

# Neighbor vs. Neighbor Design Document

Platform: PC and modern-gen consoles

## Team

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## Overview // Khaled

Our game is most easily understood as capture-the-flags: it's a game in which two players must steal each other's resources and return them to their respective bases. However, we decided that flags are too innocent. No - instead, you, as a player, are responsible for protecting the incriminatory evidence you have against the other player, your neighbor, who is *also* a criminal. Both of you (Yes, *both of you*) are suspects of a crime, and you've each got evidence - leverage - against one another to prove it.

The game will be played in a (contextually) split-screen, first-person perspective. Furthermore, it will be played in two consecutive phases. Phase one will allow each player to hog the entire screen, hide their evidence, and set up defences in their house to avoid easy trespassing. Phase two, on the other hand, will initiate the split-screen, breaching-and-stealing mayhem.

Your ultimate goal is to grab all of your opponent's evidence against you by breaching their home, returning back to *your* home, and throwing all the evidence in a fire. The first player to either do that or *kill their opponent without leaving any trace behind* wins!

## Game Flow at a Glance // Khaled

To preface this, note that italicized words' meanings can be located under the Game Elements tab of this design document towards the bottom. Anyways, the game is partitioned into two phases, starting with...

### The Planning Phase

During this phase, each *neighbor* is allotted an arbitrary duration of time during which they may hog the entire screen to themselves. For brevity, we'll say that all starting *evidence* and *defenses* will be located in *the chute room* of each neighbor's house. It is encouraged that neighbors take advantage of the *chute* to hide *evidence*, but it is not required (given that *evidence* is *wieldable*). It is also important to note that neighbors may not leave their houses until the Judgement Phase!

### The Judgement Phase

After each player has finished their planning phase, the Judgement Phase commences and *Judgement Time* approaches. It is during this phase that neighbors may enter each other's houses, and that the chaos begins.

## Sample Interactions // Khaled

- A) Bob goes to Jimbo's house and plants a *camera* into one of his unused ceiling *power outlets*. This means that Jimbo cannot kill Bob within this *camera's vision* despite the fact that the *camera* is in Bob's house!
  
- B) Jimbo is getting tired of Bob trying to kill him all the time, so he *destroys* a lot of Jimbo's *weapons*, giving himself an advantage.

- C) Bob is making a last stand in his living room, where he has a *lamp* connected to a wall *power outlet*. Jimbo is making a break to exit through the front door with some *evidence* when Bob *stuns* Jimbo with the lamp, causing Jimbo to drop his *evidence*.
- D) Jimbo and Bob are fighting guerilla-style with their *stapler guns* when they both run out of ammo. They then resort to a *pillow-fight* when suddenly Bob *dies* of a neck injury. Fortunately, Bob was under the *vision* of one of his own *cameras*, so he wins the game. See: *Death*

## Level Design // Steven

Our maps will mostly be in a closed space style, where there will be more hallways and rooms that require exploration throughout the house to get a feel for them. We want to include two floors and a basement in both houses. Each of the houses will be given a significant amount of detail so that searching for the evidence is both challenging and fun. It needs to be an experience that when multiple rounds are played, no playthrough should feel identical from the last. The house layouts will be the same, but the themes will be different. One house might have a red interior design while the other is blue. It is pivotal to include this difference so players know exactly which home is theirs.

With defenses, players are provided with defenses. Strategically placing these will be important for each player to find success. For example, there could be a hallway leading from the front door to the kitchen. The neighbor tries to walk down it, but does not notice a fan sitting at the very end. This fan will blow the neighbor back towards the front door with a gust of air, forcing them to find a longer way around to the kitchen. Utilizing certain choke points and both closed and open spaces to place defenses is key to our

level design. It makes it tough on the other player to move about the house, but not impossible.

Aside from the basement, the other rooms that can be found will be a kitchen, living room, bathroom, garage, and bedrooms. Starting out with the basic rooms for a standard home will be a good place to work from. It will allow each of the players to acknowledge and navigate each home easily. Additional areas such as a den, game, workout, and other thematically specific rooms can be worked into the house in future iterations.

## **Sound Design** // Nate

Now we are on the topic of sound design. In this game, we are utilizing the sound effects to really bring the game to life by adding and enforcing one of the strongest aspects of the game: the cartoon element. Since one of the objectives that we have is creating a cartoon environment, most of the sound effects shall be exaggerated and over the top to compliment the exaggerated effects of the different items in the game, scenarios that the characters can get in, and the objects that have the ability to react to the world. The basis for most of these sounds, and the inspiration that we are drawing from to create these sounds, are cartoons. Since through its history cartoons attempt to appeal to the audience by using multiple distortions from natural sounds. Cartoons sound as loony tunes, and most early 2000's cartoons use sounds to express how ridiculous the situation is. For example, you could compound sounds of a slamming door along with an animal in pain, to exaggerate the effect of a hit. Not only do we associate slamming a door with a usage of a lot of force, the animal in pain, allows us to associate the usage of a lot of force with pain. So the final thought will be the action, will hit us with a lot of force and cause us pain.

Compounding sounds is one of the techniques that will be utilized within our game, however that is not the thing that we will use to create meaningful sounds. The usage of distortions and other effects can be used to sound out the effects of the world on the sound. What I mean by that is, that the world will affect the sound in many ways. If the fan is on in one room and you are in the other room, you should be able to hear a muffled version of that sound. If a character is hit with certain items a distortion should be used on the sound so that the character knows that they are being affected. The distortion and effects can be used for sounds that will be long lasting. The compound sounds can be used for actions that happen in one instance, like taking damage. To conclude the sound effects, compound sounds along with effects and distortions shall be used in this game to exaggerate the cartoon like feel that we are going for, and the primary inspiration for these sounds comes from older cartoons that embrace the ridiculousness of a situation.

## **Artistic Style** // Jibril & Matt

### **Characters** // Jibril

The characters in the game Neighbor vs. Neighbor will have a very cartoony aesthetic to them. While the game itself takes place in first person, the only characters that will be seen are the neighbors and neighborhood watch. Both neighbors will have distinct features that will differentiate them from one another. Since there will no neighbor select screen, players will end up with the neighbor that is chosen for them. Despite not being able to see what their character's appearance is, I want players to not feel as if having a certain "neighbor" model is much better than another. Due to how hard balancing can be, both neighbors will in fact be around the same height.

The design behind the first neighbor will be rather lanky with long limbs, giving him a very stickmen-like appearance. For example, I was thinking of using Waluigi from the

Nintendo franchise to guide me with his overall design. Waluigi is also a nice inspiration to use however, I don't want to design the entire character around his appearance. With animation also being quite a big issue as well. I wanted to the model itself rather simple, but retain the comical features.

The second neighbor won't be as lanky as the first one, instead he'll be sporting a rather wide appearance. For this neighbor I was thinking of making his build slightly larger in terms of overall body mass. The inspiration I'm using for this character falls between Wario from Nintendo, and Arnold Schwarzenegger. The model itself will have a very square-face showing that he's got no time for fat of any kind.

The final character that exists in the game will be the neighborhood watch man. Now since this character won't directly be a part of the game, I feel as if I'll a little bit more freedom in terms of design. The watchman will be the type of neighbor who believes that he can boss the others around, because he's in HOA (Homeowners Association). For his initial design I believe I'm going to base him off of a rather small character that carries a whistle. Unlike the second neighbor there won't be too much to his build overall. I think maybe adding a hint of rather large ears, so he can hear everything going on his block. My second idea for this HOA person was switching the gender. Instead of basing this off of an incredible scrawny built man, I was going to base it off of an elder lady who has nothing better to do with her spare time. Her body would be small, yet she'd have a mean bite with her bark. Because of this mean bark I was thinking of giving her a rather large mouth so that she could shout when she sees you creeping around outside. My inspiration for her overall design comes from Edna who was in "The Incredibles."

Finally if there's time I would like to add the police officer to the game as well. His design would be quite different, since he's non-playable. My initial design for the officer would have to be a man who hates his job. I imagine the officer as a man who has

probably gotten thousands of calls regarding his two favorite neighbor suspects. In terms of his overall model I was thinking about just making him overweight. A cop who really doesn't like to get active that often, and only does his job because his boss says so. I think that would be a bit funny in our scenario.

### **Levels // Matt**

For level design, each player's house is going to be identical in layout. We do not want either player to have an advantage in furniture or weapon placement. With that said each house will need to look different in some way. To solve this we will be having two different color pallets for each house. One set of colors will run off of blue as the main color where the other will be running off of the main color red.



The red house will have the lightest red as a trim for doorways and ceiling which should go well with the darkest red and orange that will be on the walls. The green will be from plants to break up the solid red and orange. The light red will be used for pillows and

some furniture. Certain objects will have a wooden color or a metallic color based off of what they look like in real life.

For the blue house the lightest blue will be the trim and the darkest blue will be for the walls the light blues will be for walls and furniture. The orange will be for small details in pillows or props. The reason why orange is in both color pallets is to tie together both houses, making them seem like they are part of the same world.

## Game Elements // Khaled

### Nouns

#### The House

The base of operations for neighbors. Contains *common rooms* and *special rooms* such as *the chute room*. Rooms are separated by *doors*.

#### The Common Room

A room of a house with *power outlets* to facilitate defenses. Also contains at least one *transportable slot*.

#### The Special Room

A room of a house with no *power outlets* that exists to fulfil a more specialized purpose. See: *the chute room*.

#### The Common Door // Interactive-Discrete

Used to control the flow of neighbors from *common room* to *common room*. Can be opened/closed via interaction. Opening a door implies pushing, closing implies pulling.

### The Special Door // Interactive-Discrete

Used to control the flow of neighbors from *common room* to *special room* and vice-versa. Functions like a *common door* with the exception that, if the door is closed, you can only interact with it if you have the *key* of the house in your possession.

### The Key // Lootable

### The Chute Room

A *special room* that contains a *chute* through which evidence can be hidden.

### The Chute // Interactive-Discrete

Located within the *chute room*, the chute is a series of pipes that runs throughout a house. It can only be interacted with if you're wielding a *transportable* object. Upon interacting with it, you may navigate a menu of *common rooms* using L and R on the DPAD in search for a room to hide your *transportable* in. Upon finding a room you like, you may press CROSS/A to select it. Depending on how many *transportable slots* that a room has, you may select one of up to four using the face buttons on your gamepad. From there, your *transportable* will fire away to that location!

### The Furnace Room

A *special room* that contains a furnace into which neighbors may throw evidence to destroy.

### The Bathroom

A *special room* that contains a *medical cabinet*.

### The Medical Cabinet // Interactive-Continuous

Interacting with the medical cabinet will heal an arbitrary amount of *HP* per second, but can only be used for so many seconds before it is depleted permanently. Use with care!

### The Power Outlet

Exists in fixed locations within *common rooms* in order to power *defenses* and even some *weapons*. It comes in two flavors: Wall and Ceiling.

### The Defense // Wieldable

An appliance that requires at least one (1) *power outlet* to function. A neighbor can only disconnect a defense from a *power outlet* if the defense belongs to him.

### The Camera

A defense that requires one (1) ceiling *power outlet* to function. Upon connection, it surveys a fixed FOV of its surroundings upon a ping-ponging, rotating swivel that functions as its effective *vision*. It's tied to its owner's heart-rate, so, if you own this defense and die, it'll take a picture and send it to the police immediately! See: *Death*

### Vision

The area within which you are under surveillance. See: *Camera*

### The Neighbor

The player character. Each neighbor gets their own house and starts in its *chute room* with the house's *key* in their *inventory*. You can move around with the left stick and look around with right. You start with an arbitrary amount of *HP* equal to that of the other neighbor. You also start with three (3) units of *evidence* against the other neighbor by default.

### The Inventory

Neighbors can carry up to one *lootable* object at a time.

## HP

Health points! If you lose all of them, you *die*.

## The Evidence // Transportable, Wieldable, Suspicious, Destructible

Blackmail that you hold against the other neighbor. Come *Judgement Time*, evidence will dictate the conclusion of the game.

## The Transportable Slot

A prop in a *common room* within which a *transportable* such as *evidence* may be hidden.

## The Weapon // Transportable, Lootable, Wieldable, Suspicious, Destructible

Generally used to attack and kill your neighbor with...

## The Stapler // Firable

A *weapon* that can fire ballistic staples at an alarming rate. Finite ammo.

## The Pillow // Firable, Blockable

A *weapon* that can be used to hit people for sad amounts of damage or to block light damage.

## The Lamp

A *weapon* that can be used to thwack and *stun* neighbors with. Can only stun if connected to a wall *power outlet* (meaning you can only use it within a certain radius of the *outlet* before it unplugs)

## Stun

A status effect that causes neighbors to drop any active *wieldable*.

## Death

The living neighbor wins under the condition that either:

- A) He (the living neighbor) had killed the other neighbor out of the *vision* of any witnesses.
- B) The dead neighbor died out of their own stupidity, independently.

Otherwise, the living neighbor loses.

## Judgement Time:

If the game hasn't already ended and after an arbitrary duration of time has elapsed, the police show up at both players' doors simultaneously. Whoever has the most evidence against the other player doesn't end up in jail (wins)! In the event of a tie, both players end up in jail (lose)!

## **Adjectives**

### Interactive-Discrete

Used to describe an object that is interactive, but is only interacted with once per button press.

### Interactive-Continuous

Used to describe an object that is interactive and interacted with for as long as a button is pressed.

### Transportable

Used to describe an object that can be put into a *chute*.

### Droppable

Used to describe an object that you can drop in front of you.

### Wieldable // Droppable

Used to describe an object that you can hold in your hands as a neighbor.

### Suspicious

Used to describe an object that would be considered suspicious by any NPCs that we may or may not add to the game.

### Lootable // Droppable

Used to describe an object that can be put in your inventory as a neighbor.

### Destructible

Used to describe an object that can be destroyed in a furnace. Destroyed objects are removed from the game during playtime.

### Fireable

Used to denote that RT/R2 can be used to attack with this object.

### Blockable

Used to denote that LT/L2 can be used to defend with this object.