

GoodBabies Game Design Document

0. Elevator Pitch & Document Overview

You are an informant embedded deep within the Bambino Crime Family, AKA the Baby Mafia. You must blend in at their underground card tables while secretly recording incriminating speech using the baby monitor on your chest. If you lose the card game, fail to record enough evidence, or raise too much suspicion, it's game over and you'll be napping with da fishies.

0.1 Document Overview

This GDD is a living document for describing the various elements of *GoodBabies*, especially its game mechanics and narrative. The purpose of these descriptions is to provide a reference to keep all team members in alignment on the design intention of these elements throughout the creative process.

0.1.1 Highlighting/Markdown Key

Priority Level: **Need to Have** | **Want to Have** | **Nice to Have**

Other Tags: **Implemented** | ~~Noteworthy~~ ~~Cut Content~~ | **Keyword/Emphasis** | **Important Distinction*** | **Tracked Value**

*also used to indicate where in-game text should be red

1. Design Pillars

1. **Tension** – All mechanics push and pull at the player's attention. To view and interact with one object or mechanic is to leave another out of your sight. Any decision you make can have consequence.
2. **Immersion** – as many game elements and mechanics are diegetic as possible. This is a first-person simulation game. Any non diegetic elements should be in alignment with tone and theme.
 - a. **You** are a baby **too**
3. **Snap** – controls are responsive and tight, pacing is kept fast, and reaction speed is consistently tested.

1.1 Tone/Feel

- Intense and potentially stressful gameplay, established stakes
- Absurd and goofy/light-hearted dialogue, well placed jokes ease the tension
- Juxtaposition between infant setting and mafia presentation
 - Baby to Mafia Ratio tm

- **No harm to babies**, euphemism and references fine so long as they cannot be misconstrued to have a genuinely dark meaning
 - **Ex:** Cops use water guns that make the babies cry

Slap gameplay, distraction events, and dialogue instances all come together at once to create challenging beats, can also be split up to ease player in or increase difficulty levels.

2. Tutorialization

Philosophy

- Include redundancies: diagetic dialogues, pop-ups, and ui should all hint to and introduce mechanics and systems

2.1 Flash Card Intro: Mission Briefing

[Flashcard Planning Document](#)

- **Mission Briefing Flashcards:**
 - Full How to Play Screens that show upon leaving the main menu if Tutorials are not opted out of
 - Detail all basic controls, game objectives, and mechanical layers
- **Mini Flashcard Pop-ups:**
 - Triggered throughout gameplay to remind the player of specific controls or mechanics and offer explanations/hints
 - Ex: Pick up the fly swatter to kill the fly!
 - Slapping out of turn is suspicious!

2.2 Simulated Example Game

Upon exiting the flash card intro, the player will witness a simulated ending to a round of Rat Slap to demonstrate its flow and mechanics

1. All 3 NPCs play, triggering a sandwich that Donnie wins. Petey is eliminated.
2. Don plays, then Tammy, then the Don, triggering a Flush that Donnie wins. Tammy is eliminated.
3. The Player is welcomed to the table and a new round of cards is dealt.

3. Gameplay Overview

The entirety of the GoodBabies prototype takes place within one level. The length of the level is primarily dependent upon the number and length of lines of **Dialogue** delivered by the NPC Opponents. There are three layers of gameplay that the player must manage to successfully complete the level – **Suspicion**, **Evidence**, and **Rat Slap**. Each layer will be detailed further in one of the following sections. **Suspicion** is a penalty metric that can lead to a game loss. **Rat Slap** is the diegetic reason for the player being at the table, so the player must last in the game until the conversation is over to complete the level. On level completion, the **Evidence** collected is compared against a goal value to determine if the level completion counts as a win or a loss.

3.1 Win Conditions

- Reach the end of dialogue having recorded enough **Evidence**.
 - Go to Mission Success screen with splash art of the baby cops shutting down the baby mafia.
- Eliminate all Rat Slap opponents after recording enough **Evidence**.
 - Go to Mission Success screen with splash art of the baby cops shutting down the baby mafia.

3.2 Lose Conditions

- Reach the end of dialogue without enough **Evidence**. Go to Mission Failure Screen with some kind of Failure Cop splash art and retry option.
- Max out **Suspicion** and allow the bouncer to reach you. Go to Mission Failure Screen with Sleeping With Da Fishies splash art and retry option.
- Run out of cards in **Slap Rat** before recording enough **Evidence**, getting kicked out. Go to Mission Failure Screen with some kind of Failure Cop splash art and retry option.
- Eliminate the other **Slap Rat** players and “win” before recording enough **Evidence**. This triggers the Mafia members to announce their boredom and leave early. Go to Mission Failure Screen with some kind of Failure Cop splash art and retry option.

4. Italian Rat Slap

The card game at the Mafia table serves as the diegetic reason for the player to be meeting with the Mafia members and provides a consistent but evolving gameplay challenge for the Player to overcome. **The Player's goal is not to win at Rat Slap, but to prolong the game long enough to reach the end of dialogue.**

The mechanics of **Rat Slap** are simple. Participants begin with a starting pile. Play proceeds counter-clockwise, with players turning the top card of their deck face up into the center on their turn. There are a list of slap conditions that describe the state of cards in the center. If one of these conditions is met at any time, a participant may slap the table to claim the center pile, adding it to their personal pile.

If a participant cannot flip a card on their turn, they are **eliminated**.

4.1 Slap Conditions

[Rat Slap Ruleset Test Sheet.xlsx](#) - this spreadsheet calculates the Slap Odds provided by a given slap condition. The planned conditions for GoodBabies are as follows:

- **Doubles** – Two cards of the same rank in a row
- **Sandwich** – Two cards of the same rank with a different rank in between them
- **Joker** – the current card is a Joker
- **Marriage** – A King/Queen is played after a Queen/King
- **Three in a Row** – Three cards of ascending or descending ranks in a row
- **Three Suited** – Three cards of the same suit in a row

4.2 Deck Specifications

Standard 52 Cards plus Jokers. Oversized cards for better visibility, custom suit icons and colors with soft shapes and pastel colors to match the feel of baby learning cards.

4.3 Gameplay 'Components'

- **Card Stacks** – one per player
 - A neat stack that shrinks from the top down/expands proportionally to the number of cards each participant has remaining
 - Card play from stack needs animation of card moving to center
 - Size increase is displayed when center cards are collected
 - UI component shows how many
- **Center Pile** – Displays most recent **three** cards played (at minimum) via angle and position of overlap as new cards are played
 - Most recent's position should correlate to who played it to give another indication of turn
 - Animated to show when a player collects by slapping and where the cards go

5. Suspicion, Evidence/Recording, and Attention

5.1 Suspicion

Suspicion is a percentile measure of how close the mafia is to kicking you out of their card game for acting suspiciously. They know there is a mole, so they are on high alert for unusual behaviours. This measure is communicated to the player via the closeness of **the Bouncer** – the **Bouncer** reaching the player is a **lose state (100% suspicion)**.

Additionally, the **Bouncer** can set a “grace period” amount of time where suspicious actions are not penalized to help with tutorialization and player exploration at the start of the game.

Suspicious actions are balanced via a **base suspicion added** value (**BSA**), which can be compared against NPC **Attention** to calculate the percentile amount of Suspicion added. They should also be able to pull **Attention** to the player and “stack.”

For example: slapping out of turn with the fly swatter in hand should accrue both suspicion penalties and pull attention to the player. Any stack with a single action that pulls attention should pull attention. ~~The amount of time Attention is pulled to the Player for should be variable per Trigger to act as an additional balance dial.~~ **The exception to this rule is that no action the player takes while the NPCs are Distracted should pull Attention or add Suspicion.**

5.1.1 List of Suspicion Actions

Suspicion Balancing Sheet - track sus triggers, their penalties, and decay calcs

5.1.1.1 One Time Triggers

These are typically disruptive behaviours or mistakes made by the player that **immediately set all NPC Attention to the Player** (following Attention rules).

- Slapping out of turn
 - Low BSA
- Slapping table with fly swatter
 - Low BSA
- Playing card out of turn
 - Med BSA
- ~~Trying to play card w item in hand~~
 - ~~Med BSA~~
- Attempting to use Train Button X+ times after it has run out of battery
 - Med BSA
- Hit mafia member with Ball

- High BSA

5.1.1.2 Suspicion Over Time Triggers

These are passively suspicious behaviours that are affected by NPC Attention when calculating their Suspicion Added penalty. They do **not draw Attention** unless stated otherwise. **Their BSAs should be significantly lower than the One Time Triggers' because they will be applied on a per NPC basis, up to 3 times.**

- Not playing on your turn
 - Low BSA
- Letting Baby cry
 - Low BSA
 - Pulls ~~Don's attention~~ Attention
- Recording with your Baby Monitor
 - Med BSA

5.1.2 Losing Suspicion

The player should lose Suspicion over time (decay). There should be a delay after the Player's Suspicion increases before it begins to decay. **This delay should at minimum account for the Bouncer position catching up to the current Suspicion value.**

Balance Dials:

- Delay – **fixed** or ~~dependent~~.
- Rate of decay – **fixed** or ~~linearly increasing~~

5.1.3 The Bouncer

As **Suspicion** increases, the Bouncer moves closer to the player. The bouncer should keep track of where its goal position is (based on current **Suspicion**) as a separate value from its current Position. If this goal value ever reaches 100%, it should be **locked**, and **the game will end when the Bouncer reaches the Player**. This separation adds bouncer movement speed as a balance lever and opens design space for stopping their movement.

Balance Dials:

- Speed
 - BP_BouncerSpline - Speed: **300f**
- Grace Period
 - BP_BouncerSpline - Delay Start To Suspicion : **120.0f (2min)**

5.2 Evidence And Dialogue Recording

Evidence is a numerical value used to track progress in the Level. It is increased by using the Baby Monitor to record **Incriminating Dialogue**, indicated by **red text**. If the Player holds interact on the Baby Monitor with an empty hand, the **Evidence** value will steadily increase *as long as there is some red text showing above an NPC*. At the end of the Level, victory will be determined based on if the player's **Evidence** value meets the Level requirements.

Spreadsheet for Dialogue Related Evidence Calcs

Balance Dials:

- Rate of increase
 - BP_Recorder – Evidence to add per recording = **1.0f /sec**
- Evidence required to complete level
 - BP_Recorder - Total Evidence to Record to Win = **88.67f**
- Total possible recordable **Evidence**
 - Total Inc Time - calculated in the above spreadsheet

There is additional design space that is likely out of prototype scope, such as evidence values tied to each specific line of dialogue, specific chase information worth extra, etc.

5.2.1 Dialogue Display

Dialogue appears above the head of its speaker. Dialogue is displayed gradually over time to give the Player time to read and react. The appearance of **red incriminating dialogue** should be telegraphed in conversation via narrative context clues.

Balance Dials:

- Text speed – only affects how fast it appears, not display time
 - WP_DialogueBubble – TypeWriterLoopTime = 0.05s/char
- ~~Time between lines of dialogue~~ - Replaced with buffer from Dialogue Spreadsheet TimingAdjustment Column
- ~~Variable evidence per line~~
 - ~~Having shade of red or a glow effect to show importance of specific lines is also ideal~~
- **Attention** direction

5.3 Attention

Attention is an additional layer for controlling the gameplay feel and difficulty through interaction with the NPCs. NPCs should always track where their **Attention** is

directed and indicate it to the Player via the direction of their gaze. Changes in **Attention** should be clearly indicated by animated NPC head and eye movement, with additional ceremony added as necessary.

Suspicion Over Time Triggers should all take NPC **Attention** into account when adding to the Player's **Suspicion** value by applying the below percentage to the BSA before adding it.

5.3.1 List of Attention “Targets” and BSA% Modifiers

BP_SuspicionManagerComponent – Base Suspicion Added Modifier Variable Category

- **Game:** 75% BSA
- **Player:** 100% BSA
- **OtherNPC:** 50% BSA
- **Distraction:** 0% BSA

5.3.2 Triggers for Changing Attention

SlapGame:

- During their Turn
- When Slap trigger is detected

Player:

- Suspicious Action Trigger
- When speaking (based on dialogue parameter)

OtherNPC:

- ~~If Speaker is Da Don~~
- When speaking (based on dialogue parameter)

Distraction:

- Upon elimination from Rat Slap
- Immediately and for entire duration of NPCDistraction
 - This overrides all other Attention pulls

Aside from the above triggers, the NPC AI should cycle through attention targets at regular and natural intervals. The simplest way to control this cycling is through regular triggers to

6. Opponent AI

The NPC Opponents will have tailorable AI with custom tendencies/behaviors per opponent. These behaviors should correlate to their personalities, as detailed in the [Characters](#) section. The levers, dials, and Rat Slap related behaviors for NPCs should be as follows:

BP_Opponent: Game Balance And Feel Category of Instance Editable Variables

- **Percent Likelihood to Slap** – how likely they are to notice a slap condition
- **Slap Reaction Time**
 - Time after condition found that NPC waits before slapping
 - ~~Speed of slap animation~~
- **Time Distracted on Loss** - Amount of time Attention set to Distraction after eliminated from the game
- **Look at Speed** - Telegraphing of reaction
 - Upon trigger, they look at slap game (if not **Distracted**)

7. Interactable Objects

Interactable Object is the key term for identifying the game objects placed around the level that the player can interact with to counter **Distraction Events** or affect NPC **Attention**. The core characteristics of IOs are as follows:

- ~~Placeable on either side of you in limited spaces on floor~~
- **Cannot** be placed on table
- Can be pickedUp(), dropped(), or Interacted() - **Using BP Interfaces**
- Can hold one item in each hand
 - E/R for Left/Right hand pick up or drop
 - Left/Right click (LMB/RMB) for Interact()
- Design language and/or descriptions should be utilized to give clear indications as to each object's use
 - Ex: hoop or target for practicing ball throwing
- Should also follow the principle of immersion:
 - i.e. How would a baby use/hold this object?

7.1 Fly swatter - BP_IntObj_FlySwatter_v2

- **Limit:** None, you can pick up and use and replace the swatter indefinitely
- **Interact() Output:** Swing the fly swatter down quickly in an arc based on which hand it's in.
- **Primary Interaction:** kill the fly to end the Fly **Distraction Event**
- **Alternate Interactions:**

- Hit the table & missing the fly to count as a slap
 - Suspicion penalty – how much depends on if you hit mafia(?)

7.2 Rubber ball - BP_IntObj_Ball

- ~~Limit: TBD number of balls can be picked up and thrown, will not return~~ None
- **Interact() Output:** Immediately throw ball in look direction
- **Primary Interaction:** Stopping the Cuckoo Clock **Distraction Event** by hitting the exposed target
- **Alternate Interactions:**
 - Hit mafia member players
 - Suspicion penalty
 - ~~AI Reaction time penalty~~
 - ~~Hit bouncer – stun bouncer~~
 - Suspicion gain is halted temporarily
 - Immediately after, gain is accelerated + added suspicion penalty

7.3 TV Remote - BP_IntObj_TVRemote

- **Limit:** None
- **Interact() Output:** Press rewind button, hold to keep rewinding
- **Primary Interaction:** Rewind baby video while looking in TV direction
 - **Balance Dials:**
 - **Acceptable Face Angle:** degree of difference between LookAt vector (direct line from player to TV) and actual face angle that is considered “looking at” the TV
- **Alternate Interactions:**
 - Button press does not do anything while looking away from TV

7.4 Milk Bottle

- ~~Limit: 1 active at a time, cannot order more, attempts may make bartender suspicious~~
- ~~Interact() Output: Lift bottle to lips and drink it – disappears(?)~~
- ~~Primary Interaction:~~
 - ~~Drink the milk – become less suspicious by blending in, but movement occurs on a delay b/c drunk~~
- ~~Alternate Interactions:~~
 - ~~place while looking at a mafia member – they drink it~~

- ~~Become slower to react~~

7.5 RC Train Button - BP_IntObj_TrainController

- **Limit:** Remote Battery Charge - Opponent Distraction Uptime before it stops working
- **Interact() Output:** press big red train button
- **Primary Interaction:** Toggle on or off toy train, which will pull mafia members **Attention** away from the player and set it to **Distraction**
 - **Balance Dials:**
 - How long Opponents are Distracted for – entire time the toy train is on, which has a maximum uptime of above **Remote Battery Charge** value
- **Alternate Interaction:**
 - Dull click sound that does nothing b/c out of batteries
 - Suspicion trigger on spam – see [Suspicious Action Triggers](#)

8. Player Distraction Events

Player **Distraction Events (DEs)** are triggerable occurrences within the level used to provide additional challenges to players and create distinct gameplay beats. The core characteristics of **Distraction Events** are as follows:

- Triggerable based upon the progression of dialogue throughout the level
- Disruptive audio and visual components to pull player's attention
 - Player should know they are going on
- Impose a penalty on **Evidence** throughout their duration
- Optionally impose a penalty to **Suspicion** as well

[Distraction Events Balance Sheet](#) - Tracks Trigger Lines, Evidence Penalties, BP Names, and all other balance dials for each DE

8.1 Fly (Repeatable)

- Comes in, flies around, and then lands, then flies, etc. Must swat it with a fly swatter to get rid of it
- ~~Have an indicator of where it might land~~
- Balance dials:
 - Frequency of trigger
 - Difficulty to swat – swatter controls/precision
 - Penalty for recording evidence quality

- ~~○ Amount of time spent in air/on ground~~
- Movement pattern – determined by a Spline Path
- Movement speed

8.2 Cuckoo Clock (One Time)

- ~~When clock hits the next hour~~, on Cuckoo() will pop out and be loud
- Prior to popping out, will have some ceremony animations that “expose” a target – hitting the target with a ball disables the clock
- Balance dials:
 - Difficulty to hit target
 - Length of exposed target window
 - Controls of throw – wind up vs instant
 - Penalty on recording while active
 - Length of time active
 - ~~Trigger timing – randomization vs tailoring~~

8.3 “Cocomelon Baby” (Continuous)

- Junior mafia member, the don’s darling boy who you have been tasked with taking care of. Make sure his baby mafia sensory video doesn’t end or he will cry. He is watching on a TV – can decide on the era.
- Should have the ability to restart/rewind the video easily
- Levers:
 - How quickly it rewinds
 - Length of video
 - Penalty/penalties of crying noise/ ramping up of noise

8.4 Lightning Strike (Finale Phase Transition)

- Causes your electronics to go a little haywire —~~brings you under immediate suspicion~~, disabling recording abilities. ~~Bouncer now doesn’t reset all the way; suspicion builds up quicker.~~
- Levers:
 - ~~○ Amount of suspicion gained~~
 - ~~○ How much bouncer max distance is reduced~~
 - When it happens
 - ~~○ Immediately makes baby cry(?)~~
 - Ease of wire recovery
 - Forced to Interact() with both hands to fix

8.5 Bonus Events

~~Milk Drink (repeatable)~~

- ~~• mafia orders you a drink, you have to drink it or they get suspicious, it makes your controls delayed b/c you're drunk~~

9. Mechanically Relevant Environmental Objects

9.1 Train – BP_SteamEngine

When activated via the [RC Train Button](#), train goes in a circle with lights and sounds behind the mafia members, setting their **Attention** to Distraction.

9.2 Rubber Ducky – BP_RubberDuck

When the bouncer gets x% of the way to the player, they step on a rubber ducky to give an audio queue to indicate they are getting close

- **% dial** is controlled by position in world space of the duck along the Bouncer's spline path, as the audio trigger is based on an overlap event

~~9.3 Bell on Bar~~

~~Slap it to ring and order a drink.~~

10. Narrative

The narrative of GoodBabies is dependent upon the intended **Level** flow/beats and balancing of the **Evidence** system, as it is delivered via **Dialogue** that controls both the length of level and amount of **Evidence** for the player to collect. This section is meant to provide guidelines and basic information about the world, characters within it, and plot hooks for the **Dialogue** to be based on. **Much of this section is therefore not necessarily represented in the final product.**

10.1 Worldbuilding

10.1.1 Baby Universe Rules

- Babies come from storks.
- There are no adults, only older looking babies.
- Babies still like baby things.
- Baby world is “simple” and the rules are loose.
 - For example, a “contract” in baby world could refer to a crayon drawing of a smiley face with initials next to it

- There is real money (BabyBucks £1 = B1)
- Babies still have baby logic and personalities most of the time

10.1.1 Baby Mafia What, Why, and How

- Milk is analogous to Alcohol/Drugs
- The Baby Mafia is involved in the production and distribution of illegal milk
 - Powder formula based --> coke imagery
 - Cheaper & more addictive than natty (cows)

10.1.1.1 Criminal Actions:

- Extortion
 - “Insurance Fraud” – forged IOUs
 - Loans and Debts – lending candy
 - Taking cuts of contracts
 - Control local business
- Territorial control
 - keep other milk sellers out
 - Make enemies “nap with the fishies”
 - Literally send them to nap so they don’t bother anyone
 - Put enemies in “Timeout”
 - Analog for torture
- Milk Dealing
 - Ship milk powder
 - Distribute as powder bricks in bulk, in bottles as single servings
- Corruption
 - Bribe police and customs officials

10.1.1.2 Community Actions:

- Maintenance – want to be popular w common folk
 - Build playgrounds
 - Find lost toys
- Support “friends of the family”
 - Protect longstanding businesses from incoming competition
 - Ex: The Nursery

10.1.1.3 “Family” Traditions:

- Care a lot about respect and hierarchy
 - Blinged out pacifiers is a status indicator

- ~~Nap Time – they all take a big nap together~~
- Play Time – they play with toys together
- Birthday parties – analogue for weddings

10.1.2 Baby Cops - NBPPD

- Why do the baby cops want to stop them?
 - Classic blue blooded law enforcement organization
 - wants to uphold justice in New Baby City
- Why should the player engage as an informant?
 - They are deep undercover with an assumed role
 - through dialogue we need to make it clear that the Baby Mafia is bad
- What do they do?
 - Have beat cops and detectives.
 - Put criminals in Timeout

10.2 Plot

10.2.1 Plot Hooks

- **A Plot:** the new playground. The city is constructing a new playground in mafia territory. They hired non-family contractors. The mafia wants to figure out how to get a cut/ deal with the situation.
- **B Plot:** the mole. The mafia suspects the existence of an informant, but they have no idea who it could be.
- **C Plot:** the connection. The mafia has a corrupt cop on the inside, and we want to root them out.
- Player is undercover as hired help – baby mafia is trusting and gullible
 - **Why does the conversation end when we lose at cards?**
 - Don gets bored bc we suck, says they should move the conversation elsewhere and we will receive our instructions later

10.2.2 Setting

- New Baby City – like New York, but babies
- Clubhouse called “The Nursery” Neon light
 - Scribbles and drawings on walls that reflect the baby mafia lore
 - Posters/paintings as well that reflect the worldbuilding
 - Room ambience is nursery themed bar
 - Where the Bambinos go to socialize

10.3 Characters

The NPCs each represent an archetype of Mafia character and have a clearly defined role within the organization.

10.3.1 The Don: Donnie Da Don

- Leader - Marlon Brando in The Godfather, but if he was a fortnite kid
- Careful and calculating
- Confident and conniving, always got something sinister up his sleeve
- Has adapted well to the modern world

10.3.1.1 Speech Patterns

- Overly specific in responses to make a point, nearly to point of monologuing

10.3.2 The Veteran Soldier (Paulie): Petey “Nibbles” Peanuts

- World weary, good street smarts
- A bit thick in the head when it comes to big picture stuff
- Loves the boss
- Obedient
- Old fashioned

10.3.2.1 Speech Patterns

- Low level mafioso type speech mistakes
- “back in my day” type remarks

10.3.3 The Upstart: Tammy “Tommy” Thompson

- Chip on her shoulder, something to prove
- Worries other Mafia members look down on her for being a girl
- Aggressive but clever
- Young and innovative

10.3.3.1 Speech Patterns

- Loud interjections and threats
- Excitement

10.3.3 Additional NPCs

Bartender

- ~~• Kind of annoying prick that helps out to avoid a scene in his bar~~
- ~~• Would qualify as a “friend of the family”~~

10.4 Dialogue

10.4.1 Dialogue Implementation Spreadsheet

The above spreadsheet is used both for Balance Calculations related to Dialogue and the actual implementation of it.

10.4.1.1 Prototype Narrative Sheet Columns Key:

- **A(--)**: redundant row number column, necessary for succesful CSV read by Unreal Engine
- **B(Dialogue)**: Actual text to appear in game
 - o **<bigred> red </>** are used to start and end incriminating dialogue sections
- **C(IsIncriminating)**: Boolean value of whether or not the dialogue is incriminating – used for text parsing optimization
- **D(OpponentIndex)**: Int that determines which NPC is speaking
 - o 1 is don, 2 is tommy, 3 is petey
- **E(AudioTone)**: Determines which trigger parameter to execute on the Dialogue MetaSound
 - o **Dropdown Choice of**: Standard, Positive, Negative, Laughing, Crying, Question
- **F(TimingAdjustment)**: Float value added to the total time to display dialogue
 - o **Should NEVER be set to less than -2.0**
- **G(AttentionTarget)**: Controls where the speaking NPC should look while speaking as well as what their Attention will be set
 - o **0** sets Attention to Player
 - o **1-3** sets **Attention** to **OtherNPC**
 - 1 is don, 2 is tommy, 3 is petey

10.4.2 General (Non-Character Specific) Style Guide

1. Mafia dialogue with baby speech abilities, **NOT** baby dialogue
2. Baby simplifications where possible
 - a. **Ex**: The -> Da
3. Mafia members use simple 1–2-word descriptive interjections between sentences
 - a. **Ex**: “Amazing.” “Yum.”
4. Babies don’t swear like real people
 - a. **Ex**: Shit-> Poopy
5. Make allusions to actions or items that blur the line between baby and mafia
 - a. Analogs to cigars or whiskey for example

6. Mafia members lie/euphemise their actions frequently
7. If questioned or harassed, respond sarcastically
 - a. **Ex:** “listen to him he knows everything”
8. In moments of self awareness, speak in third person
 - a. **Ex:** “look at him, he’s crying...”
9. Lower level Mafia Members make mistakes - “brung” instead of “brought”
10. Use pauses in dialogue before explaining a thought

10.4.2.1 Mafia Turns of Phrase

- (Said in response to a complaint) “Ill give you a ____!”
- “go post office/ postal”
- “and I’ll tell you something else”

10.4.3 Flavour

Guidelines:

- Use specific terms to anchor the game in its world:
 - Police -> Popo, NBPPD
- Make vague references to real world properties that fit in world
 - Clifford reference in PE Noire is a great example

Example lines:

- “We’re gonna whack X tomorrow, he’s been a thorn in my side for too long.”
 - “With da plastic bat or da foam one?”
- “I’m gonna knock your teeth out!”
 - “But I don’t have teeth yet”
- “This criminal stuff is really getting to me. I need another glass of milk...”
 - “careful boss you’ve been hittin the stuff all night.”