



# Redesigning AMONG US

The is 1 braincell shared between us

by Affyqah & Hazirah



## THE PROBLEM

Bro the game is so boring now :-/

fax bro, gameplays are getting repetitive lol

I wish I could replay this game again for the first time. . .

HAHA for real man, i wished it had more variety.

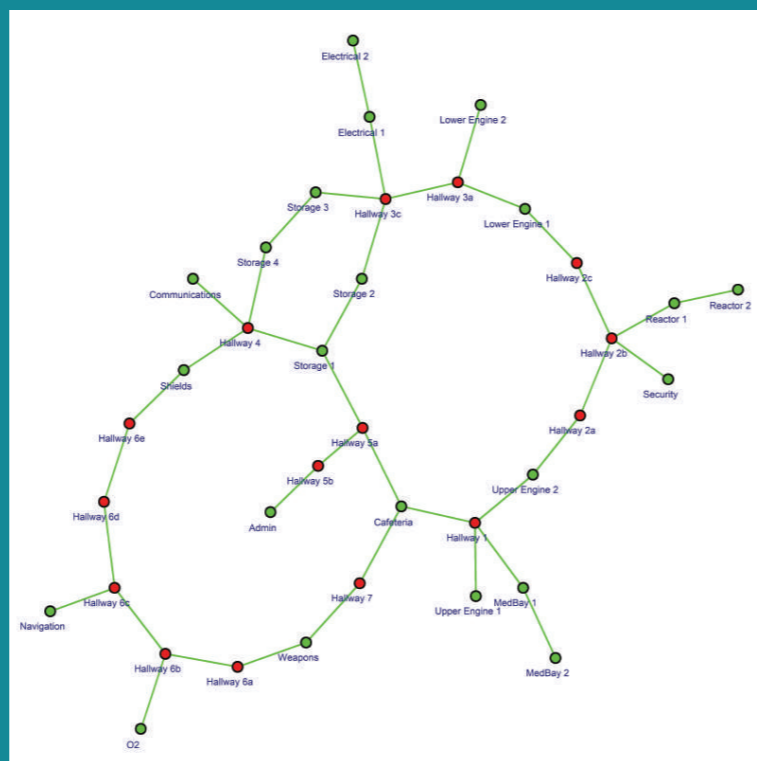
from Elijah's survey results

problems to tackle:

1. how do we make the game more enjoyable?
1. how do we make it such that the gameplays have variety?



analysis: The Original Skeld Map

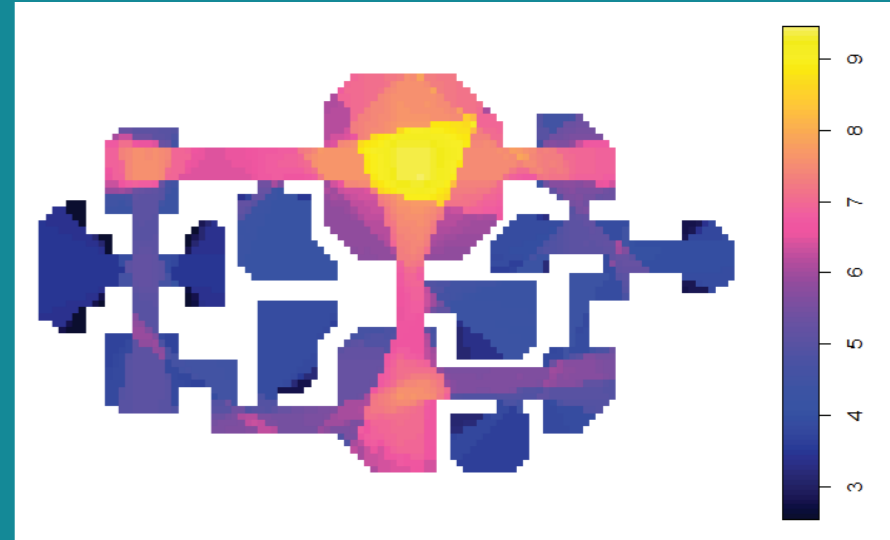


Skeld is definitely my favourite map, everything is connected but I still don't know how the impostor is at first glance.



I like that emergency button and spawn are at the same place!

usa analysis of Original Skeld map



higher visibility = lower kill chance

how may we bring this range of kill percentage over to our new map?

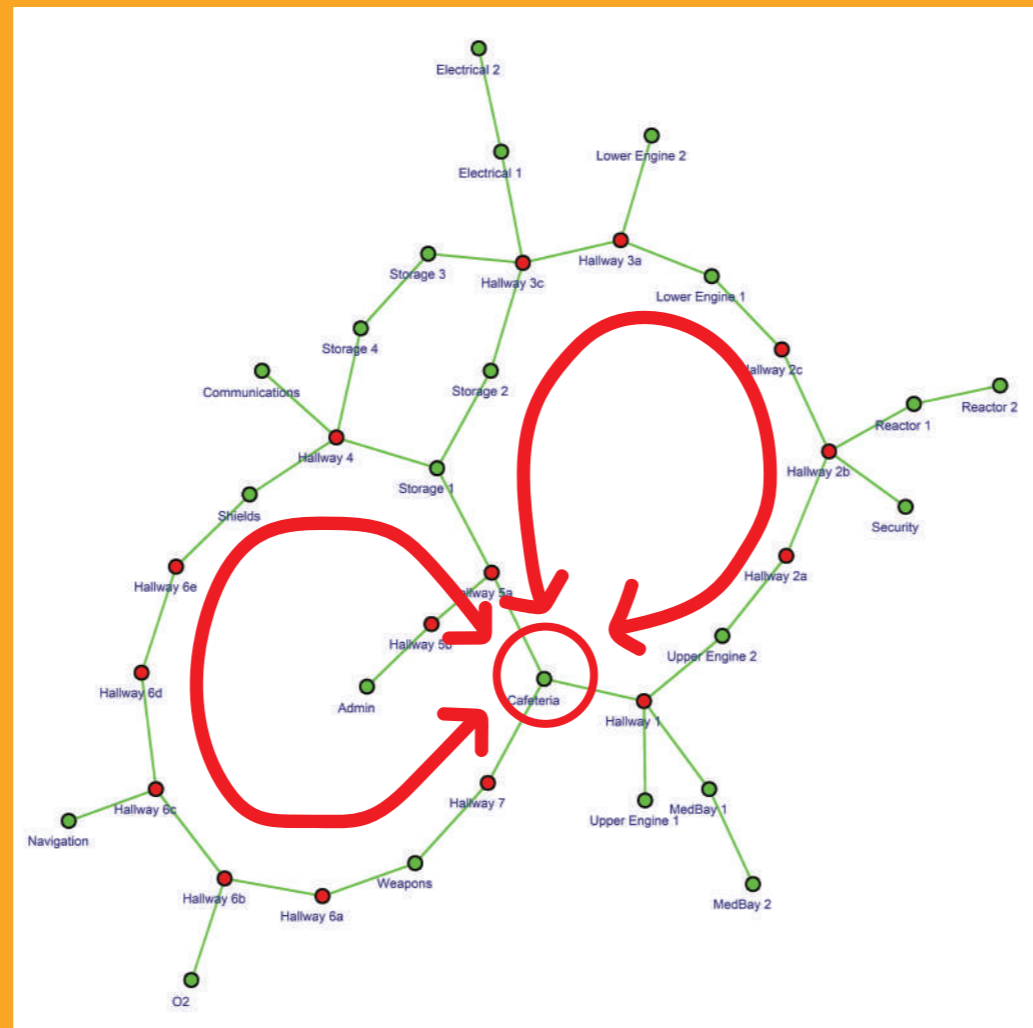


# HOW MAY WE MAKE THE GAMEPLAY HAVE MORE VARIETY SO THAT IT IS MORE ENJOYABLE TO PLAY?

WHAT IS THE SIGNIFICANCE OF EMERGENCY BUTTON AND SPAWN BEING AT THE SAME PLACE?



THE FLOW OF MOVEMENT WILL BE DIFFERENT.



When everyone starts from centre, you can see where they are going from spawn.

But when everyone starts from different spawn points, you won't know where others are, increasing sense of mystery.

## OUR SOLUTIONS

PART 1 : WHAT IF THE EMERGENCY BUTTON WAS AT SPAWN?

1. DEVISING A NEW MAP THAT IS REFRESHING FOR THE PLAYERS
2. THE MAP HAS TO BE THE MOST FREQUENTED PLACE
3. THE SPAWN POINT HAS TO BE ACCESSIBLE
4. LIMIT THE DEAD ENDS

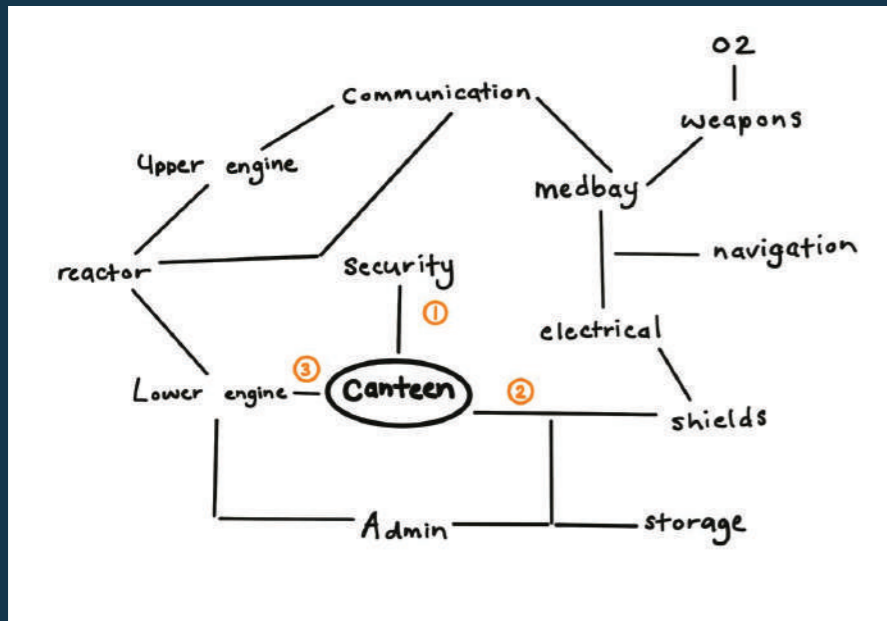
PART 2 : WHAT IF THE EMERGENCY BUTTON WAS NOT AT SPAWN?

1. CHOOSE A MAP WITH VARIETY IN UGA ANALYSIS --> VARIETY IN GAMEPLAY
2. DEVISING A NEW MAP THAT IS ALSO REFRESHING
3. LIMIT DEAD ENDS

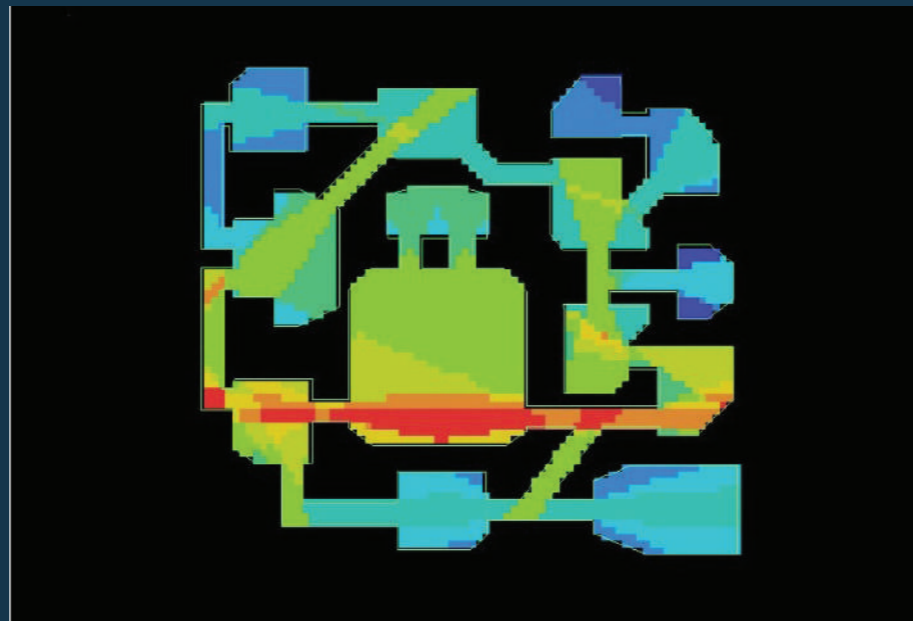


# part 1: emergency button at spawn

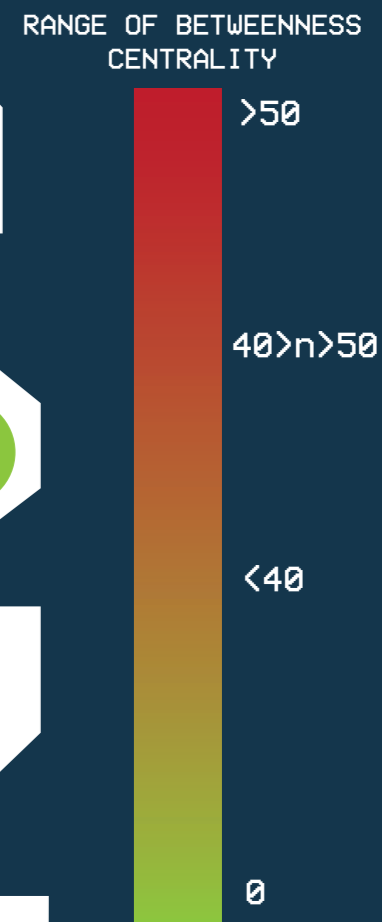
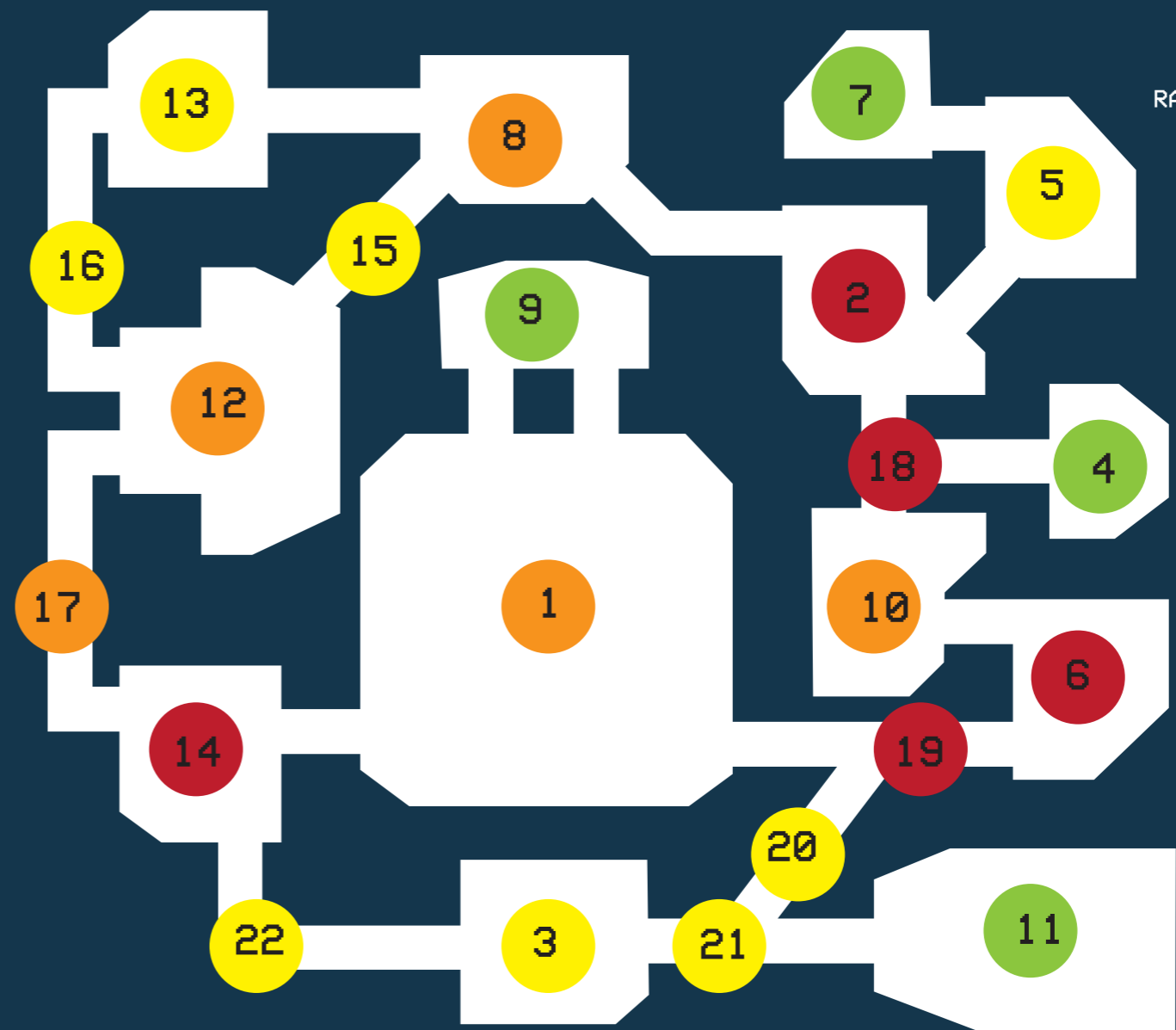
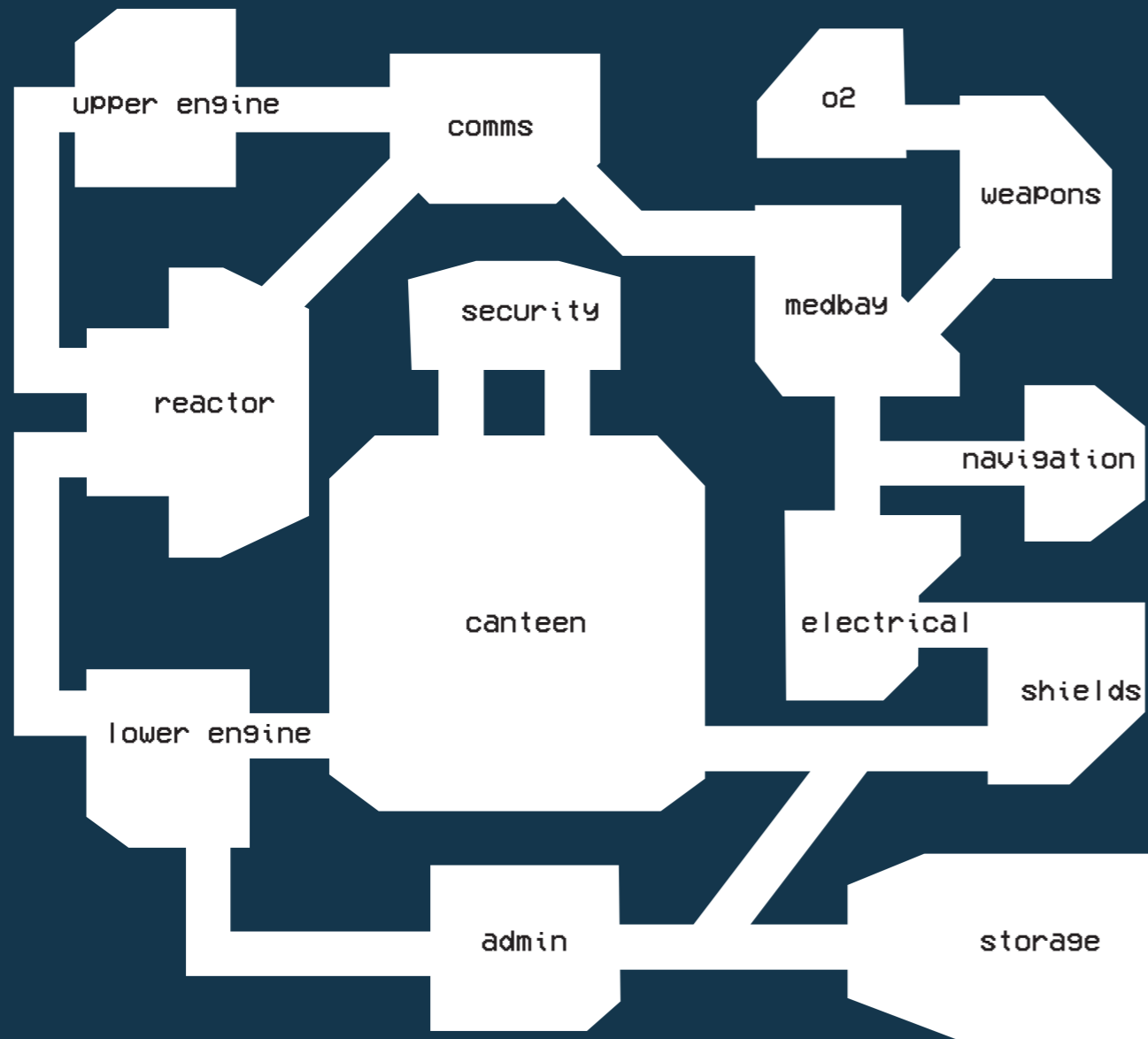
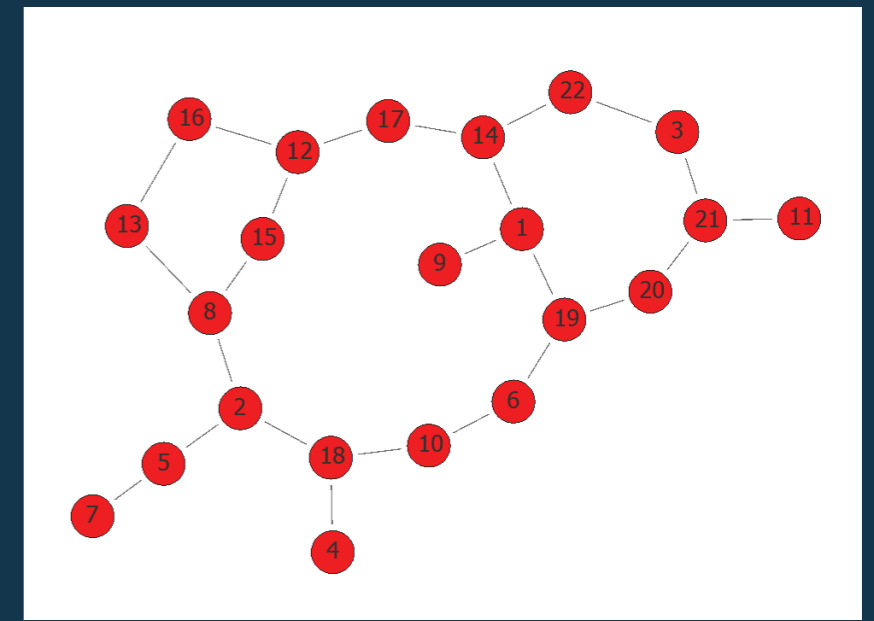
rough planning



vga analysis

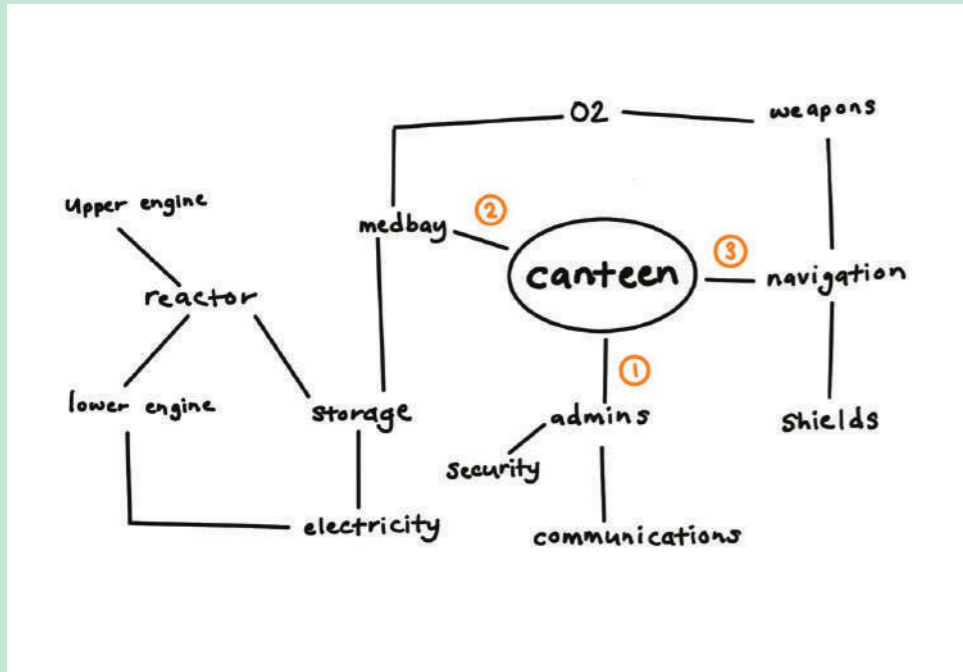


kamada kawai spatial network graph

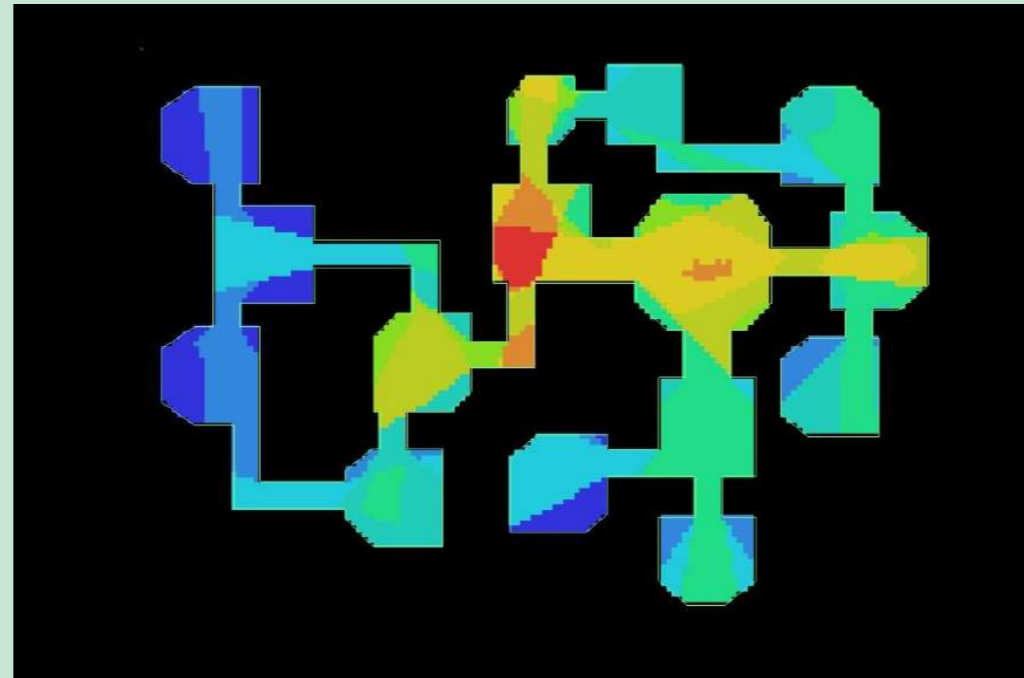


# part 2: diff spawn location and emergency button

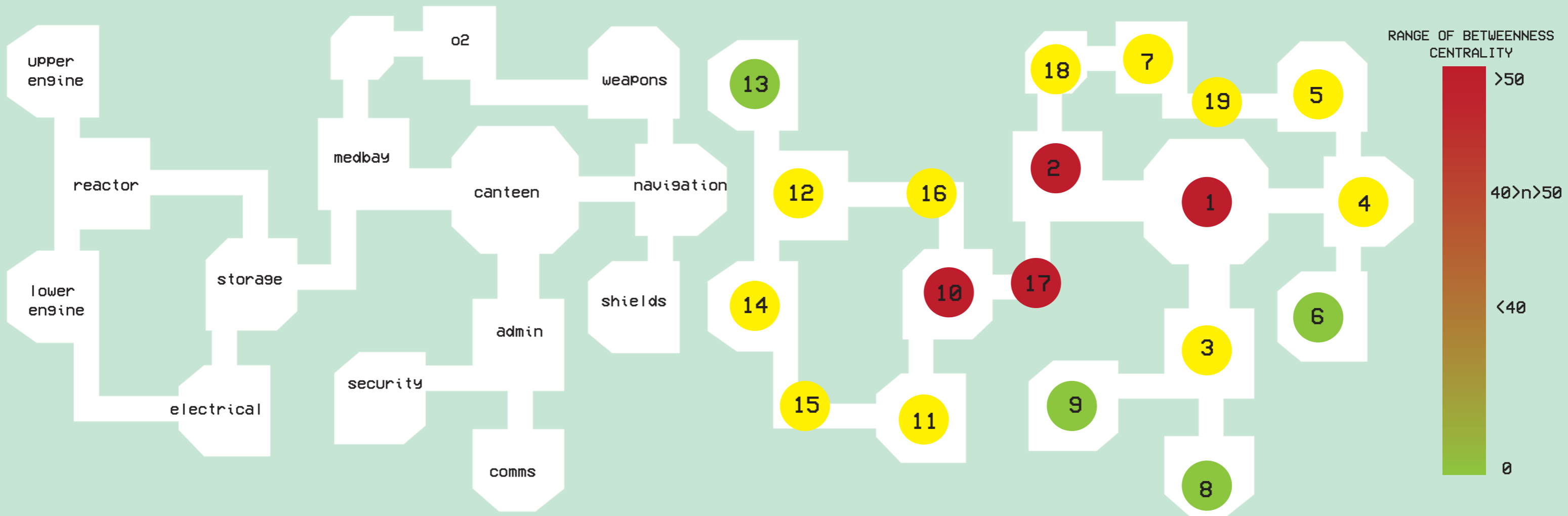
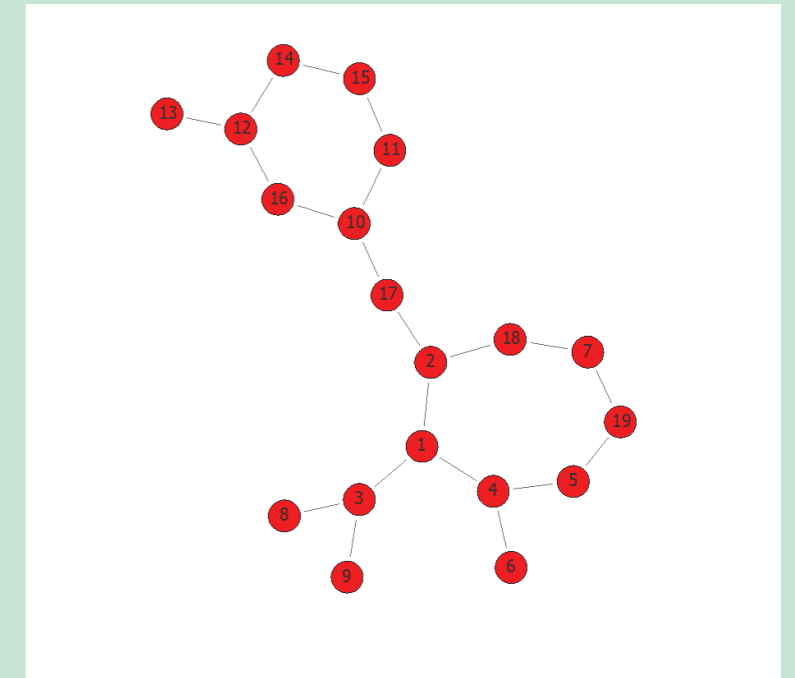
rough planning



v9a analysis



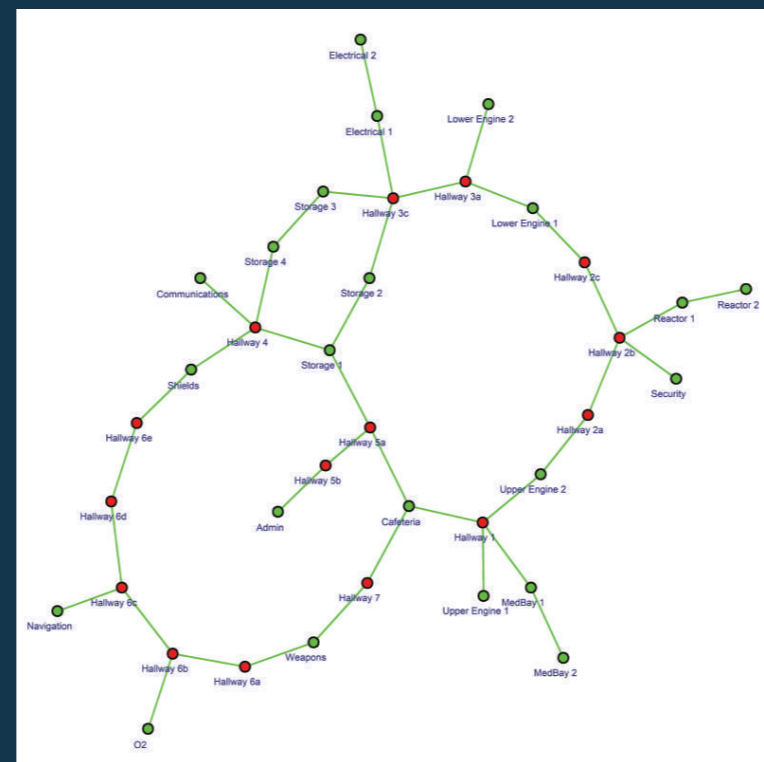
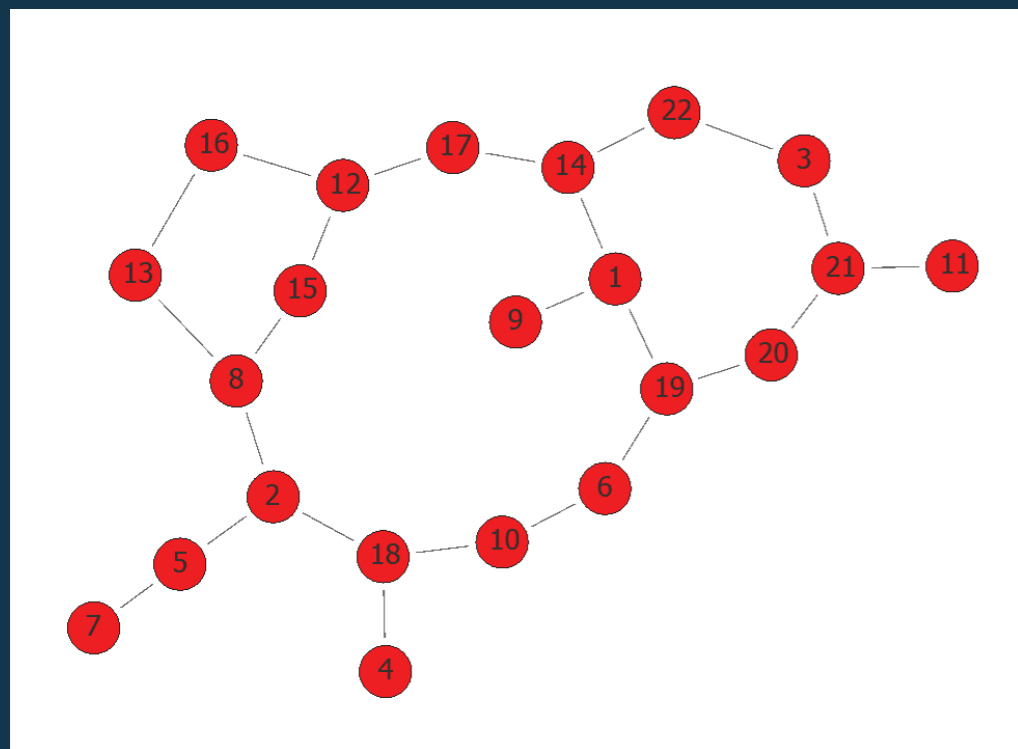
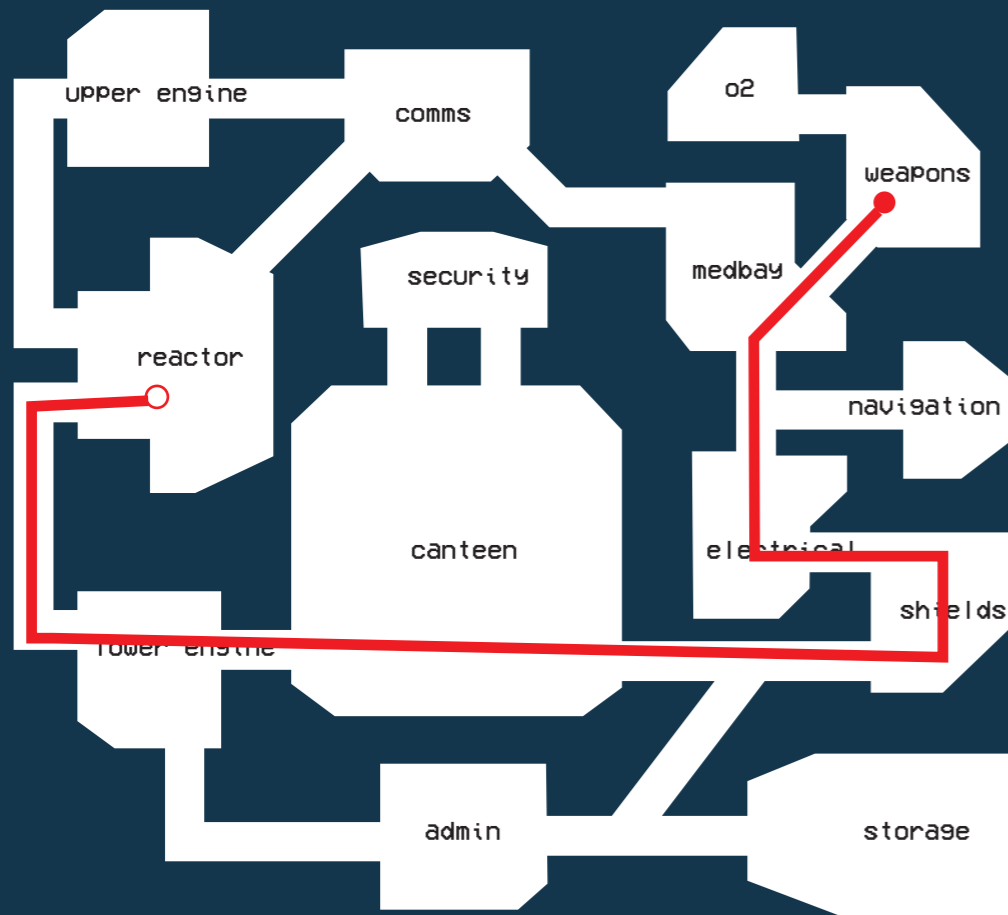
kamada kawai spatial network graph



# part 1: how is it different?

scenario!

orange crewmate wants to go from WEAPONS to LOWER ENGINE, how will their journey look like?



while the layout is different, based on the kamada kawai spatial network graph, both maps still have loops present to allow for maximum circulation and multiple choices to move around, which still captures the main point of the Original Skeld map.



sure the impostor

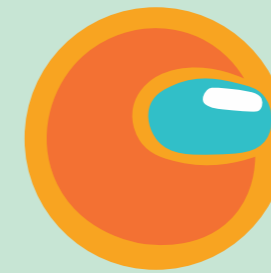
no you



# part 2: how is it different?

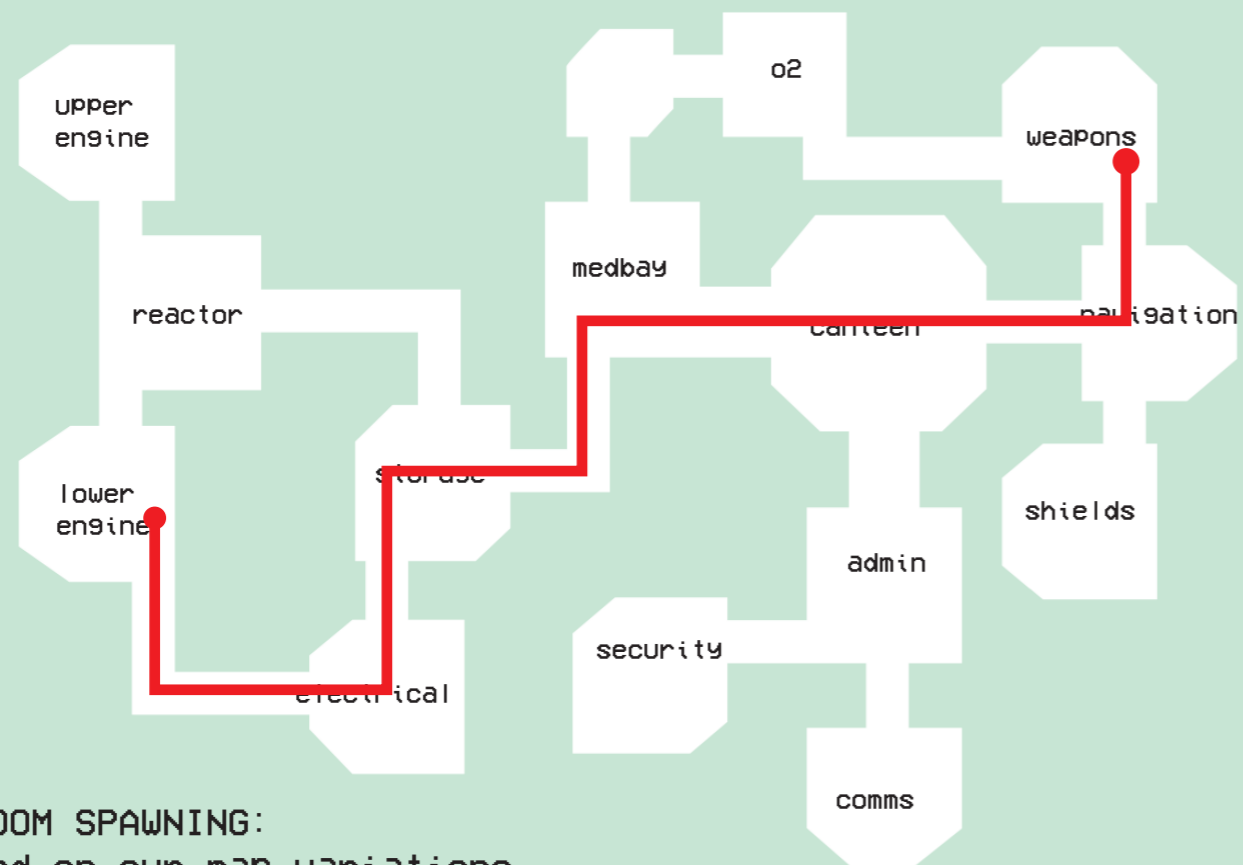
scenario!

red crewmate wants to go from WEAPONS to LOWER ENGINE, how will their journey look like?



red vented

into your heart?



## RANDOM SPAWNING:

based on our map variations, we chose a map with a very colourful VGA graph. we think that spawning at different areas with different visual isovists can affect the gameplay because now it relies on the players luck.

different spawn points also mean that based on the tasks a crewmate gets, they may take lesser or more time to complete them, allowing the game to last longer.

this also heightens the sense of mystery as you won't know what the roles of your other crewmates at once.

