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# HouseKeeping Level Design Document

## High Concept:

In HouseKeeping you play as either the Keepers or Cats. Your goal is to control the most area possible before the round ends. You and your team will be rewarded nicely for whoever wins. In this level you will have to move throughout the level either fixing or destroying the House. The Keepers and Cats will have to move around obstacles such as couches, beds, the kitchen and even each other and the cats. This level will be a challenge for players but also very rewarding as stated above.

## Quest Doc:

As stated above players will need to move through objectives in order to finish the level. Below I will be going over movement information regarding HouseKeeping.

## Keeper Side:

The HouseKeeping level begins, You the Keepers spawn in by the Van out front of the House. The timer counts down from 3 seconds and the round begins. You are trying to stop the Cat's progress from destroying the House. You are able to net the Cat to slow their progress of destroying the house. You then must run over to any of the outlined objectives. Once you interact with these objects the territory will change into your favor. You must continue to navigate throughout the level and get it done before the timer ends.

## Cat Side:

The HouseKeeping level begins, You the Cats spawn in the house by the bed. The timer counts down from 3 seconds and the round begins. You are trying to stop the Keepers' progress from cleaning the House. You're able to run through the vents and cause more bugs to spawn. You then must run over to any of the outlined objectives. Once you interact with these objects the territory will change into your favor. You must continue to navigate throughout the level and get it done before the timer ends.

## Asset List:

See attached document for asset list.

## PaperMap:

See attached picture for more on Paper Map.