1. Build a new map for Among US
   1. Among Us – Perhaps also add a subtitle or high concept sentence.
   2. 2006
   3. 10, Emerging media, 2/22/22
2. Table of Contents – Make sure this includes all the subsections to make finding material. If practical, hyper linking the document will help here.
3. Design History – Hired to make map 5
4. Section I – Game 5 Map
   1. Chase who done it game
   2. Feature Set
   3. Genre
   4. Target college students playing in Tournamnt
   5. Game Flow Summary – 12 players up to 2 bad guys
   6. Look and Feel – under water planet with Oyster Nebula theme
   7. Project Scope – catch the bad guy or fool good guys
      1. Number of locations 5 rooms
      2. Number of levels 1
      3. Number of NPC’s 0
      4. Number of weapons 2
5. Section II - Gameplay and Mechanics
   1. Gameplay
      1. Game Progression play actuated game play
      2. Mission/challenge Structure find the bad guy and complete tasks
      3. Puzzle Structure share map
      4. Objectives – What are the objectives of the game? Catch the bad guy or complete your tasks. Bad guy kill off all other players
      5. Play Flow – players start in one room and go exploring
   2. Mechanics – What are the rules to the game, both implicit and explicit. This is the model of the universe that the game works under. Think of it as a simulation of a world, how do all the pieces interact? This actually can be a very large section.

5.2.1.1 complete tasks

5.2.1.2 imposter kill off other players

5.2.1.2 find the imposter

* + 1. Physics – How does the physical universe work? 2-d map
    2. Movement Arrow buttons
       1. General Movement
       2. Other Movement

Actions

* + - 1. Switches and Buttons
      2. Picking Up
      3. Talking
      4. Reading
      5. Interactable miny task
    1. Combat – If there is combat or even conflict, how is this specifically modeled Imposter kill crew man
  1. Screen Flow
     1. Screen Flow Chart – A graphical description of how each screen is related to every other where every you move you see the location of the map.
     2. You can see everyone on the map if the player chooses.
     3. Screen Descriptions – What is the purpose of each screen?
        1. Main Menu Screen lobby
        2. Options Screen
           1. pick a color, buy skins
  2. Game Options – What are the options and how do they affect game play and mechanics?

1. Section III – Story, Setting and Character
   1. Story and Narrative - Specific details like scripts and cut scenes may not be in this document but be in the Story Bible.
      1. Back story looking for treasure in the Oyster nebula
      2. Plot Elements who dun it
      3. Game Progression one level till done
      4. Cut Scenes voting scene
         1. Cut scene #1 find out if you are an imposter
            1. All characters
            2. Description in a chat room
            3. Storyboard board room set up
            4. Find imposter game won
            5. Miss imposter character dies in a long rolling sequence
   2. Game World
      1. General look and feel of world 2D science fiction
      2. Area #1
         1. General Description
         2. Physical Characteristics
         3. Levels that use area
         4. Connections to other areas
      3. Area #2
         1. etc.
   3. Characters provided by AMONG US TEAM
      1. Character #1
         1. Back story
         2. Personality
         3. Look
            1. Physical characteristics
            2. Animations
         4. Special Abilities
         5. Relevance to game story
         6. Relationship to other characters
         7. Statistics
      2. Character #2
      3. etc.
2. Section IV – Levels
   1. Level #1
      1. Underwater Oyster Nebula
      2. Introductory enter into the game
      3. Objectives same as above
      4. Physical Description to be created by your team
      5. Map to be created by your team
      6. Critical Path find the imposter
      7. Encounters tasks and meeting the imposter
      8. Level Walkthrough
      9. Closing Material when imposer is caught or imposter winds
3. Section V – Interface systems
   1. Visual System tablet, phone or PC
      1. HUD - What controls arrows, in intro
      2. Menus
      3. Rendering System
      4. Camera
      5. Lighting Models
   2. Control System – How does the game player control the game? What are the specific commands?
   3. Audio auto play
   4. Music auto play
   5. Sound Effects auto play
   6. Help System menus
4. Section VII – Technical – This may be abbreviated with most in the Technical Bible.
   1. Target Hardware
   2. Development hardware and software
   3. Development procedures and standards
   4. Game Engine UNITY
   5. Network
   6. Scripting Language
   7. etc.
5. Section VIII – Game Art - This may be abbreviated with most of the content in an Art Bible.
   1. Concept Art
   2. Style Guides
   3. Characters
   4. Environments
   5. Equipment
   6. Cut scenes
   7. Miscellaneous
6. Section IX - Secondary Software
   1. Editor
   2. Installer
   3. Update software
7. Section X - Management
   1. Detailed Schedule
   2. Budget
   3. Risk Analysis
   4. Localization Plan
   5. Test Plan
8. Appendices
   1. Asset List
      1. Art
         1. Model and Texture List
         2. Animation List
         3. Effects List
         4. Interface Art List
         5. Cut scene List
      2. Sound
         1. Environmental Sounds
         2. Weapon Sounds
         3. Interface Sounds
      3. Music
         1. Ambient
         2. “Action”
         3. Victory
         4. Defeat
      4. Voice
         1. Actor #1 lines
         2. Actor #2 lines
         3. Etc.