

Emergency Meeting!

It's the Among Us VR Postmortem





Thanks to Disguised Toast



Emergency Meeting!

It's the Among Us VR Postmortem



SHHHHHHHHH



Who are we?



Michal Ksiazkiewicz

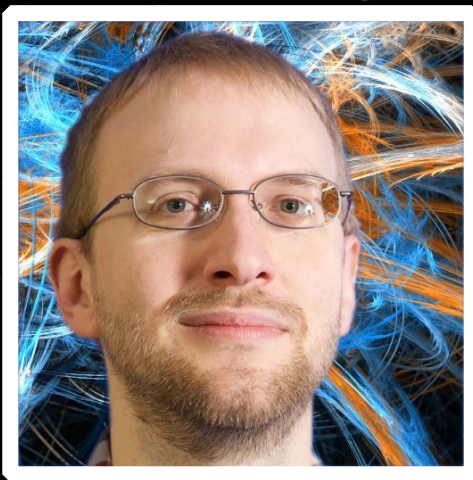
Senior Game Designer
@Schell Games

Who are we?



Michal Ksiazkiewicz

Senior Game Designer
@Schell Games



Shawn Patton

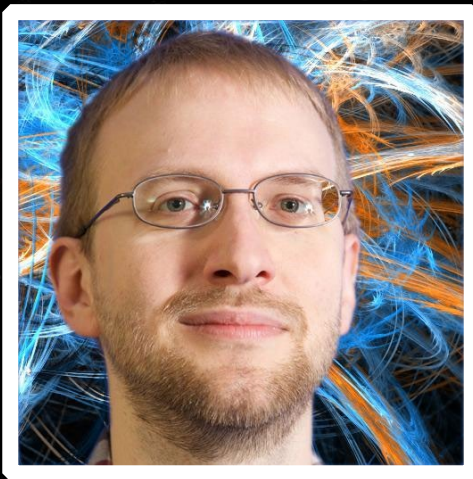
Principal Game Designer
@Schell Games
 @shawndesign

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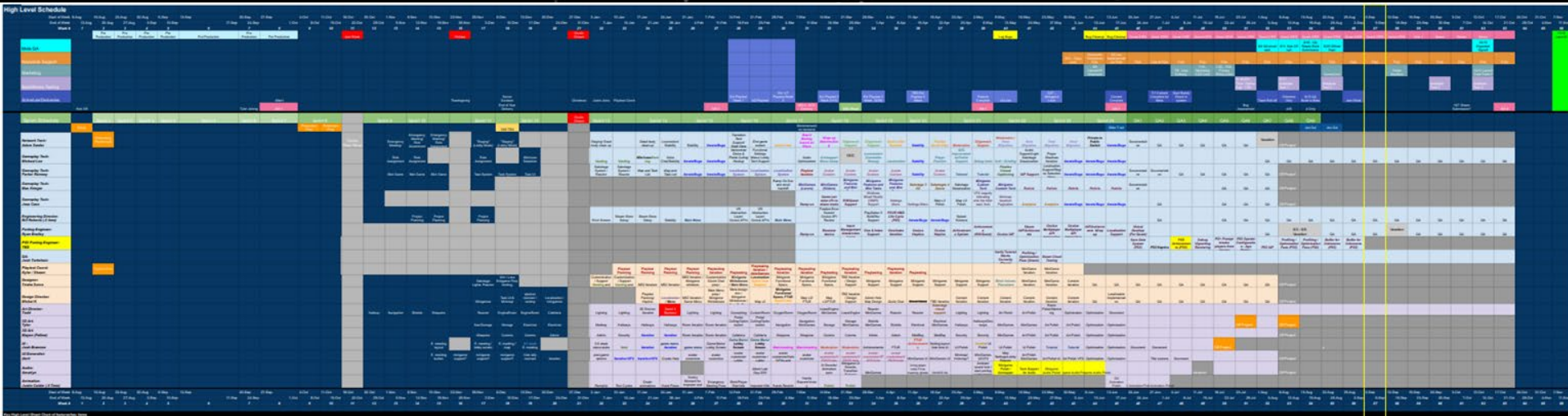
Principal Game Designer
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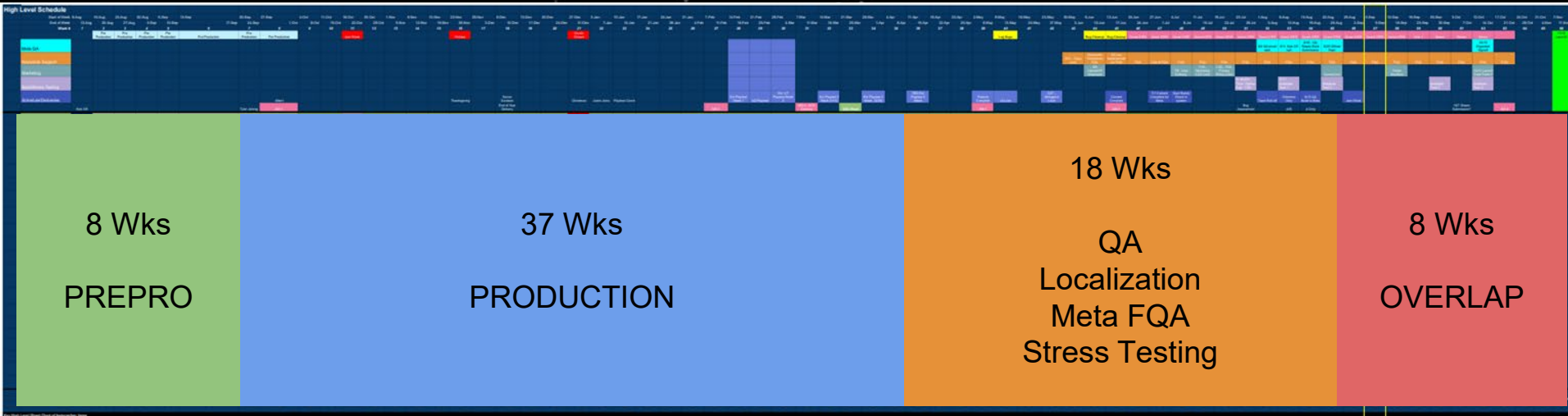
Jennifer Rabbitt



Senior Production Manager
@Schell Games




Project Timeline



Project Timeline



	Name	Project Role
	Jennifer Rabbitt (she/her)	Senior Producer
	Mike Traficante (he/him)	Project Director/ Principal Engineering Manager

	Michal Ksiazkiewicz (he/him)	Design Director/ Senior Designer
	William Roberts (he/him)	Tech Director/ Principal Engineer
	Todd Verdeyen (he/him)	Art Director/ Senior Artist

Project Staffing









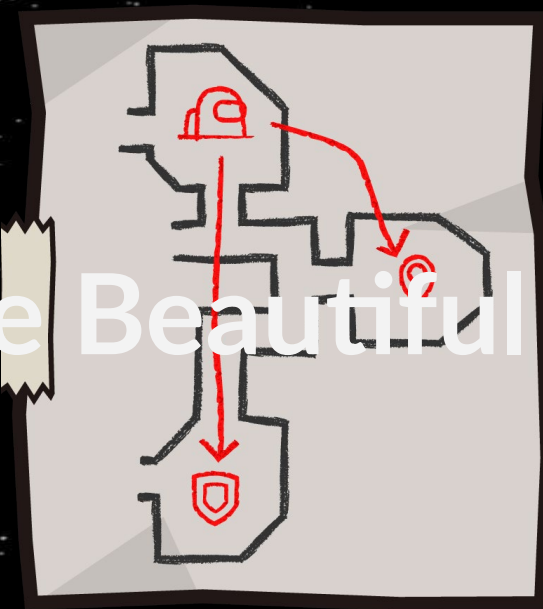
Pre-Pro: Questions to Answer



- How are we going to Network?
- What is even possible for Among Us in VR?



The Beautiful Corner



✖ THE SKELD



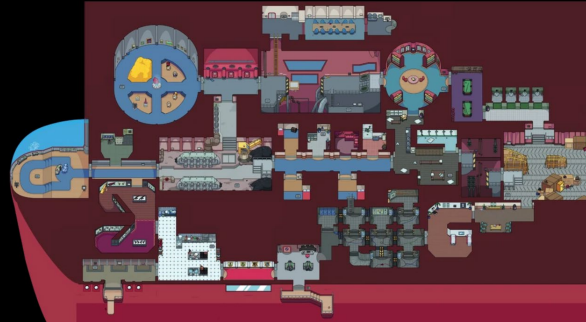
☾ POLUS



☁ MIRA HQ



☁ the AIRSHIP

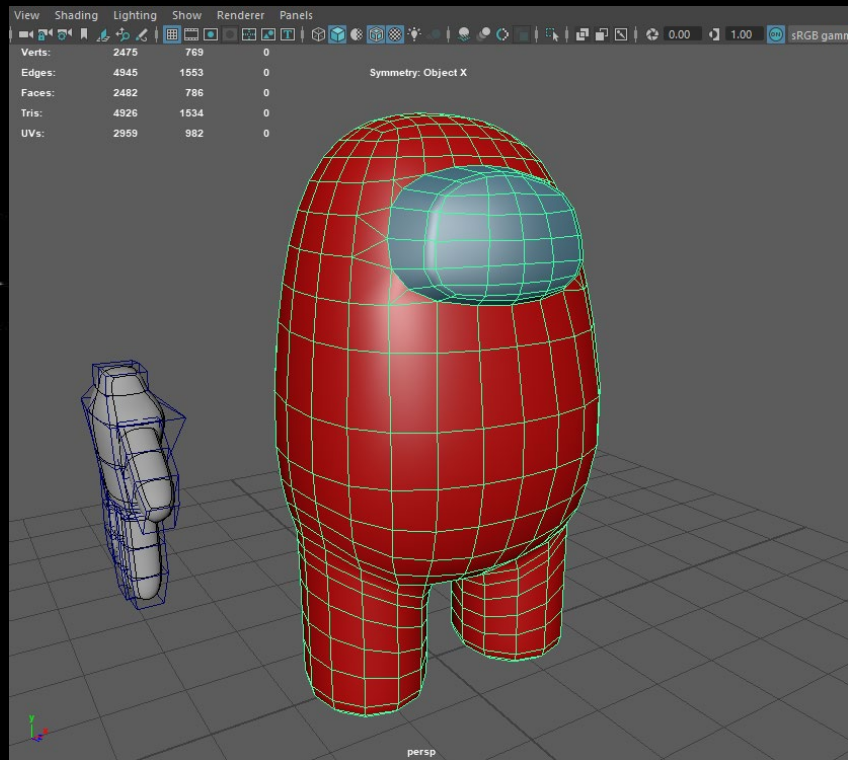




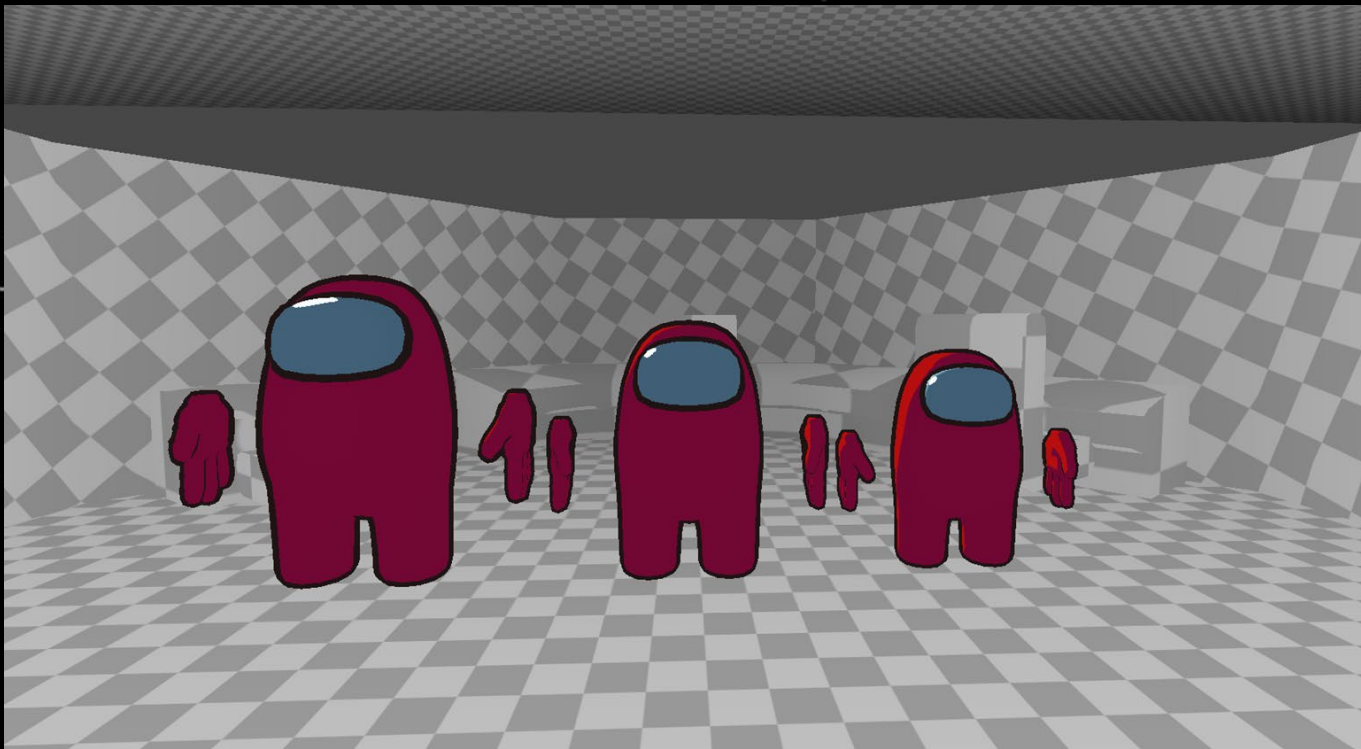
Most Popular!



Beautiful Corner - Scale and Size

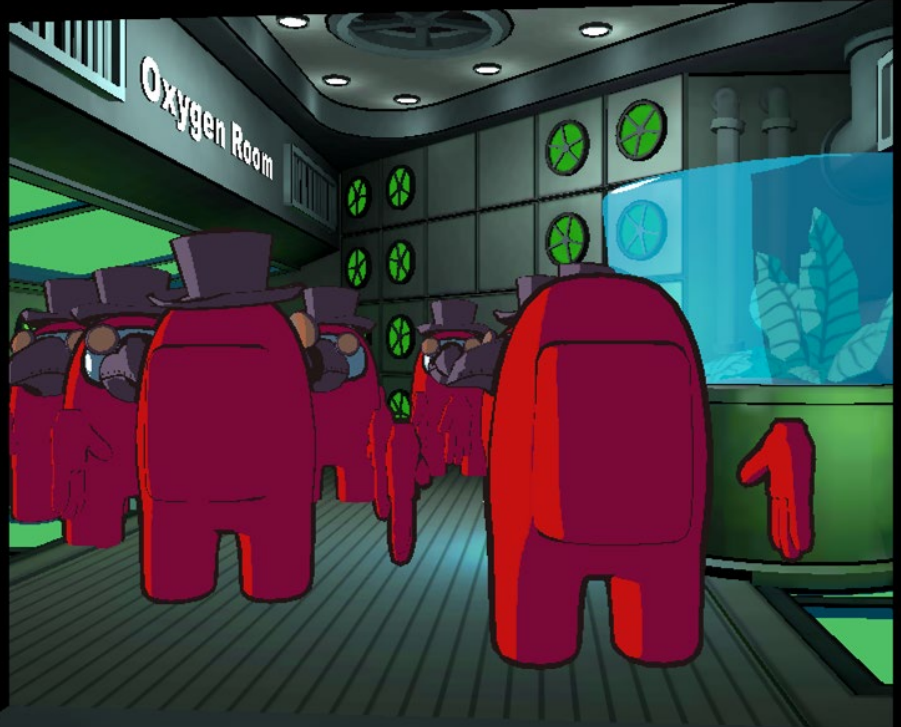


Beautiful Corner - Scale and Size



Beautiful Corner - Performance Check

- 10 Players Max for VR
- Matched the launch of Among Us 2D



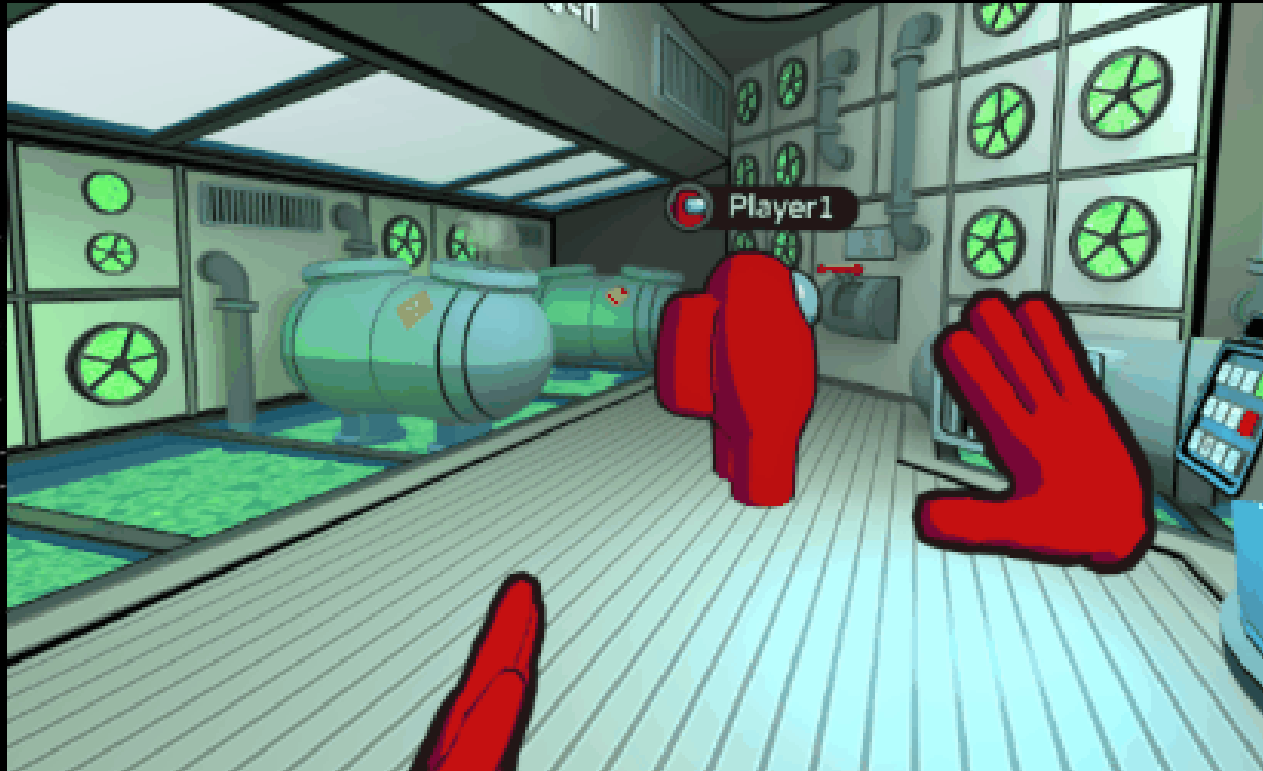
The Beautiful Corner



The Beautiful Corner



Beautiful Corner - Style Check



MS1 Delivered +



= TGA Trailer

AMONG US VR

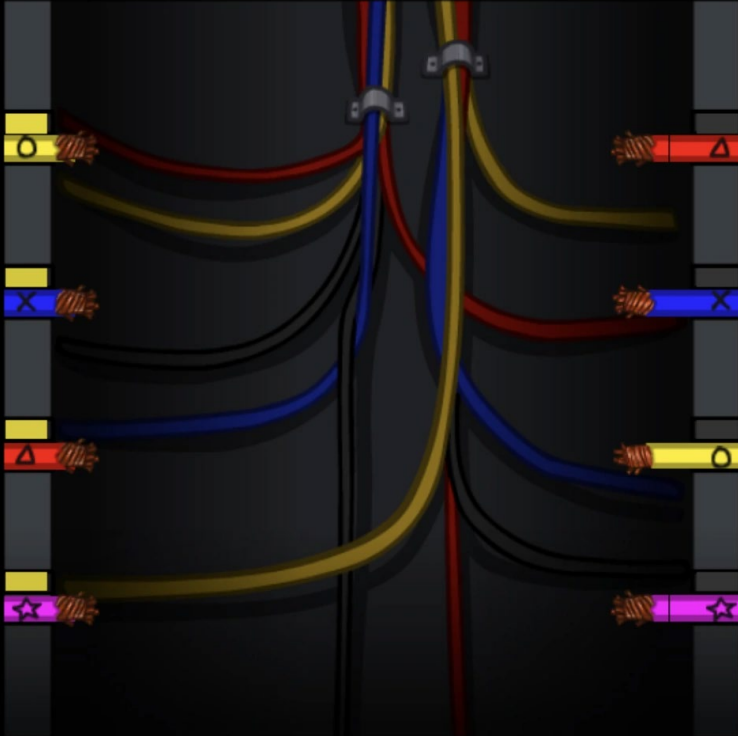
Follow  @AmongUsVR for Updates

Meta Quest 2



Networking

Pre-Pro Challenge: Networking



- Unity
- Only One Solid Networking Choice
 - Fusion
 - Pun & Bolt
 - JK...Back to Fusion

Developing before network solution hits Beta

=

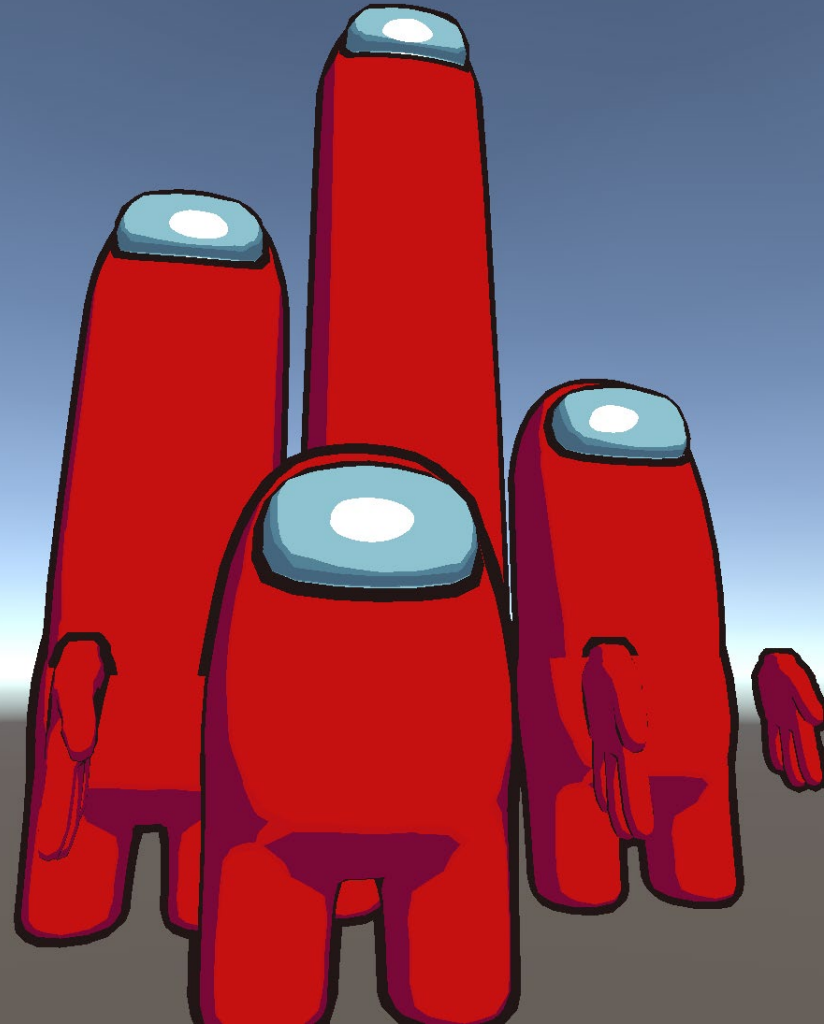
Extra QA & Debugging





Project Pillars

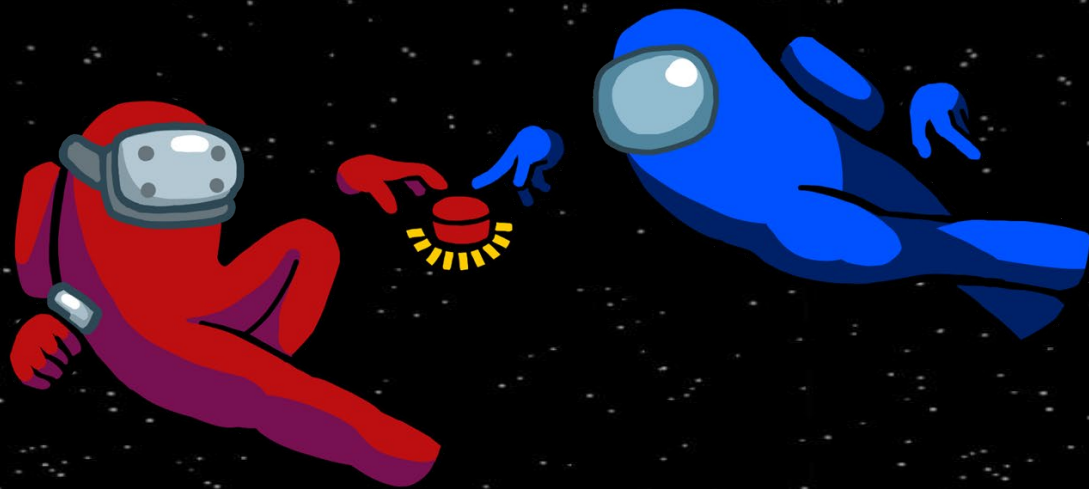
Pillars define
truths that protect
the project's vision.



How to use Pillars Well?

- Don't make too many.
- Get your team's buy in.
- Respect your pillars.






The Best of Among Us in VR



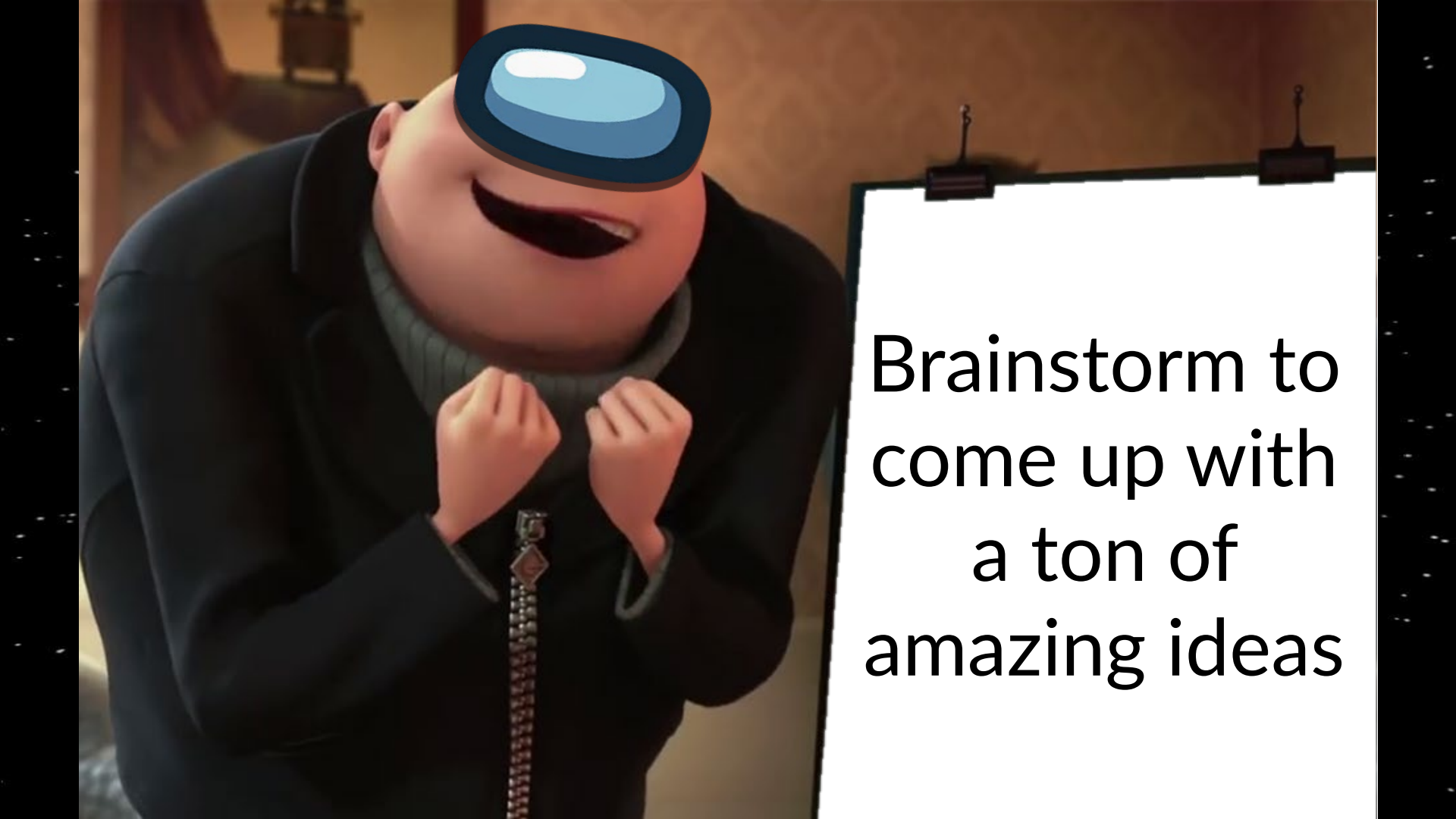
People-play over Gameplay



We perfected
the AUVR
formula.

A 3D animated character, possibly from a video game, is shown from the chest up. They are wearing a dark blue or black hoodie with a gold-colored zipper pull. Their face is pale and has a wide, toothy grin. A large, blue, oval-shaped sticker with a white highlight is placed over their right eye. They are holding a large white rectangular sign with both hands. The sign has two black binder clips at the top. The background is a warm, brownish-orange wall with some indistinct shapes, possibly a lamp or a doorway. The overall lighting is soft and warm.

It's time to
take things to
the next level.




Brainstorm to
come up with
a ton of
amazing ideas

The background features a dark, starry space scene. A bright, horizontal band of light, possibly a nebula or a distant galaxy, stretches across the middle. This band is composed of a light pinkish-orange base with jagged, flame-like edges in a vibrant red color. The overall effect is one of intense energy and urgency.

EMERGENCY MEETING!
SCOPE SUSPICIOUS!



A 3D animated character, Mr. Incredible, is shown from the chest up, leaning forward. He is wearing a dark blue suit jacket over a grey turtleneck sweater. A large, stylized blue oval with a white highlight is placed over his right eye. To his right is a white rectangular board held by two black clips at the top. The background is a warm, brownish-gold wall with a lamp visible in the upper left.

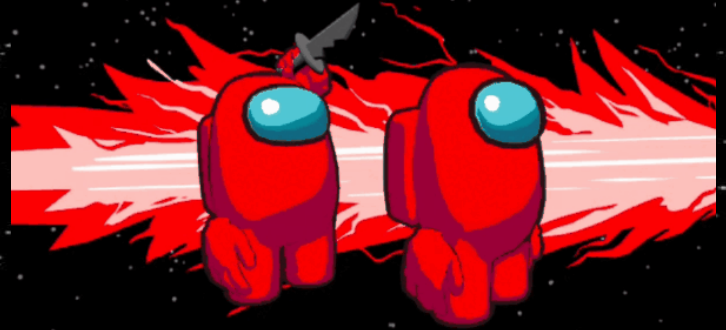
No time for
any of this in
the schedule.



MVP

Minimum Viable Product

- Absolute smallest game you're willing to launch
- To prevent "death by 1000 paper cuts"
- Come out the gate with a "cut features until it hurts" approach



MVP for AUVR

AMERICA'S TOP TEN

Favorite



1. Vanilla
2. Chocolate
3. Cookies N' Cream

AMERICA'S TOP TEN



1. Vanilla

2. Chocolate



10. Neapolitan

Source: 2017 International Dairy Foods Association Ice Cream Survey, a national survey of ice cream makers and retailers. Conducted by Research America Inc.

The background of the slide features a black field filled with small white dots, resembling a starry night sky. Overlaid on this are large, stylized, jagged shapes in a vibrant red color, which resemble flames or a stylized landscape. The text is centered horizontally and partially overlaid by these red shapes.

EMERGENCY MEETING!
VANILLA IS GREAT





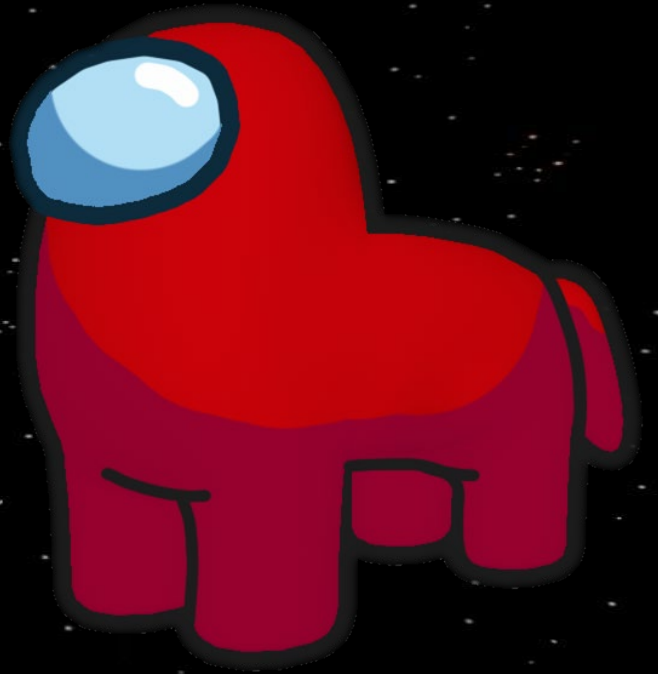
In VR we can definitely hear you scream.



Translation to VR

Design Opportunities Aplenty

- Proximity Voice Chat
- Optimization x Simplification
- Balancing Shortcuts



Double-edged Prox Chat



- Vent Voices
- Séances
- GhostFX

Double-edged Prox Chat

- Lie
- Deceive
- Get away with murder





Moderation

Optimization X Simplification



Optimization is critically important.



Simplifying things is good.



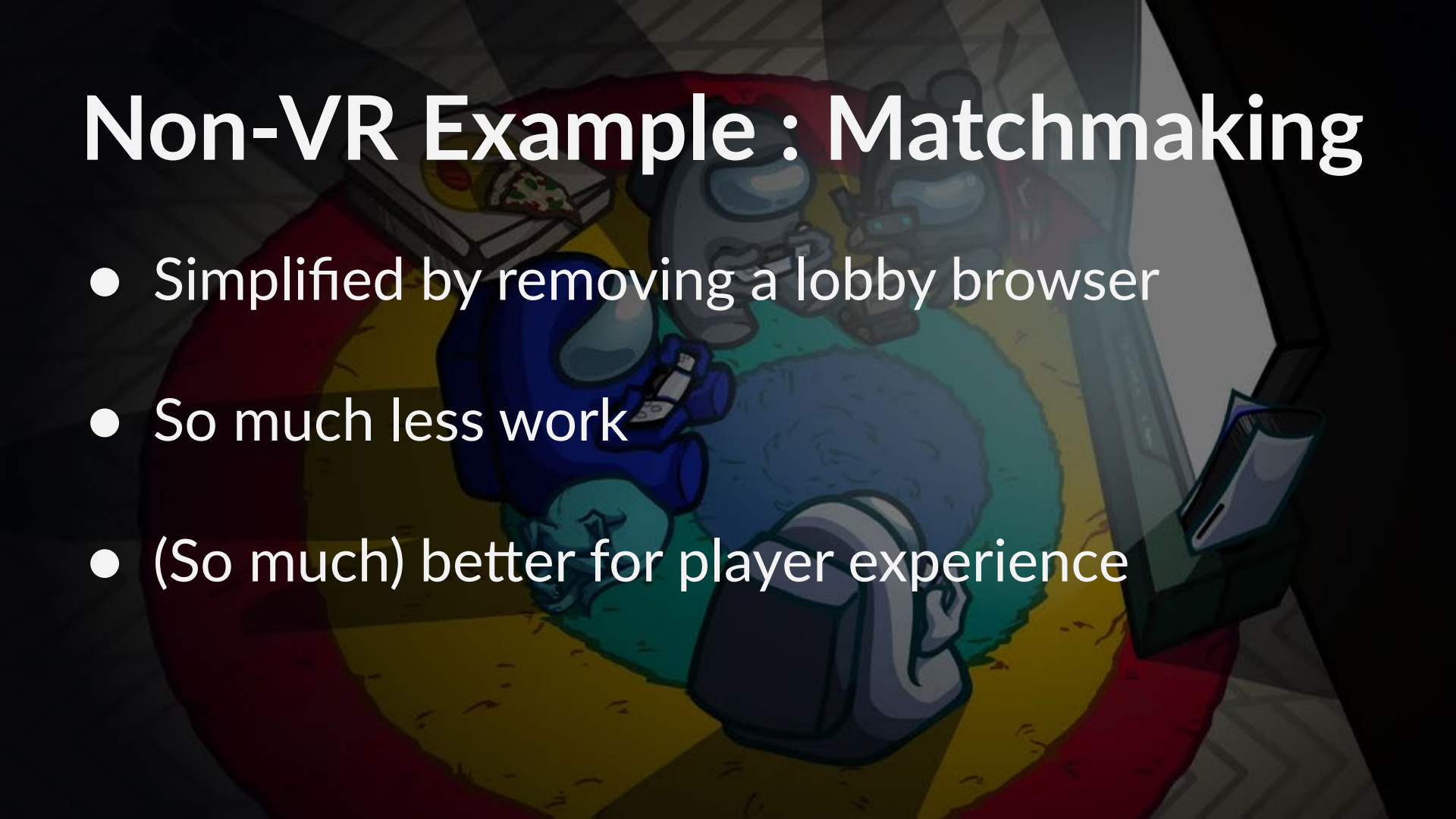
This is a win-win!

Tasks as Distractions not Challenges



Non-VR Example : Matchmaking

- Simplified by removing a lobby browser
- So much less work
- (So much) better for player experience



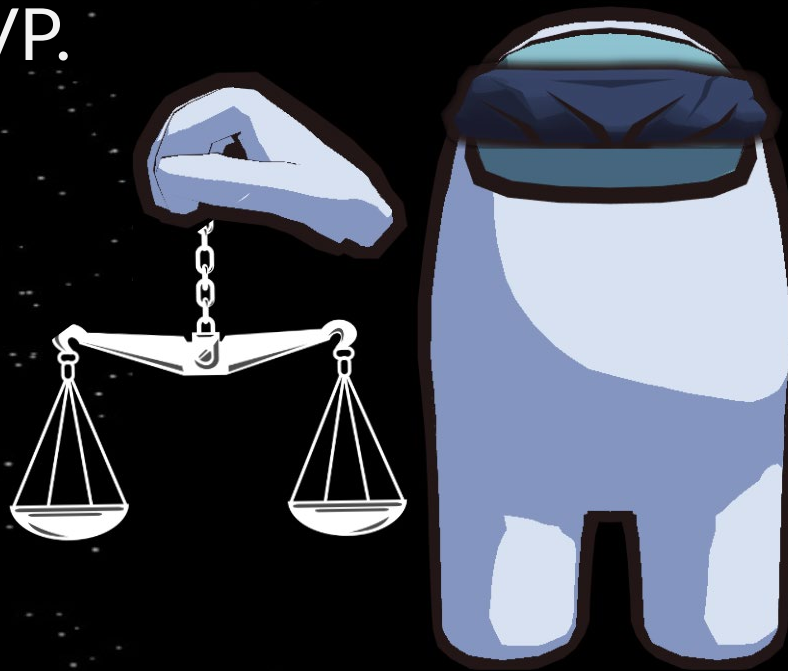
Accessibility X Simplification



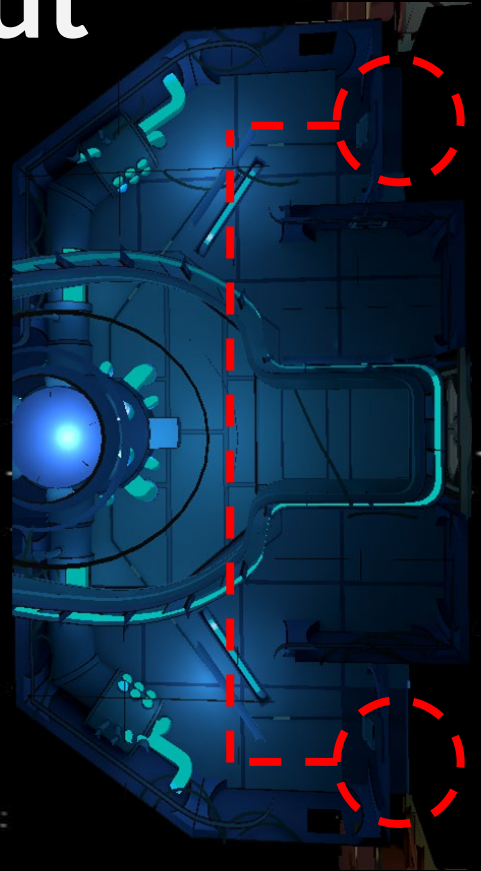
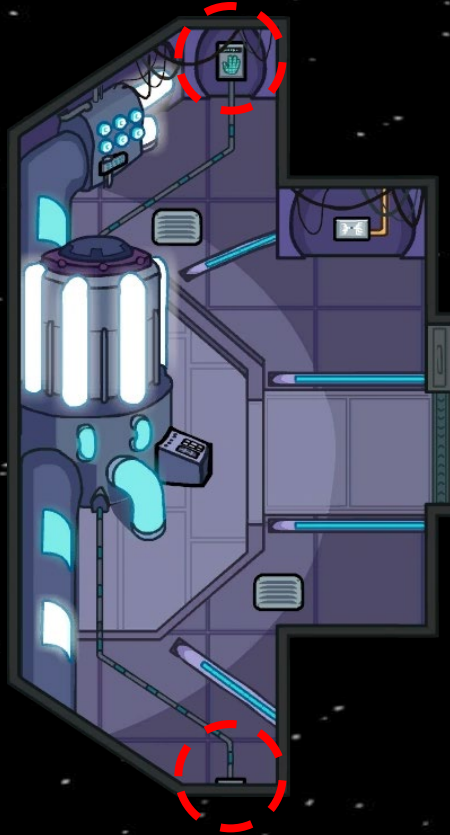
- “All minigames must be completable with a single hand.”
- “Dexterity should not be a major factor for player’s success.”

Balancing Shortcuts

- Can't omit this from MVP.
- Copy off the 2D game!

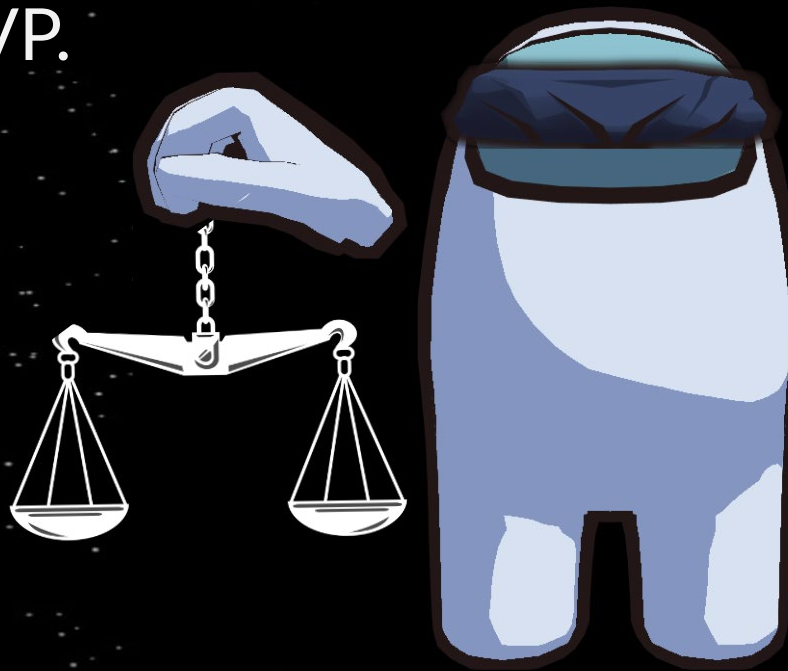


Copy* 2D Layout



Balancing Shortcuts

- Can't omit this from MVP.
- Copy 2D level layout.
- Copy 2D run speed.
- Copy Match Settings.



Design Opportunities Recap

- Proximity Voice Chat
- Optimization x Simplification
- Balancing Shortcuts



The background of the slide features a black field filled with small white dots, resembling a starry night sky. Overlaid on this are large, stylized, jagged shapes in a vibrant red color, which look like flames or a stylized representation of a fire. These red shapes are concentrated in the upper and lower portions of the frame, leaving a horizontal band of black space in the center where the text is located.

EMERGENCY MEETING PLAYTESTING



Multiplayer

Playtesting Among Us VR

**During a
Pandemic**

Playtesting Challenges

- Pandemic 🦺
- Multiplayer 👤 👤 👤
- Established IP 😎
- Locomotion 🚶 🚶
- 1000s of players 👤 👤 👤 👤 👤 👤 👤 👤



Pandemic Testing



- Ustertesting.com
 - I Expect You to Die: The Spy and the Liar
 - Lost Recipes
- VR Screener

Which of the following Virtual Reality (VR) headsets do you have access to right now?

Not a thing

Famicom 3D

Did Among Us VR just leak a ~~xbox~~ VR headset

an



Rumor



132 Comments

S

Xbox Moda

Not a thing

From 1962

Reddit
fodder

- Oculus Rift, Rift S
- Pimax 4k, 5k, 8k
- Playstation Portal S
- Playstation VR
- Samsung Gear VR
- Sensorama
- Valve Index
- Virtuality
- Xbox Moda



- Famicom 3D
- Google Crimson
- HTC Vive, Vive Pro, Vive Eye
- HTC Vive Focus
- HTC Vive Cosmos
- Magic Leap
- Oculus Go
- Oculus (Meta) Quest
- Oculus (Meta) Quest 2
- Oculus Rift, Rift S
- Pimax 4k, 5k, 8k
- Playstation Portal S
- Playstation VR
- Samsung Gear VR
- Sensorama
- Valve Index
- Virtuality
- Xbox Moda

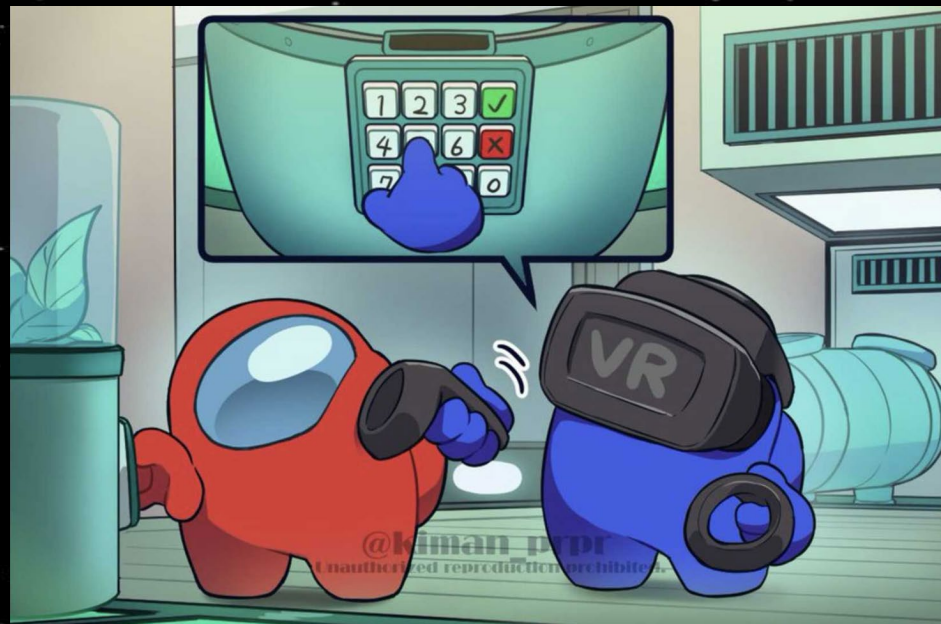
Pandemic Testing

- Ustesting.com
 - I Expect You to Die: The Spy and the Liar
 - Lost Recipes
- VR Screener
- ~~● Carry out the test with multiple people~~

Handling Multiplayer

Three tests per player:

1. Pre test
2. Active Test
3. Post test



Credit @kiman_prpr

Issues

- Liars 😞
- Device not charged ⚡
- Device not updated 😱



Issues

- Liars ☹️
- Device not charged ⚡
- Device not updated 😬
- Audio Issues 🎧
- No Shows 🙈
- Debug Options ■



Playtesting Challenges

- ~~Pandemic~~ 🤒
- ~~Multiplayer~~ 👥
- Established IP 🕶️



Established IP

- All Naive
- All Familiar
- A Mix





EMERGENCY MEETING: TARGET AUDIENCE GROUPS



Picking Our Favorite Players



. Players new to VR and AU



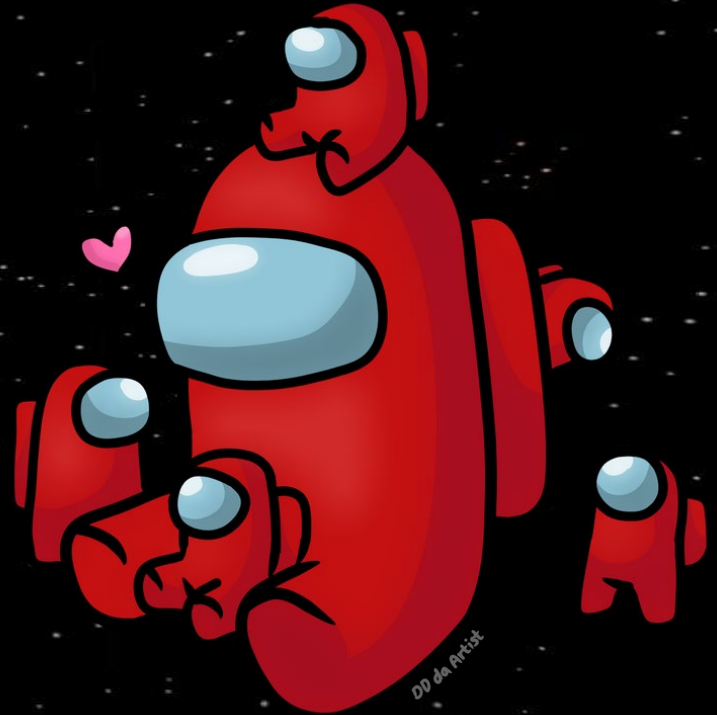
. Players new to VR only



. Players new to AU only







. VR + AU veterans





Target Audience Sacrifice

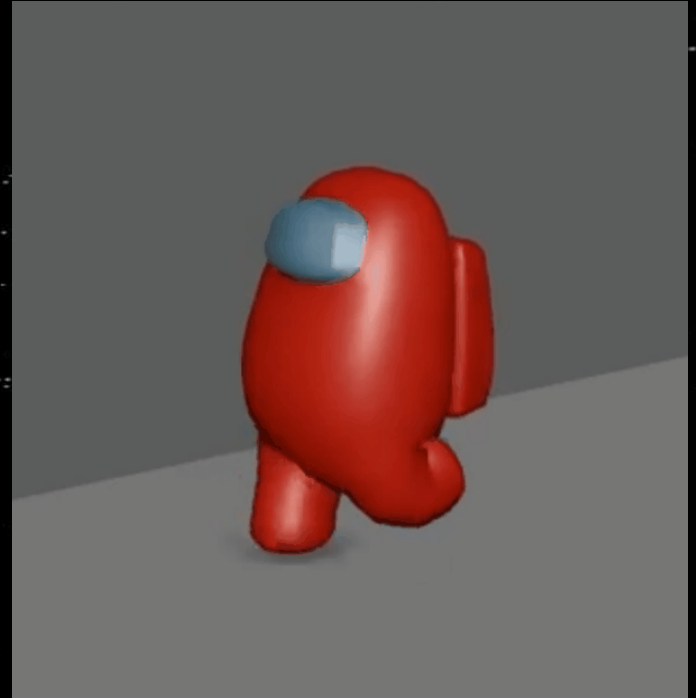
Playtesting Challenges

- ~~Pandemic~~ 
- ~~Multiplayer~~ 
- ~~Established IP~~ 
- Locomotion 



Locomotion

- Direct Thumbstick Move
- “Third Person”





EMERGENCY MEETING!

IN MEMORIAM: PENGUIN



Room D ▲

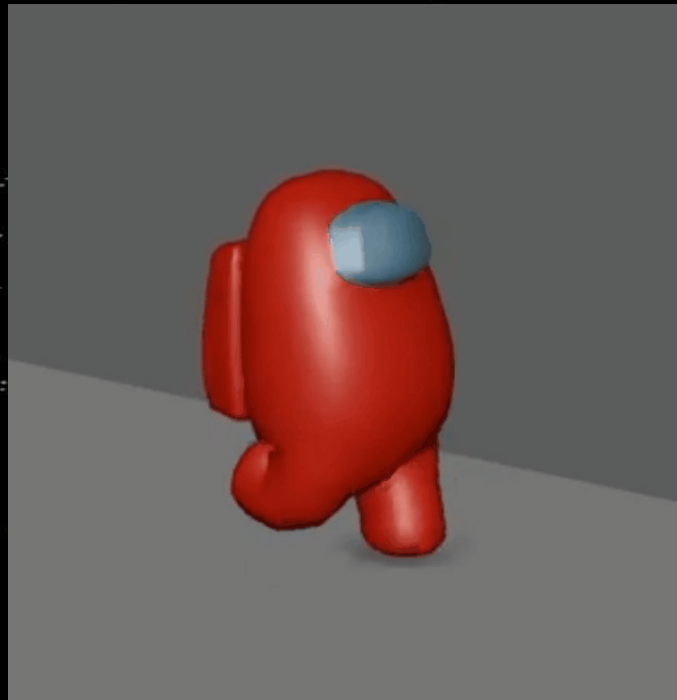
Room B Room C



Locomotion

- Direct Thumbstick Move
- “Third Person”

BUT

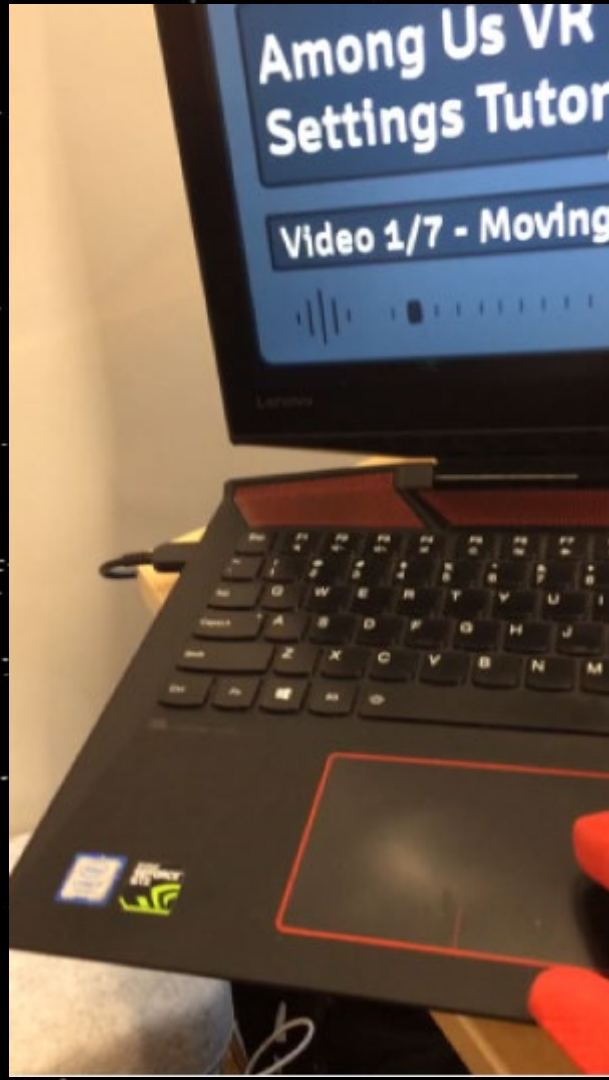


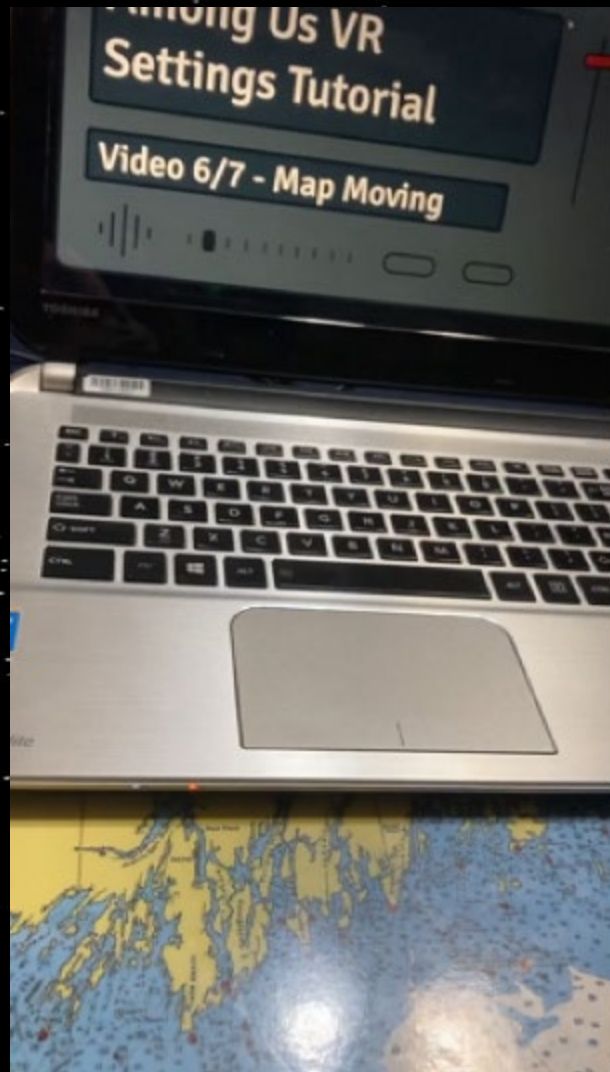


EMERGENCY MEETING! SETTINGS VIDEOS



Settings Videos





Playtesting Challenges

● Pandemic 

● Multiplayer 

● Established IP 

● Locomotion 

● 1000s of players      



1000s of Players

- Freeplay
- Stress Photon Fusion
- Marketing Considerations
- Not a “Design Test” but...



1000s of Players

- Freeplay
- Stress Photon Fusion
- Marketing Considerations
- Not a “Design Test” but...
- Tested with primarily fans!





VR Playtesting

Beta testing issues



- Getting Testers
- Distributing the Builds
- Testing Impostor # Logic

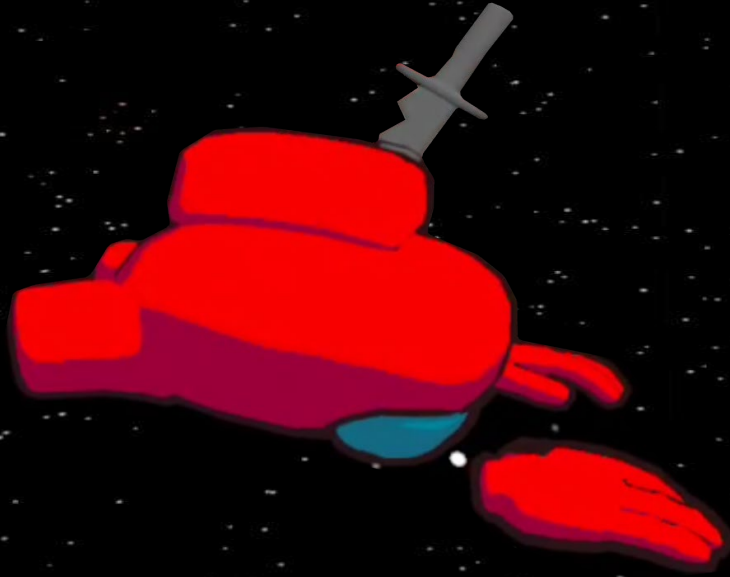
Tested # of Impostors Logic



Impostor



That's why they call it the bleeding edge



Totally Worth It

- Weathered the Storm
- Balanced the Game
- Validation





VR Playtesting

FFWW Questions

- Frustrated
- Favorite
- Wanted
- Wand





EMERGENCY MEETING! MATCHMAKING SCRAMBLE



Emergency Matchmaking Scramble!

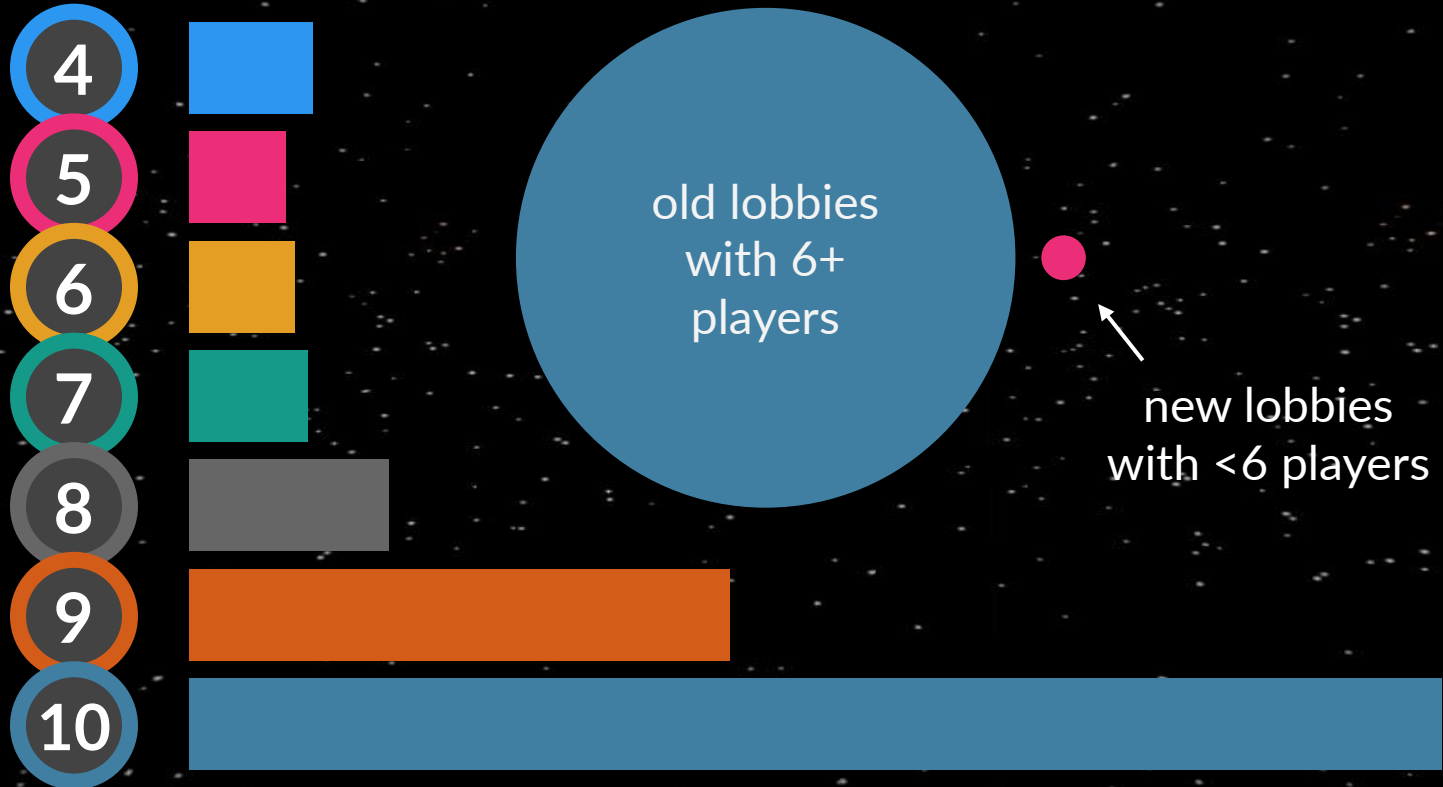


- Players always got placed in full lobbies.
- That's not great because...
 - Can't get their friends in fast enough.
 - They'd join at the loudest moment.
- Suspect: Matchmaking



Matchmaking

Oldest-first Matchmaking



Sequential Matchmaking



The background features a dark, starry space scene with a bright, horizontal band of light. Overlaid on this are large, stylized, jagged red shapes that resemble flames or a torn piece of paper, creating a sense of urgency and crisis.

**EMERGENCY MEETING!
REALLY RUNNING OUT OF TIME!**



Emergency Recap!

WINS:



The Beautiful Corner



Pillars



MVP



Translation-into-VR



VR Playtesting

CHALLENGES:



Networking (schedule impact)



Moderation Features



Target Audience Sacrifices



Matchmaking



VR Playtesting

What's Next?

AMONG US VR
A NEW MAP APPROACHES



Victory

No Impostors left alive!

Jennifer

Michal

Shawn ?



Thanks! Questions?

Slides:



tinyurl.com/AUVR-GDC23