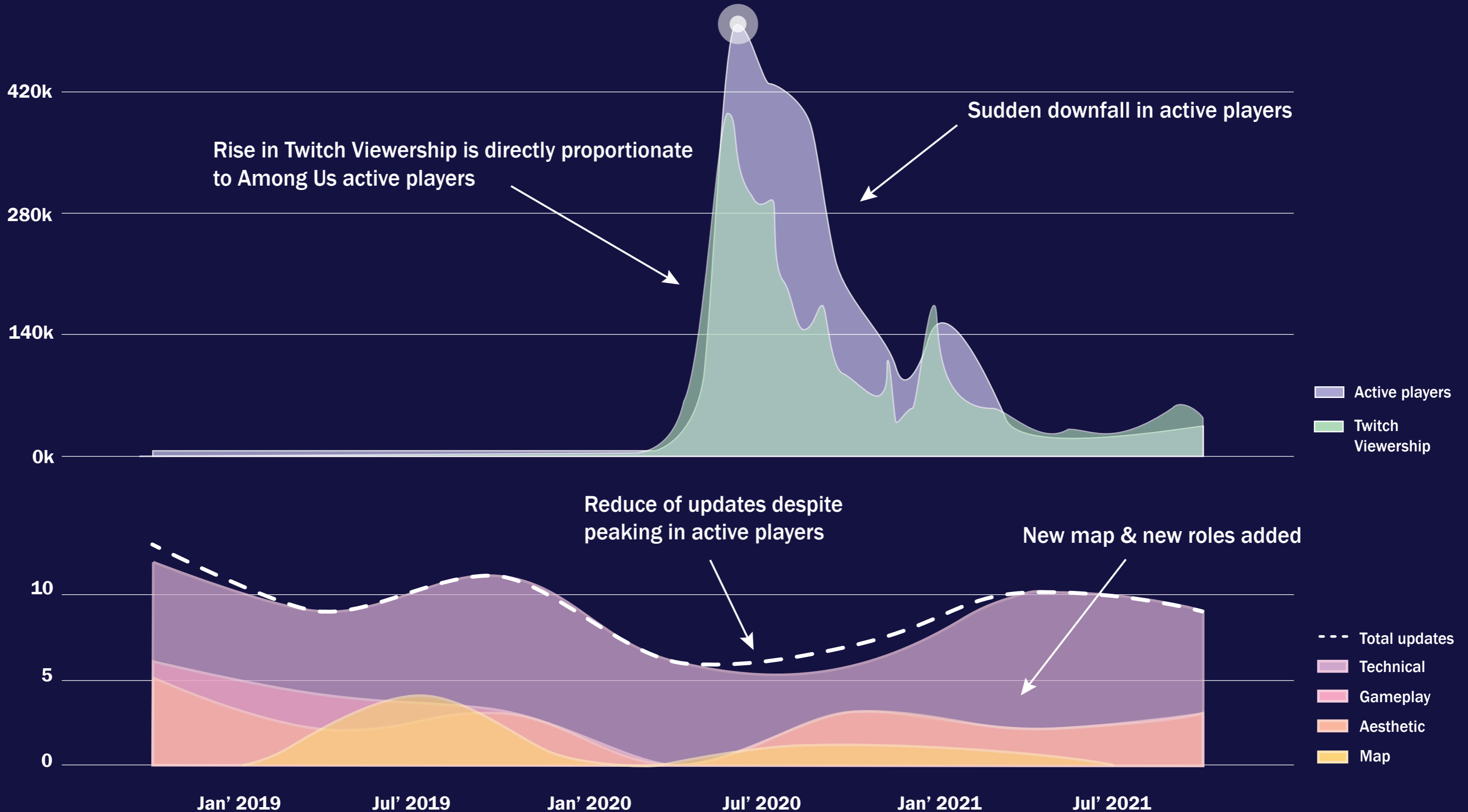


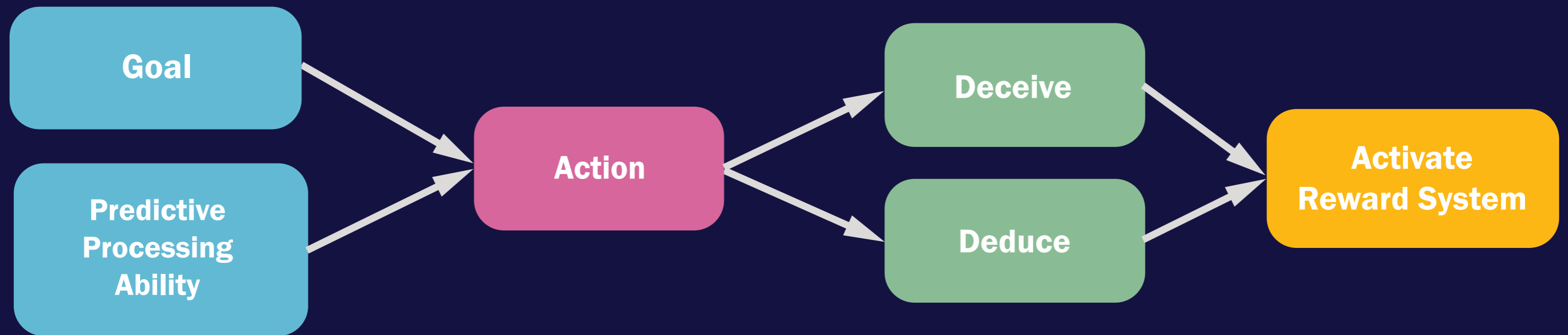
Research on Among Us Popularity & Downfall



The downfall in popularity is due to the developing team not able to create significant amount of updates during its peak of popularity. Even though they did make big changes after that, the game still remained dead. Therefore, it is crucial to make essential changes during the peak of its popularity to retain player base.

Improve Among Us Player Retention at its Peak

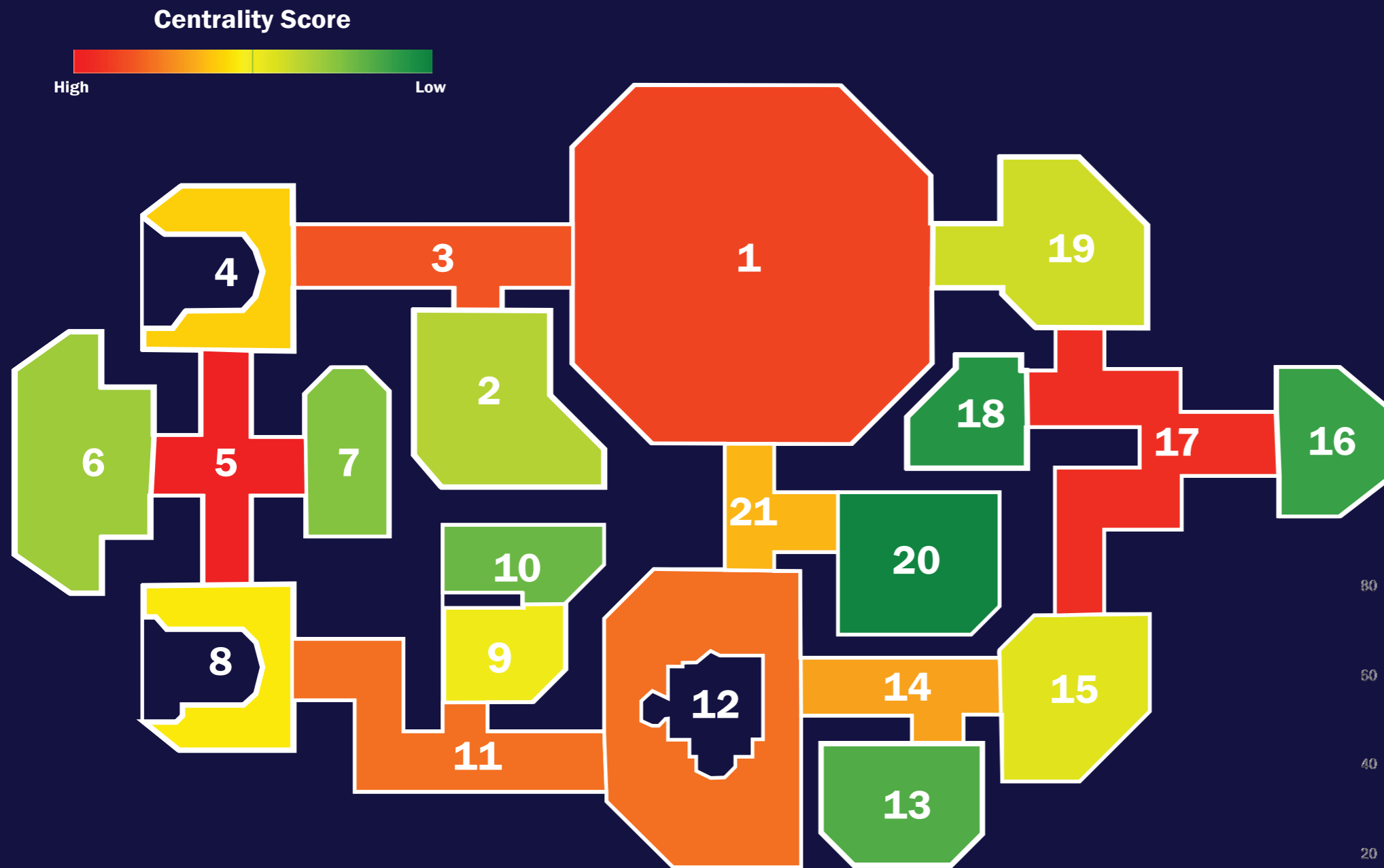
PSYCHOLOGY BEHIND THE APPEAL OF SOCIAL DEDUCTION GAMES



Enhance Social Elements



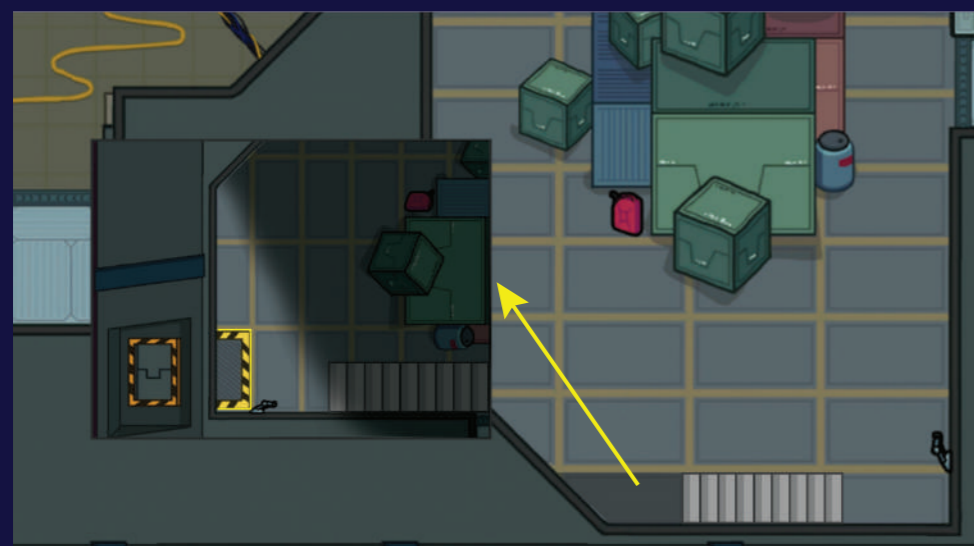
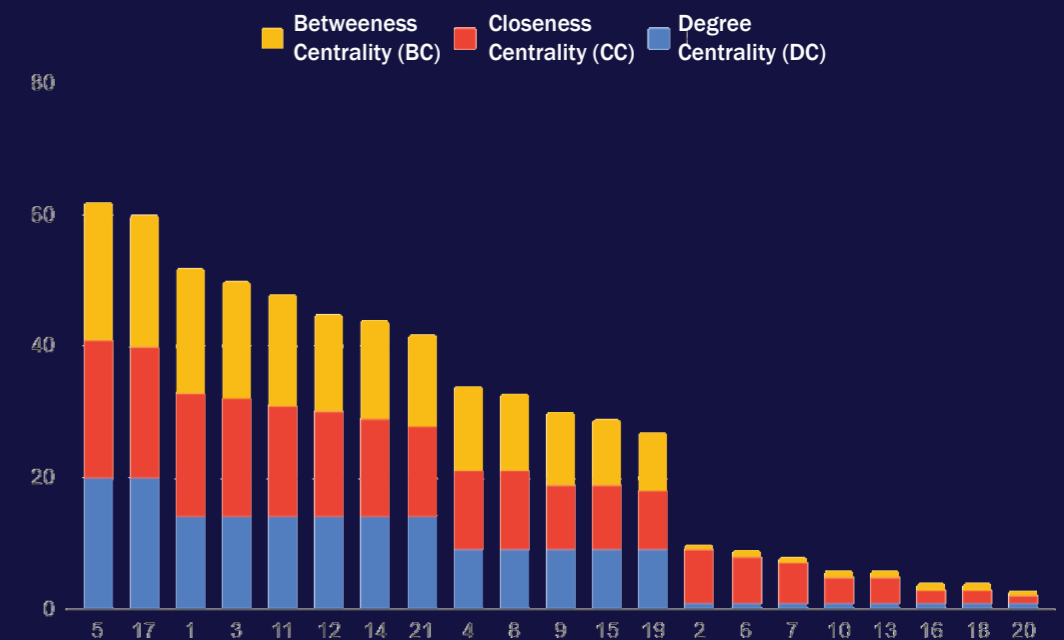
Spatial Analysis of Map



Betweenness Centrality (BC)
Area with the most walk-through rate

Closeness Centrality (CC)
Area with the shortest average distance from each other

Degree Centrality (DC)
Area with the most rooms connected

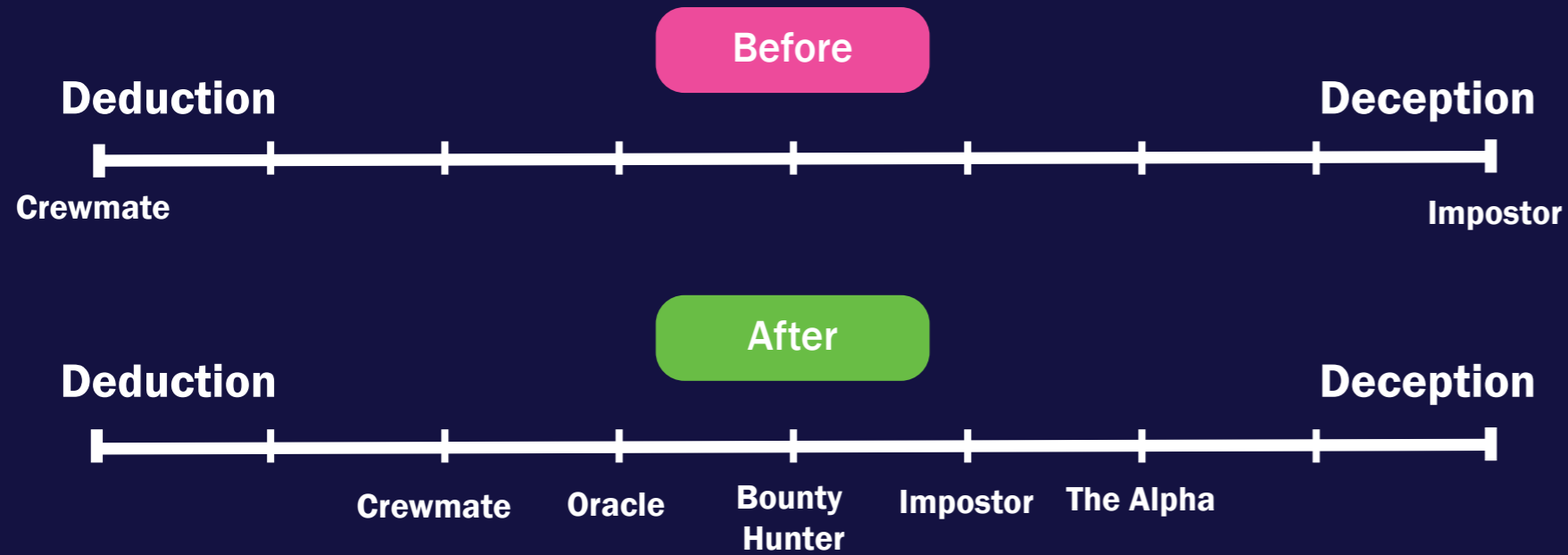


Changes to Visible Task

- Added a new room at level 2
- In order to complete task, the crewmate has to climb up the stairs to level 2
- The imposter can deceive others by pretending to complete the task at level 2

The data shows the map being very well balanced across the rooms. The importance level is well distribute, thus we concluded not much change is required. However, we can manipulate visibility to enhance deduction and deception

Introduction of New Roles



Crewmate:



- Finish Tasks
- Vote out Impostor/The Alpha
- Attempt to act like the Oracle to protect him from the Alpha

Oracle:



- Finish Tasks
- Knows who the impostor is but not the Alpha
- Wants to vote out the Alpha before the impostor ideally
- If the Oracle dies by killing and not by *selection*, The Alpha can still select him to win the game after the impostor dies

The Bounty Hunter:



- Solo Team
- Wins if he kills the impostor (has access to impostor skills)
- Two shots per game at killing one of the impostors
- If he kills the crewmates, he is helping the impostor

Impostor:



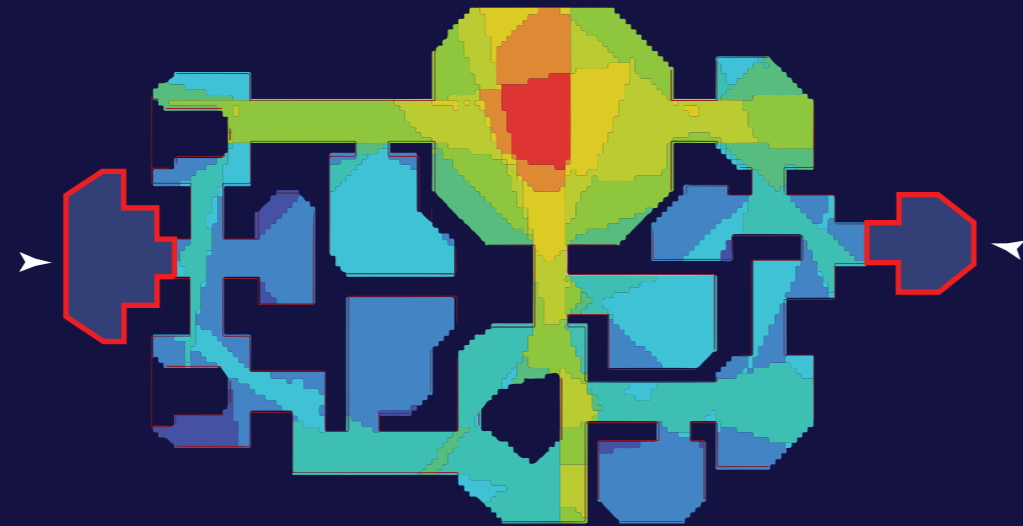
- Kill Crewmates
- Attempt to act like Crewmates
- Might want to die before The Alpha to allow him to select the Oracle

The Alpha:



- Kill Crewmates
- Act like Crewmate
- If Impostor dies, he has the option to select the Oracle. If he succeeds, he wins, if he fails the game continues
- If The Alpha gets voted out before the Impostor, he won't be able to use his selection

The Verifier



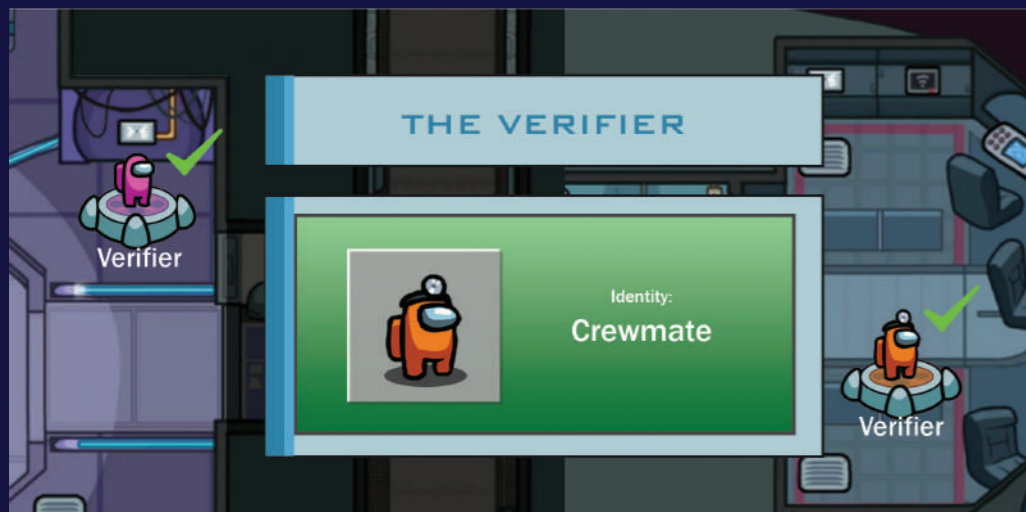
Visuality Graph Analysis (when Rooms 6 & 16 are closed)



Conditions for The Verifier

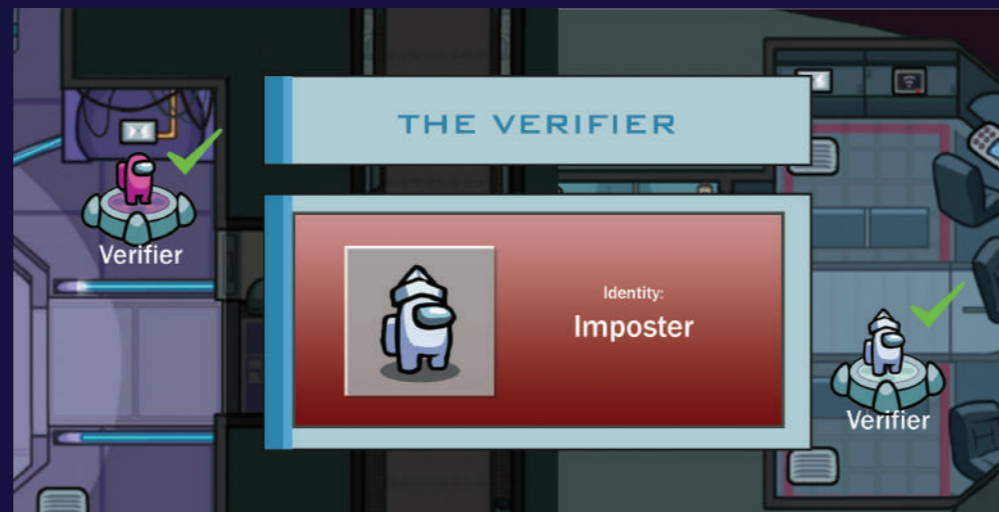
- Two players must stand on the verifier simultaneously
- There can only be one player in each room for the Verifier to operate
- The Verifier will tell the exact role of the other player
- When one player is in the room, the door will remain closed
- The Verifier can only be used two times per game

Scenario 1



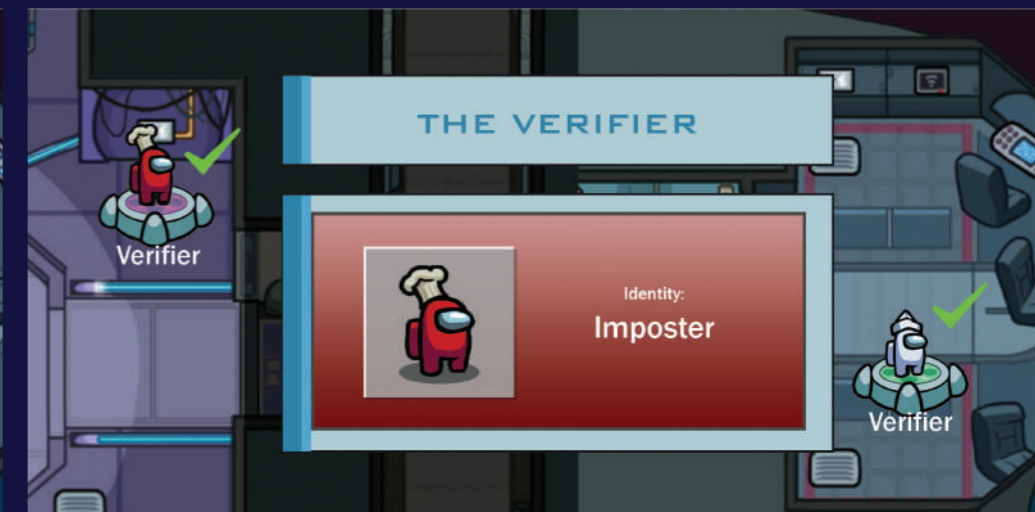
Crewmate and Crewmate/Oracle verify each other. Both are sure of each other's innocence and can protect the Oracle's identity easier.

Scenario 2



Crewmate and Imposter verify each other. Crewmate can vote the imposter out, but the imposter will now know that he is not the Oracle, allowing the Alpha to narrow down who the Oracle is.

Scenario 3



Impostor and Alpha. They can use this to deceive others that they are both crewmates.

The Grand Reveal



Among Us has overlooked a very important element of a social deduction game, **The Grand Reveal**. Instead of just showing which team has won, a Kill Feed showing the replays of kills or notable moments. This promotes social interaction after the game and allows for a proper conclusion to the mystery. The conversations about other's unique experiences during each game, where they can laugh and cry about, is what truly makes Social Deduction games memorable