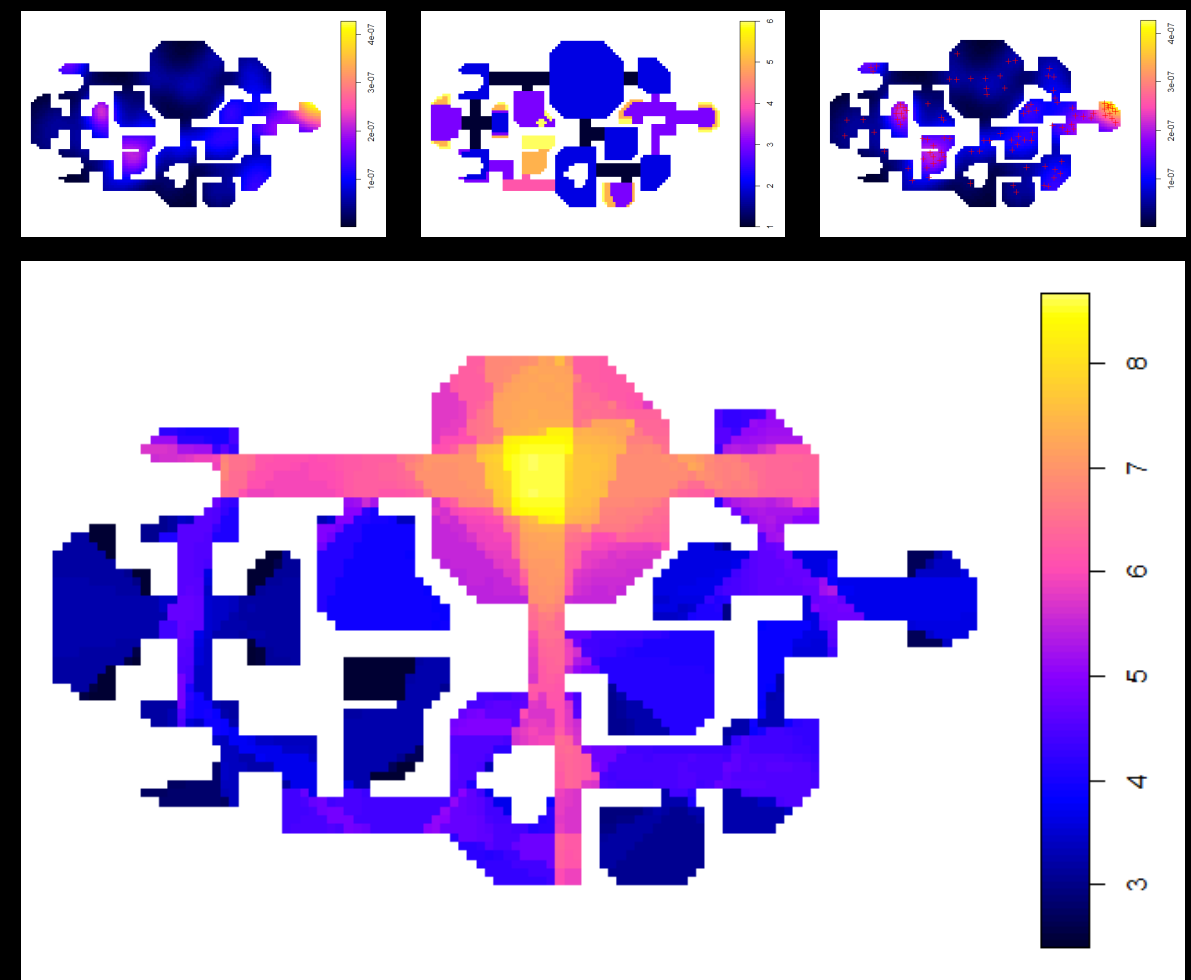


Dota2 - Patch 7.29



Among Us; Skeld

Game Space as a resource to understand Spatial Logic



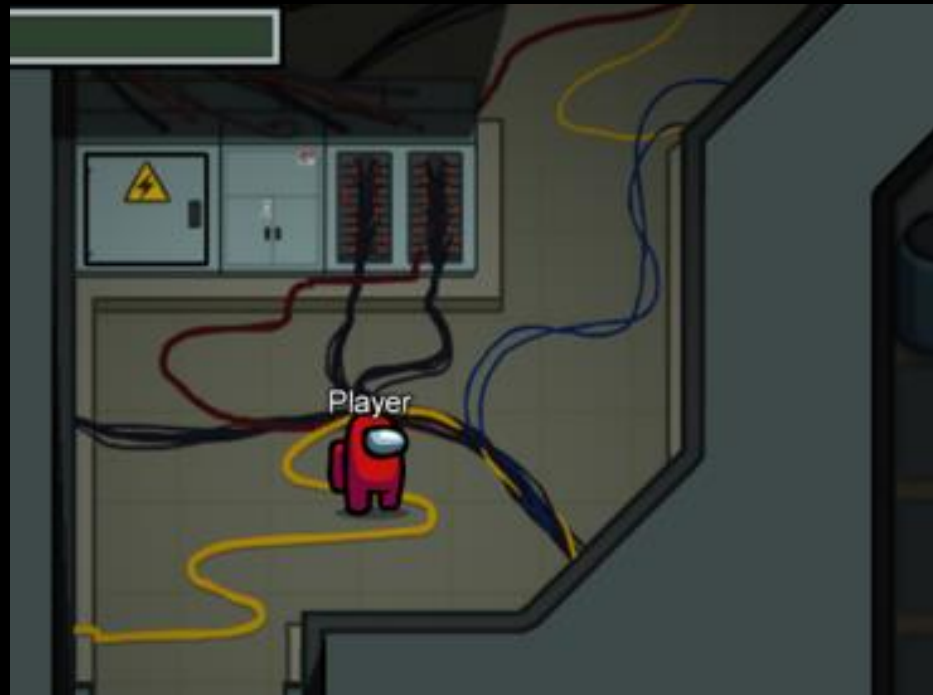
Train of Thoughts



waoW, the game relies greatly on visibility and accessibility

Why is Electrical such a vulnerable place??

Is this even an intended outcome???

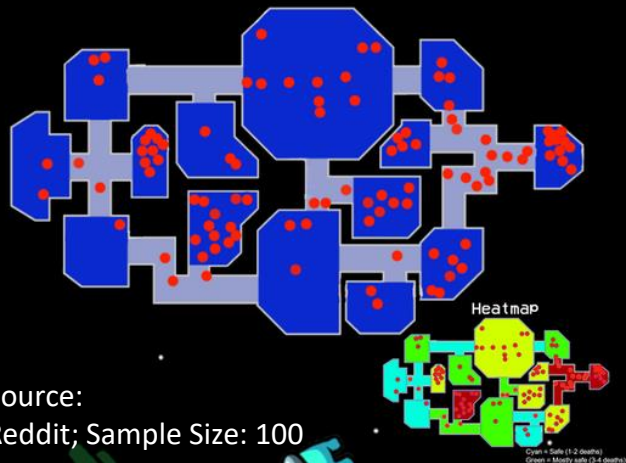


Space and Risk
An imbalance within Game Space

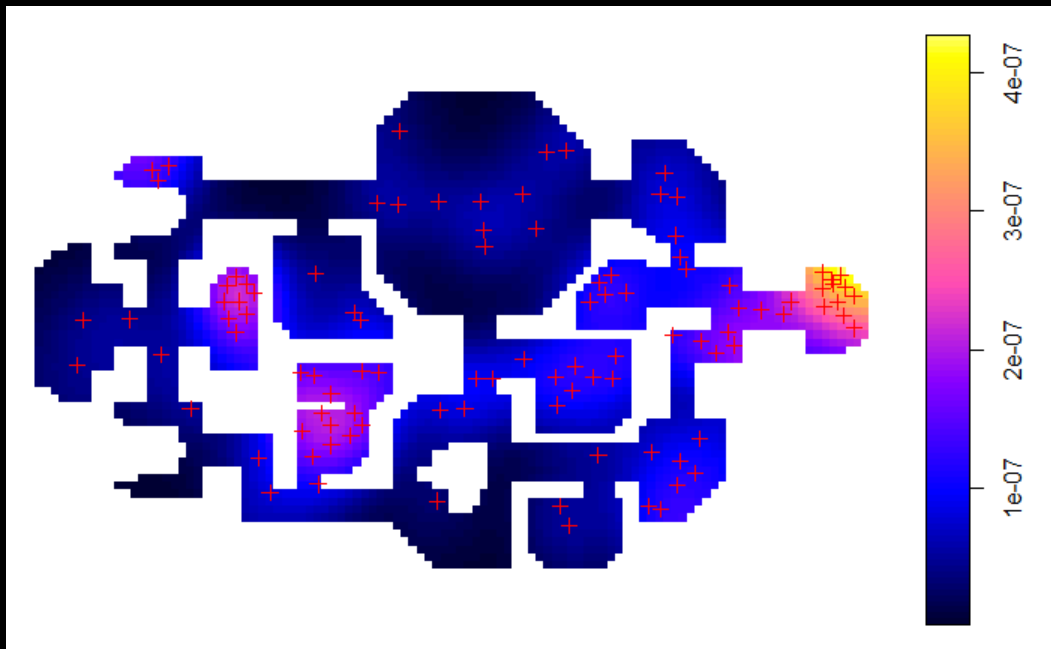
The Among Us Kill Map

by u/fakesynthi

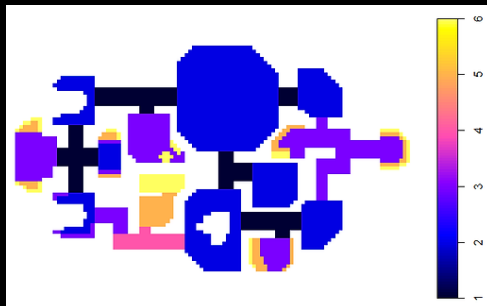
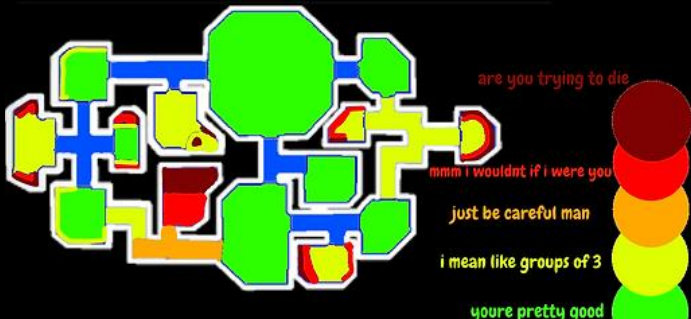
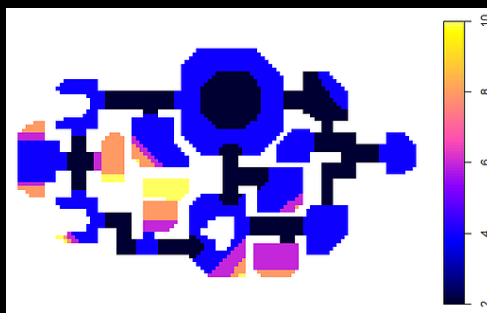
- Sample size of ~100, taken from my own games and from streamers
- One red dot = one death
- Games in which I was the imposter do not count



Actual Risk:
Death Occurrences

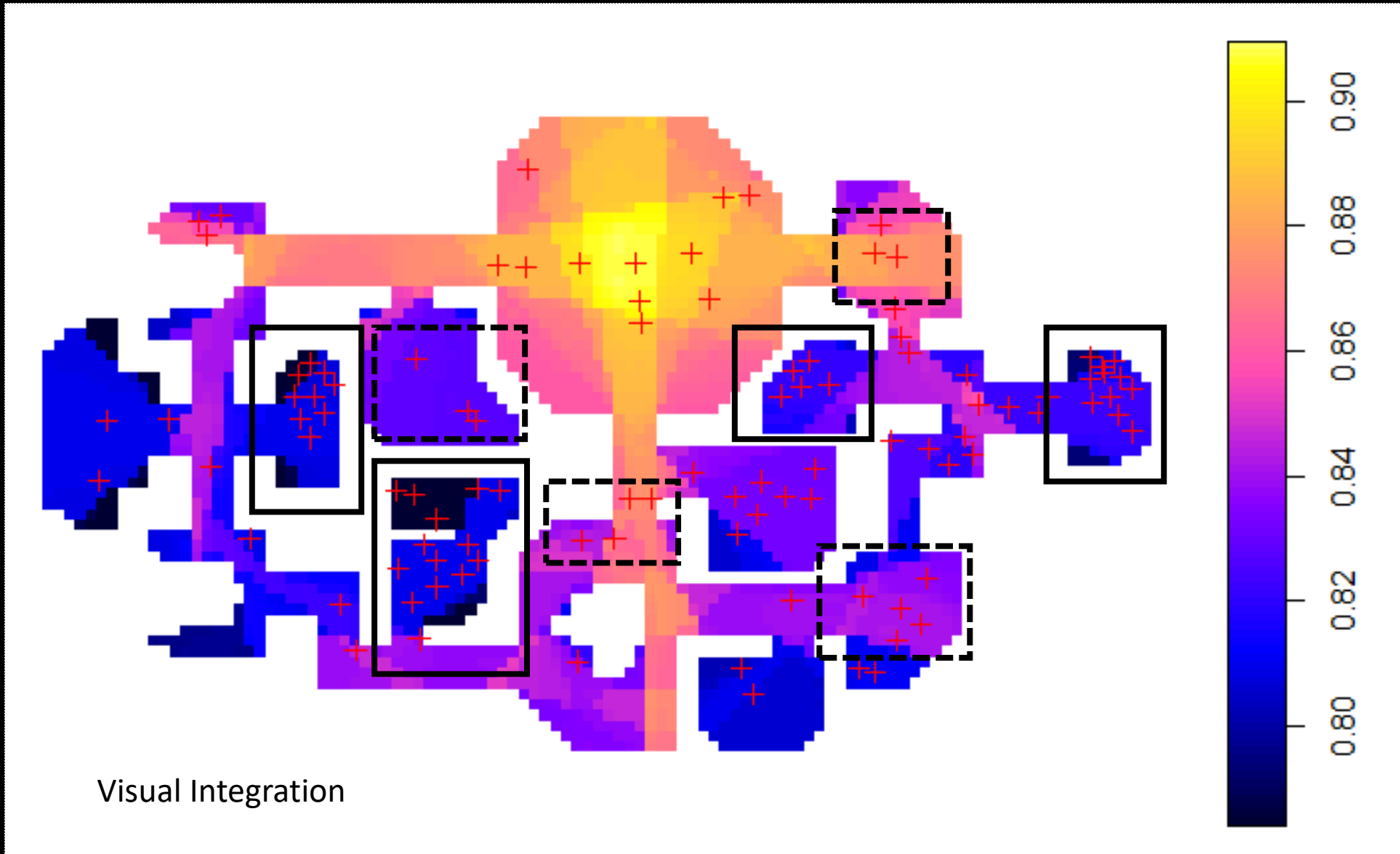


Perception of Risk:
Online advice on where
might be dangerous



What iz
R i S k even
???

wtf



Visual Integration

What affects risk? Could it be...

With imbalance, what do people even think of it?

Posted by u/436687



1 year ago

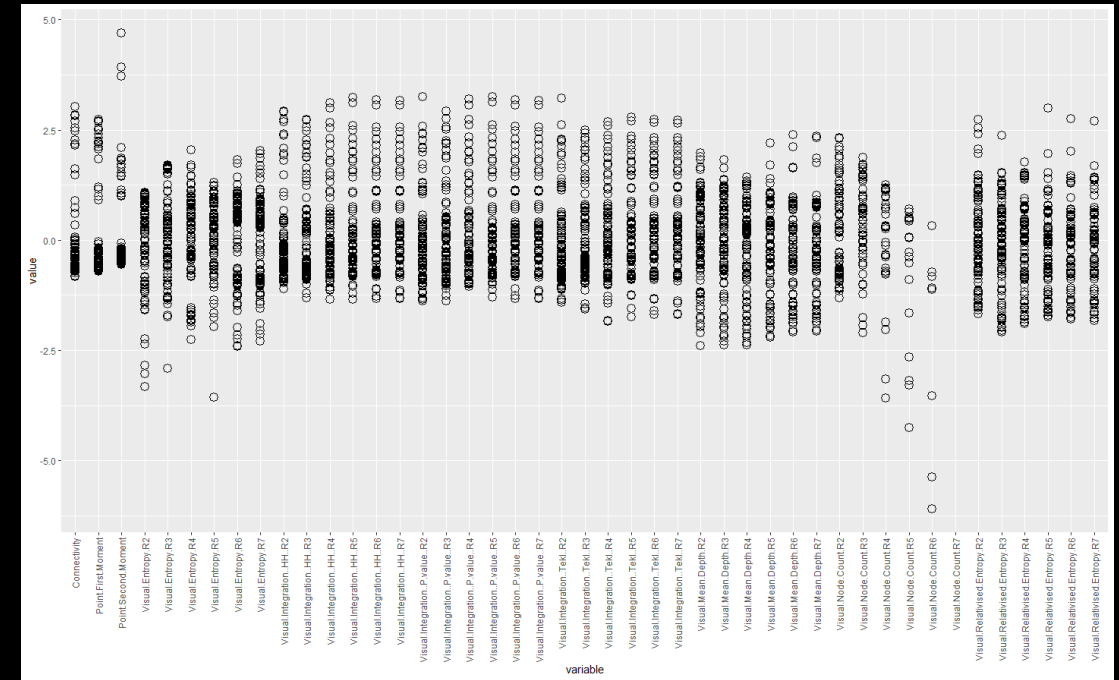
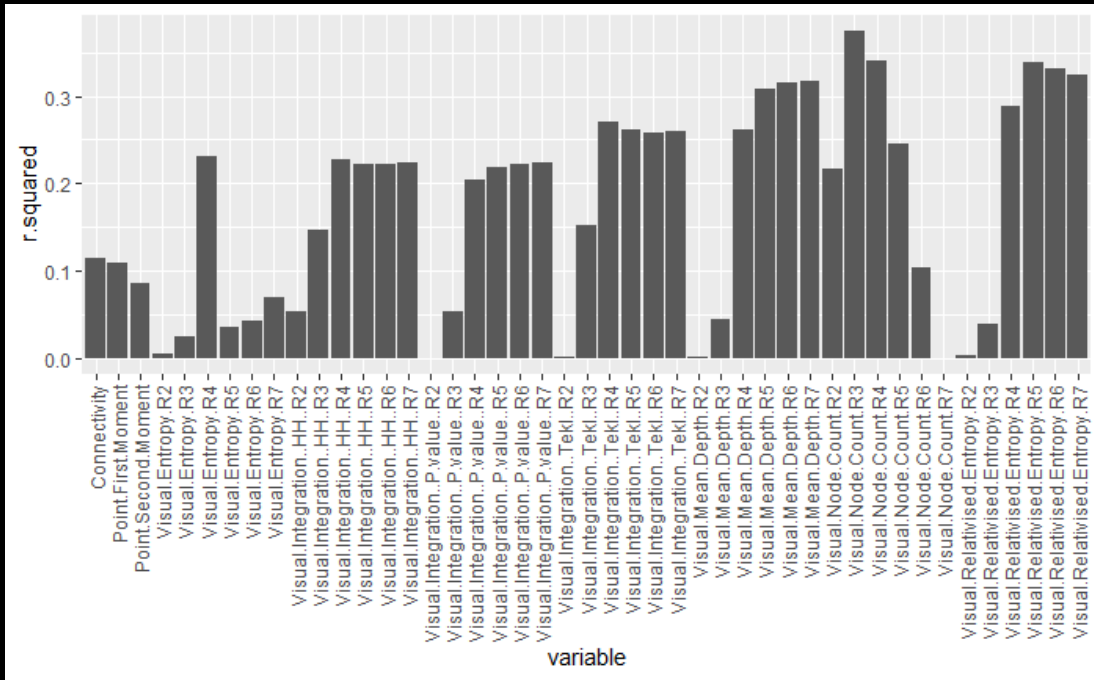
The Skeld is by far the worst map in Among Us

Gaming

The map is the most popular of the three, and I don't understand why. The map feels small and is boring. Whenever I'm impostor in the Skeld I do the same things, I kill in electrical and security and then vent to medbay. This is boring. Whenever I'm in either Polus or Mira HQ I have to come up with different strategies. The small feel of the map also makes it easy to be caught because there are a few rooms very close together that people visit frequently. In Polus, the rooms are far apart which makes it easier to escape. In Mira HQ the rooms are separated by the long hallway and the decontamination chamber, which spreads things apart. In conclusion, The Skeld is a boring map that is too small while the other maps offer fun and different gameplay experiences.

It's not fun, because its just too easy.
They want more possibilities within the gameplay.

What spatial qualities influence risk?



Perception of Risk

correlates with

Visual Relativized Entropy

which represents

Accessibility: Complexity of Travel

Actual Risk (deaths)

correlates with

Visual Integration

which represents

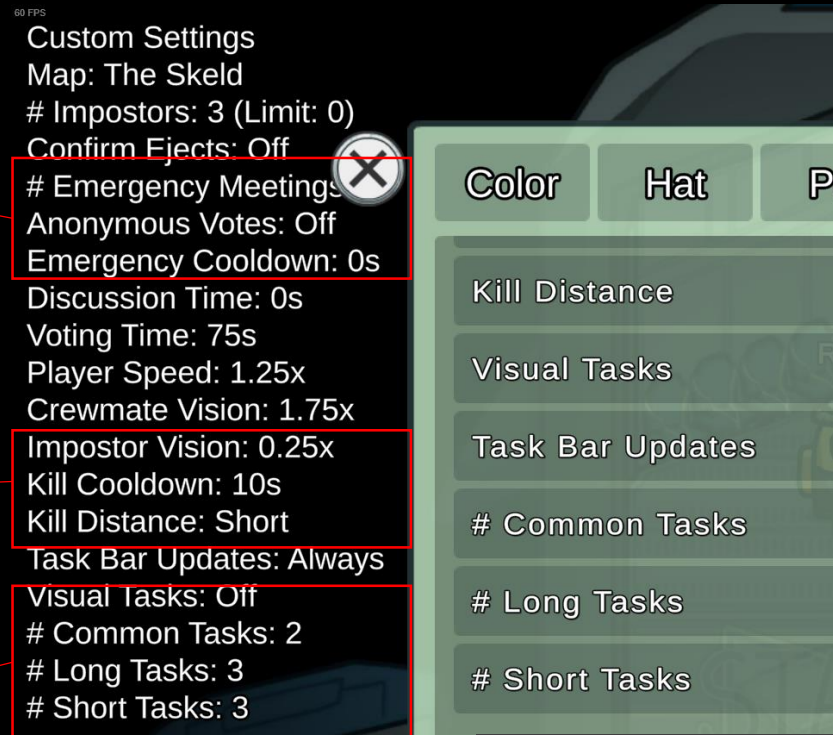
Visibility: Eyes on the Street

Insights

Unique Game Settings

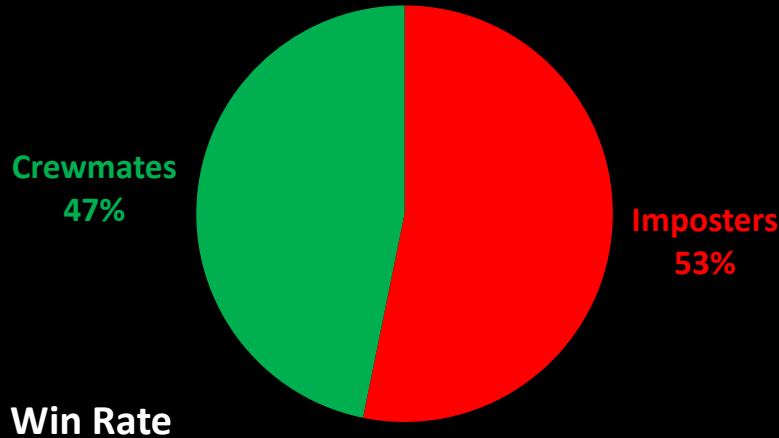
Less Vision, Longer Cooldowns
> More difficult for Imposters

More Tasks
> More difficult for Crewmates

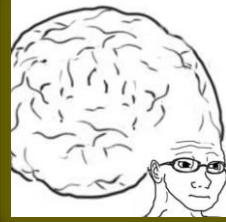


User: Are the current game **balance** mechanisms enough?

Existing Solution to cover gaps – mostly self regulatory, but barely intuitive
Only seasoned players can fully utilize these functions
No significant patches/ game changes from the start



Reports a pretty fair win rate, but it doesn't tell you the quality of the gameplay



BigBrainTime

Is it enough to just tackle **actual** risk since it represents the result?

But then again, wouldn't the **perception** drive **behavioural** tendencies too?

How do I make improve the overall gameplay rather than just balancing the results?

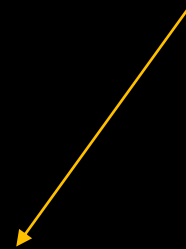
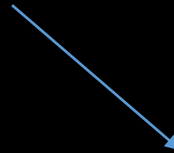
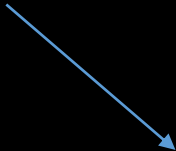
Tackling areas with both unideal accessibility and visibility

Changing the perception risk is needed as part of the overall quality of gameplay

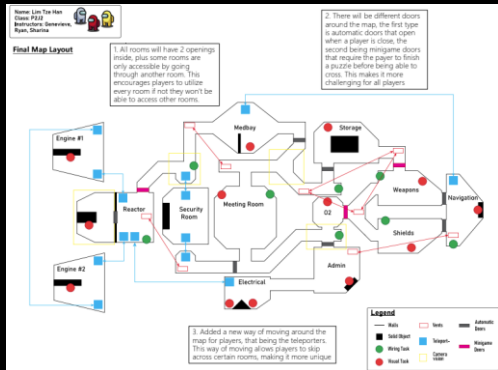
Spatial Design to target vulnerable areas

Maybe a Spatial solution? Space is **integrated** in the game and does not rely the user to figure it out

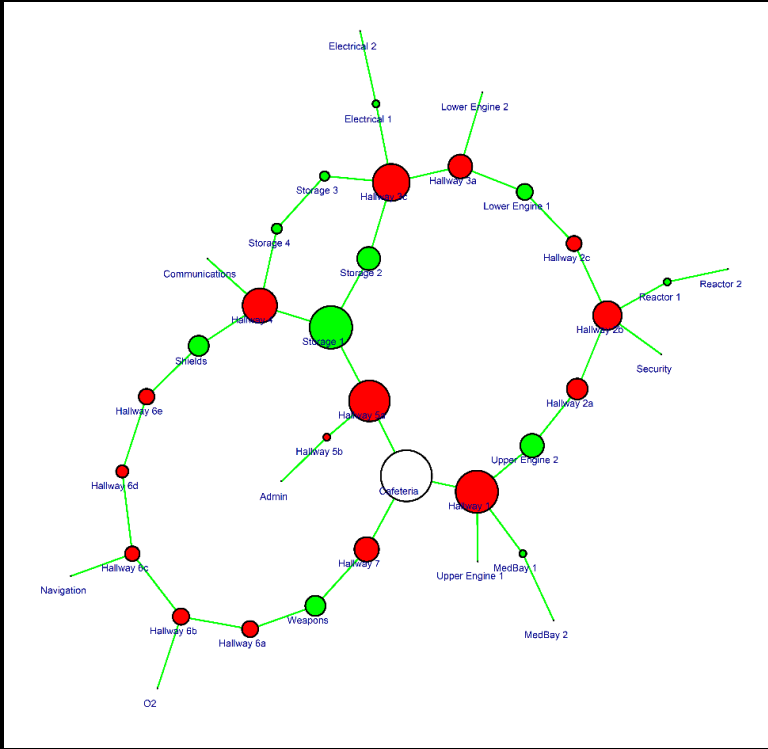
How do I allow the balancing mechanisms to be more **intuitive** or integrated in the game easily



Spatial Design: Shapes



Spatial Programming: Connections



More Analysis to explore possibilities :”)

