Among us is not a new game it's release was on June 15, 2018, and for almost 2 years the game had barely any players, but after mid-2020 (Covid-19 quarantine period) this game has been booming across the globe. Every popular streamer has dedicated at least 3 hours a day to the game, and the popularity and player base is growing day by day. Currently, the number of players exceeds 331k (Source: SteamStats).

The people responsible for this game are Marcus Bromander the designer and artist, and Forest Willard the programmer.

The game itself probably didn't take much effort, investments, and time to make, hence only the 2 people (with the help of Amy Liu as an artist), were required to make this game, but the whole idea around it, just makes this game so fun to play, especially with friends.

Why the sudden popularity?

The reasons why Among Us became the third most played games on stream are because of the Covid-19 quarantine, and Sodapoppin's stream library, finding this game to stream together with his friends. In turn, this has made so many other people buy this game and try it out. Thus leading to popular streamers like PewDiePie, Pokimane, Shroud, Ninja etc, jumping on the hype train making this game one of the most-watched sections on youtube gaming and Twitch.

Is the game going to last?

Even though their player base is expanding day by day, slowly catching up to Dota 2 (a game that has been popular for multiple years) in player numbers, there are discussions whether the game will actually last, or just be yet another "Fall Guys" where the game is popular for a month or two, and then everyone just quits afterward.

The negative aspects of the game are that there cannot be any patches to change the gameplay, so the concept will most likely stay the same, and the only thing that may be added is new worlds or maps.

The creators announced that they are actively working on Among Us 2, and that the sudden popularity of the basic version, motivated them to make something a lot better in terms of graphics and gameplay aspects, but since there is no official information, we can only guess or imagine what the new version is going to look like.

Taken and adapted from https://www.earlygame.com/the-story-of-among-us/

After reading it, please choose for true statements, or for false statements.

1. Among Us was launched during the second semester of 2020.

2. People spend around 3 hours a day playing Among Us.

3. According to SteamStats, Among Us has more than 331,000 players.

4. It could be said that only 2 people were able to develop this game.

5. Among Us success is due to quarantine and having people nothing to do at home.

6. This game is mostly watched in YouTube and Twitch.

7. "Fall Guys" game mean people like something and later drop out.