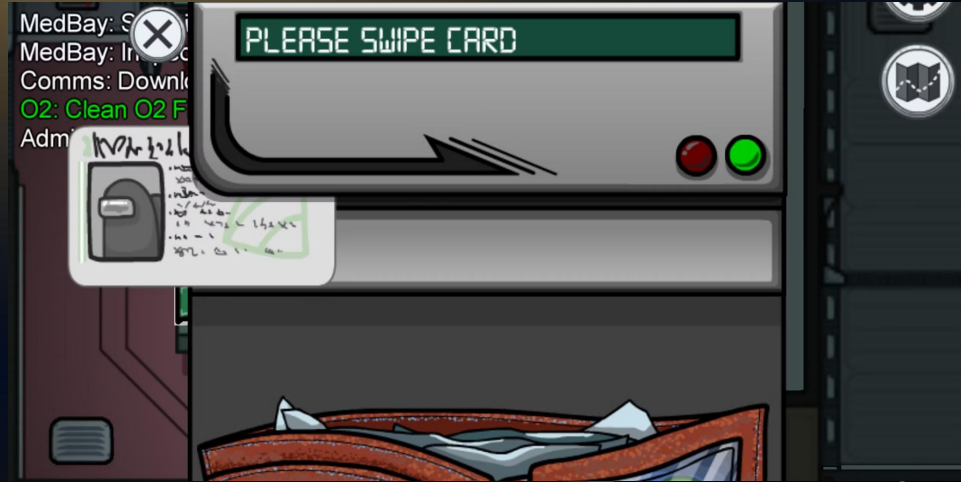


The background of the image is a dark space filled with small white stars. In the center, a large, stylized red and purple spaceship is visible. Surrounding the ship are several cartoonish, bean-shaped characters in various colors (blue, orange, purple, green, yellow, grey, brown). Some characters are floating in the air, while others are positioned near the ship. The text "Room: Admin" is overlaid on the center of the image.

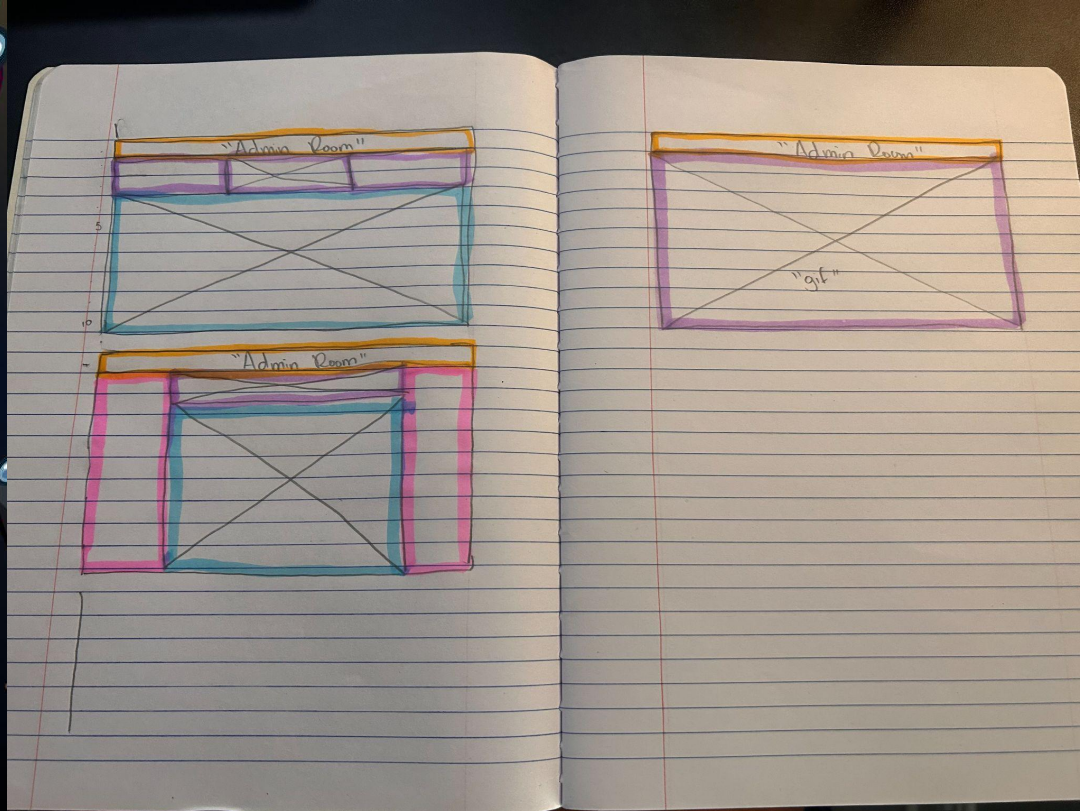
Room:
Admin

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**



Mockup



Mockup



Mockup



Mockup

Modal Click

Modal
Click

Mockup

Modal Click

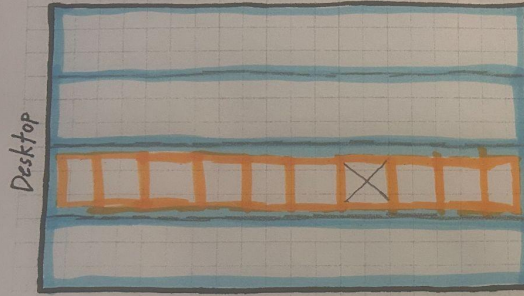
Malachi

Mockup

Admin Room (Home)

The Multiple Representations of a Responsive Website:

NAME: Malachi B



body

h: 100vh
w: 100vw
display: block

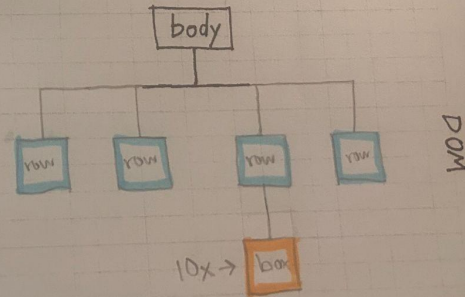
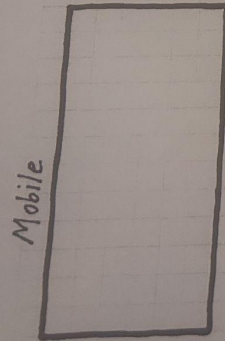
row

h: 25%
w: 100%
d: flex

box

h: 100%
w: 10%

*Eric
Signature*



Admin Mockup

Room

The background of the image is a dark, starry space. Numerous small, white, pixelated stars are scattered across the dark blue and black background. In the center, a large, stylized Among Us character is visible, wearing a red suit with a white visor. Surrounding this central character are several other Among Us characters in various colors: blue, green, yellow, purple, and grey. These characters are depicted in various poses, some appearing to be floating or moving. The overall scene is a vibrant, cartoonish representation of the game Among Us in a space setting.

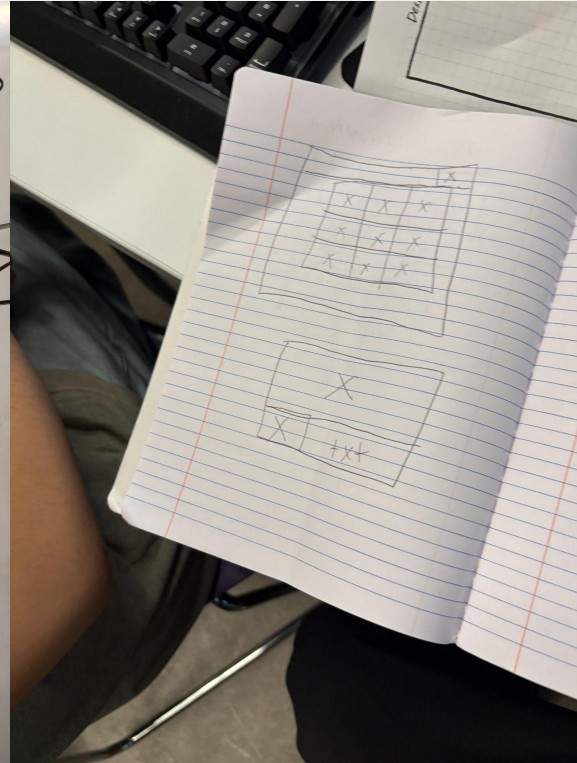
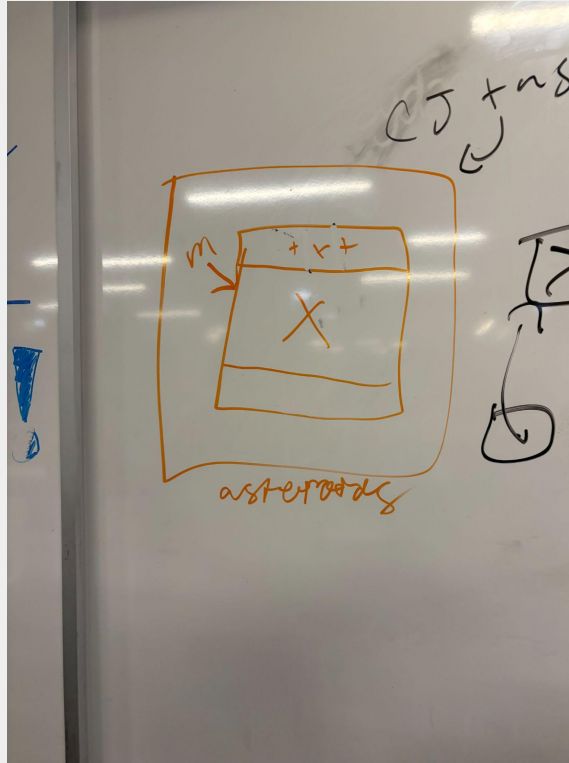
Room: **Asteroids**

CJ - Asteroids

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



3 drawing



Asteroids Mock Up



Asteroids Mock Up



Asteroids Mock Up



Asteroids Mock Up



wireframe

The background of the image is a dark, starry space. Numerous small, colorful capsules representing the characters from the game Among Us are scattered throughout. In the center, a large, stylized capsule is shown from behind, with its arms raised. It has a red and purple color scheme. Other capsules in various colors like blue, orange, green, and grey are floating around it. The text 'Room: Communications' is overlaid on the center of the image.

Room: **Communications**

Upload Task

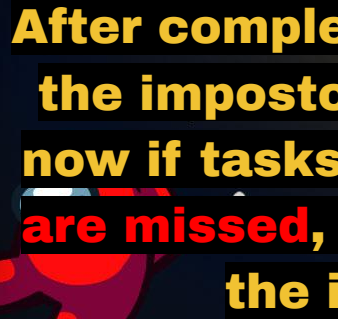
- **Uploading information from asteroids to the database**
- **Impostor becomes notified and “awakens” and lights are now turned off**



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....



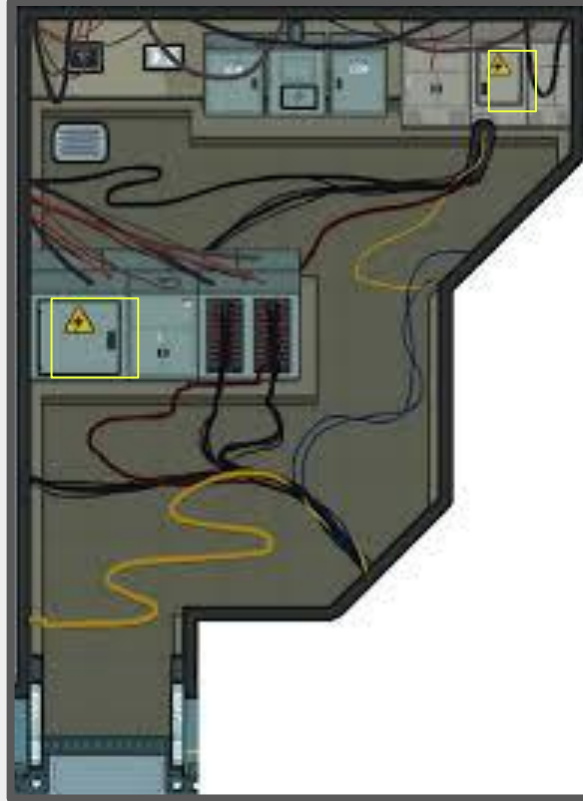
Malachi



The background of the image is a dark, starry space. Numerous small, colorful capsules representing the characters from the game Among Us are scattered throughout. In the center, a large, stylized capsule is shown from the back, with a red star on its back. The text "Room: Electrical" is overlaid on this central capsule.

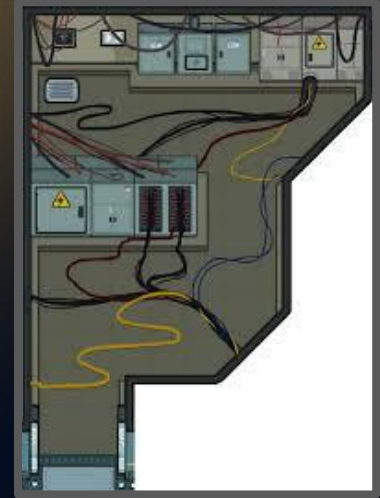
Room: **Electrical**

Electrical Mockup



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.

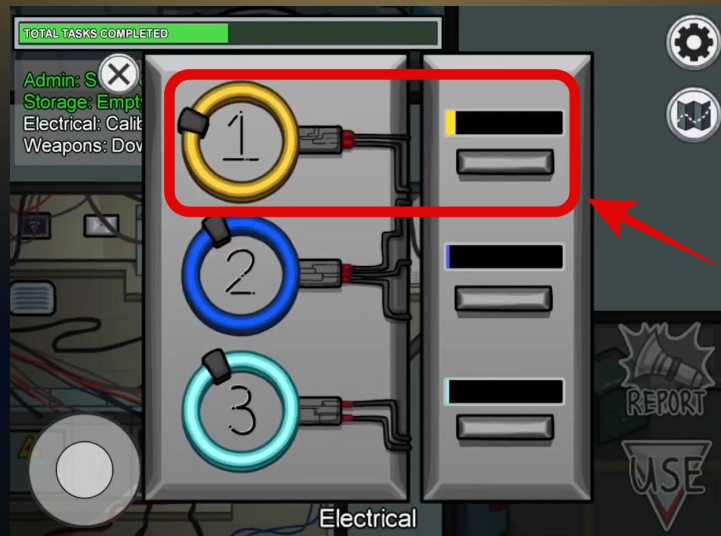


Nick

Mockup

Nick

Calibrate disruption



Mockup

Nick

The background of the image is a dark, starry space. In the center, a large, stylized Among Us character in a red suit is partially visible, with its head and upper body obscured by the text. Surrounding this central figure are several other Among Us characters in various colors: blue, purple, green, yellow, and grey. They are all floating in the space, some facing forward and others in profile. The characters have the characteristic rounded, bean-like shape of the game. The text "Room: Reactor" is overlaid on the central character, with "Room:" in white and "Reactor" in red.

Room: Reactor

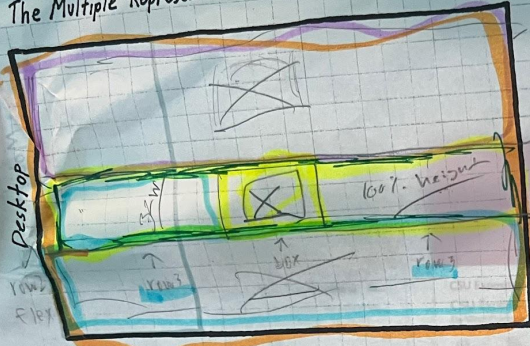
Dorian - Reactor task/memory task

- Make a on click 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

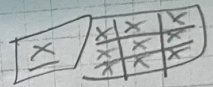


NAME: Dorian K...

The Multiple Representations of a Responsive Website!

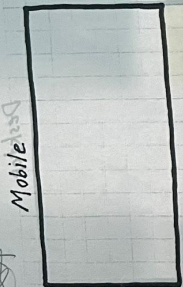


Desktop

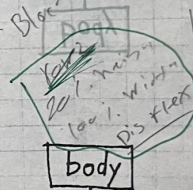


- ~~Box~~
- 100%
- 100%
- 100%
- 100%

DOM



Mobile

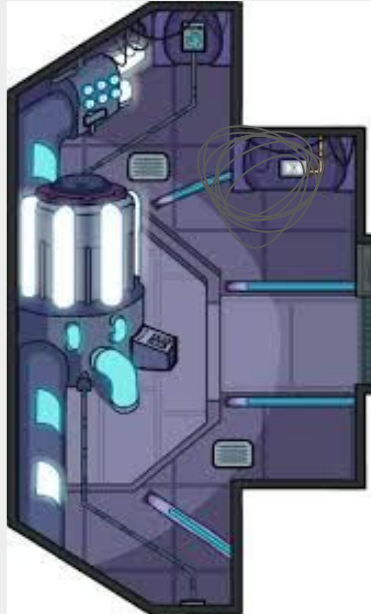


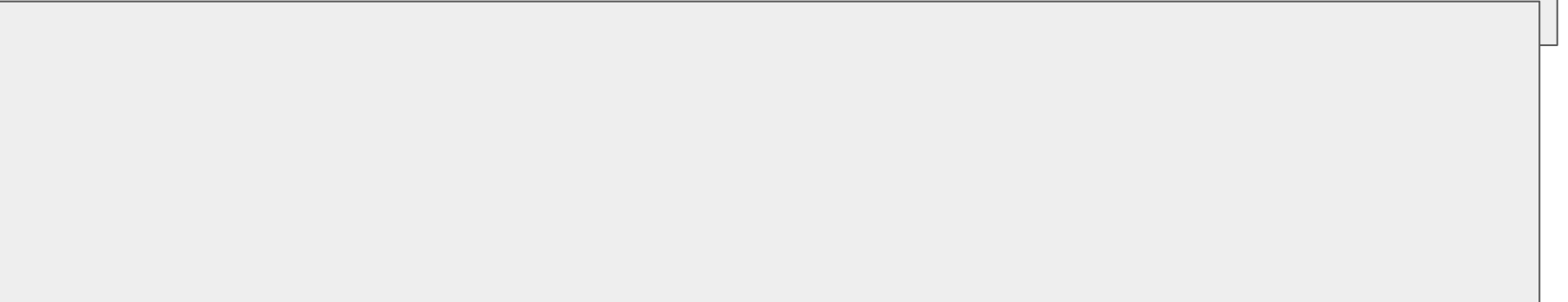
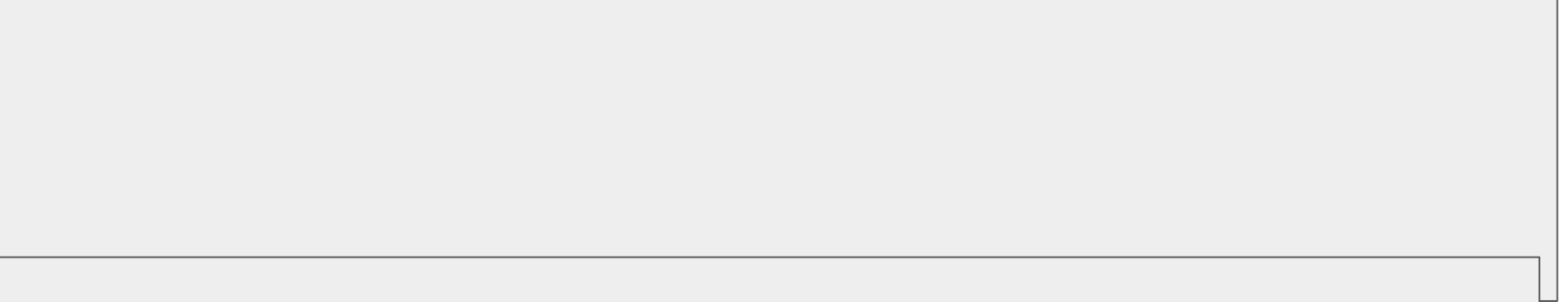
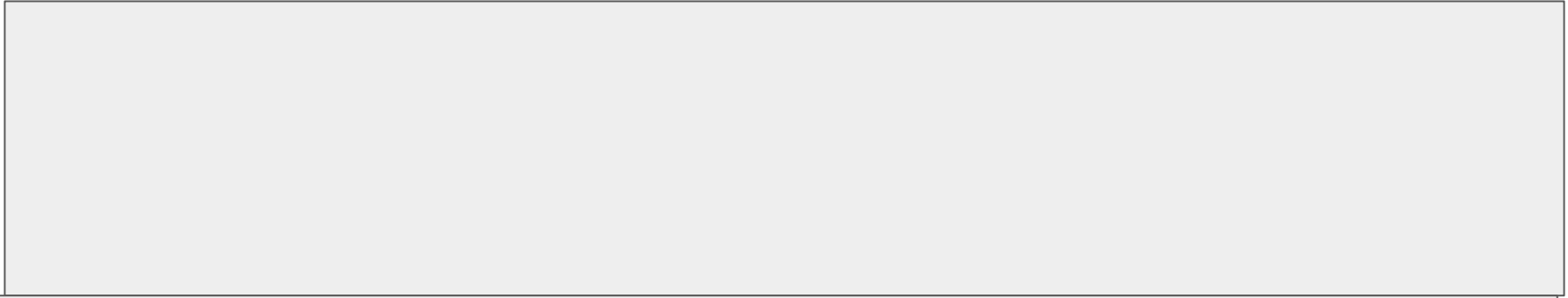
- ~~Box~~
- 100%
- 100%
- 100%
- 100%

DOM

WWE:

Mockup





The background of the image is a dark, starry space. Numerous small, colorful capsules representing the characters from the game Among Us are scattered throughout. In the center, a large, stylized capsule is shown from behind, with its arms raised. It has a red and purple color scheme. Other capsules in various colors like blue, orange, green, and grey are floating around it. The text 'Room: Communications' is overlaid on the center of the image.

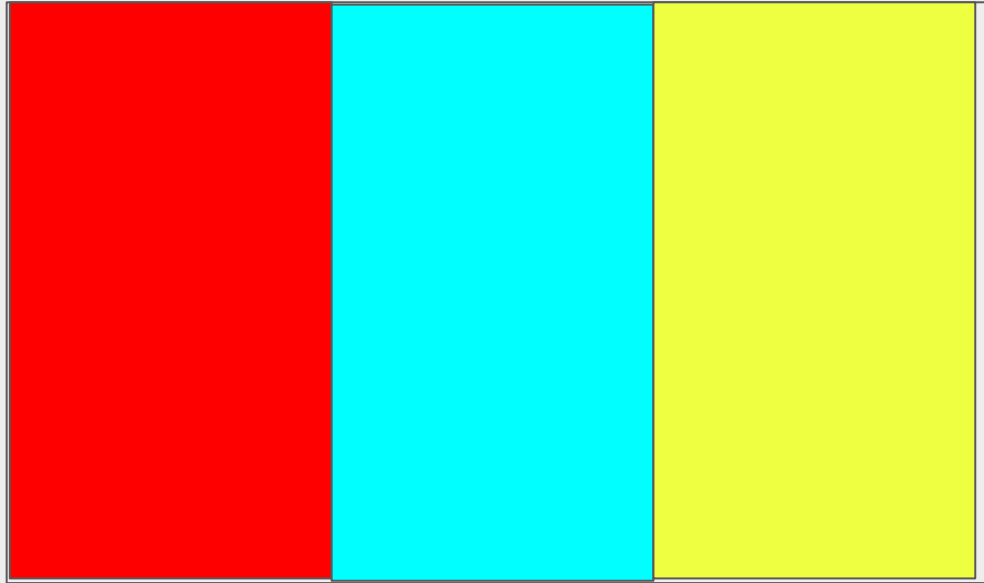
Room: **Communications**

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



The background of the image is a dark, starry space. Numerous small, colorful capsules representing the characters from the game Among Us are scattered throughout. In the center, a large, stylized capsule is shown from a rear perspective, colored in a gradient of red and purple. Overlaid on this central capsule is the text 'Room: Reactor'.

Room: **Reactor**

Alex - Unlock the Manifold w Code

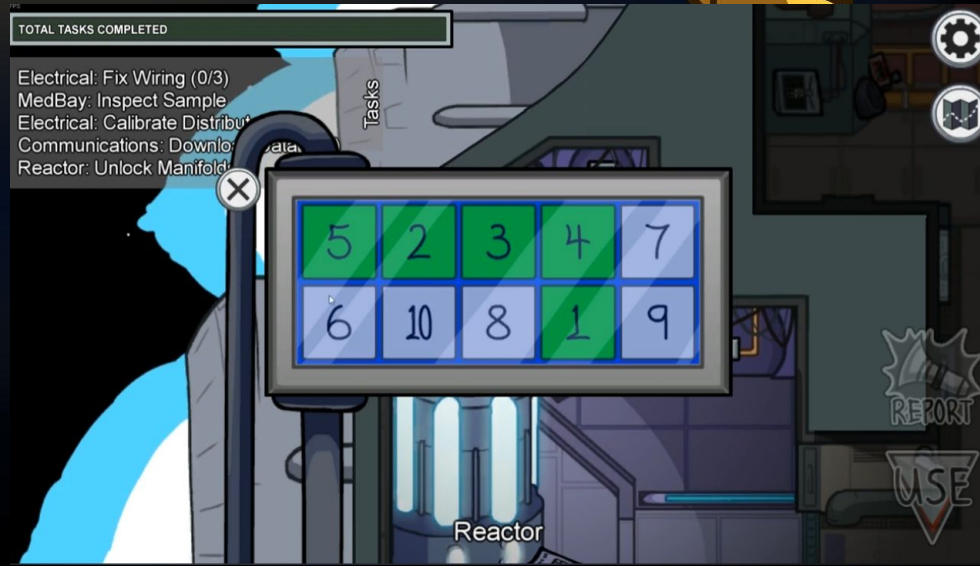
Modal opens up to reveal number pad

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

The image is a screenshot from the game Among Us. It shows a dark, starry space background with several colorful crewmates floating around. In the center, a large, dark red crewmate is partially visible. Overlaid on the center of the image is the text "Room:" in white and "02" in red. The text is positioned over the central crewmate. Other crewmates in various colors (blue, orange, purple, green, yellow, grey, brown) are scattered in the background, some appearing to be in motion or floating. The overall scene is a typical representation of the game's environment.

Room:

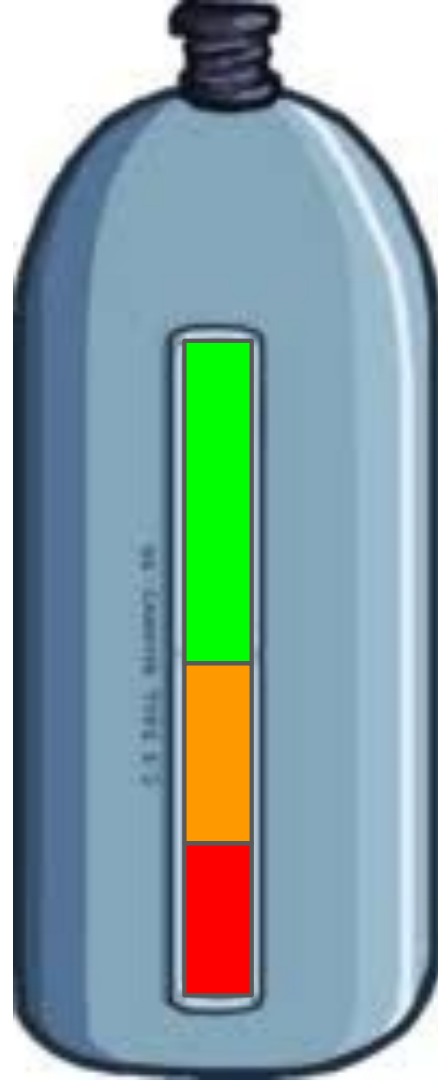
02

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



TOTAL TASKS COMPLETED

Shields: Prime Shields

Oxygen Depleted in 4 (0/2)

Tasks



Today's code:
51987

1	2	3
4	5	6
7	8	9
×	0	✓



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](#)