**Understanding Document for Among Us Game Application**

# Our Understanding

The objective of the project is to design and develop the app. We also have to ensure that the app is user friendly, offers a smooth functioning and carries all the desired features.

# Scope

Following is the breakdown of features portraying our grasp on the key features as shared in the requirements document.

# Overview of the Game Application

Scope of this projects includes the design and development the Online Multiplayer Game application, it’s set in a space-themed setting where players take on one of two roles: Crewmates or Impostors "Among Us" is a game of deception, strategy, and teamwork, and its best enjoyed with friends or other players online

# Understanding

# 4.1 Flow for Users

* **Splash screen**
  + Users will be able to view splash screen of the app with company logo and Name of the Application.
* **Authentication**
  + Users can register or login on the game application.
* **Home Screen**
  + Users can view the below options on the home scree.
  + Play
  + Inventory
  + Friends (View and Add Friends)
  + My Account
  + Settings
* **Play**
  + Users can play the game with the below option.
  + Online (Host, Public and Private)
* **Objective:**
  + **Crewmates:** Complete tasks around the map and identify the Impostors.
  + **Impostors:** Sabotage the ship and eliminate Crewmates without being detected.
* **Gameplay Mechanics:**
  + **Tasks:** Crewmates have various tasks to complete around the map. These tasks are simple mini-games that vary in nature, such as fixing wires, diverting power, or scanning items.
  + **Meetings:** If a player finds a dead body or calls an emergency meeting, players gather to discuss suspicions and vote on who they believe is the Impostor.
  + **Voting:** During meetings, players vote on who they believe the Impostor(s) are. The player with the most votes is ejected from the ship.
  + **Sabotage:** Impostors can sabotage various systems on the ship, such as causing reactor meltdowns or cutting off oxygen. Crewmates must work together to fix these issues before time runs out.
  + **Venting:** Impostors can use vents to quickly move around the map and evade detection.
  + **Killing:** Impostors can eliminate Crewmates by getting close to them and clicking a button to perform a kill. If a kill is witnessed, the witnessing Crewmate can report the dead body, leading to a meeting.
  + **Tasks Bar:** The tasks bar shows the progress of tasks. If all tasks are completed, Crewmates win.
* **Winning Conditions:**
  + **Crewmates Win:** Crewmates win by either completing all tasks or by voting out all Impostors.
  + **Impostors Win:** Impostors win by killing enough Crewmates such that their numbers are equal to or greater than the remaining Crewmates, or by sabotaging the ship to a point where it cannot be repaired.
* **Tips:**
  + **Stay Vigilant:** Keep an eye out for suspicious behavior from other players.
  + **Communicate:** Discuss suspicions with other players during meetings.
  + **Complete Tasks:** As a Crewmate, focus on completing tasks efficiently.
  + **Sabotage Strategically:** As an Impostor, use sabotage to create chaos and opportunities for kills.
* **Inventory**
  + Users can customize their character by equipping the below items.
  + Select Skin Color
  + Select Hats
  + Select Skin
  + Select Visors
  + Pets
  + Nameplates
* **My Account**
  + Users can manage their account details and change the name.
* **Settings**
  + Users can manage the below options in the setting.
  + SFX
  + Sound

**Note: All the third party API’s that are required in development would be provided by Jonny Clarke.**