



Fallout 4: Miss

Version 1.0

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Level Information

Quick Summary

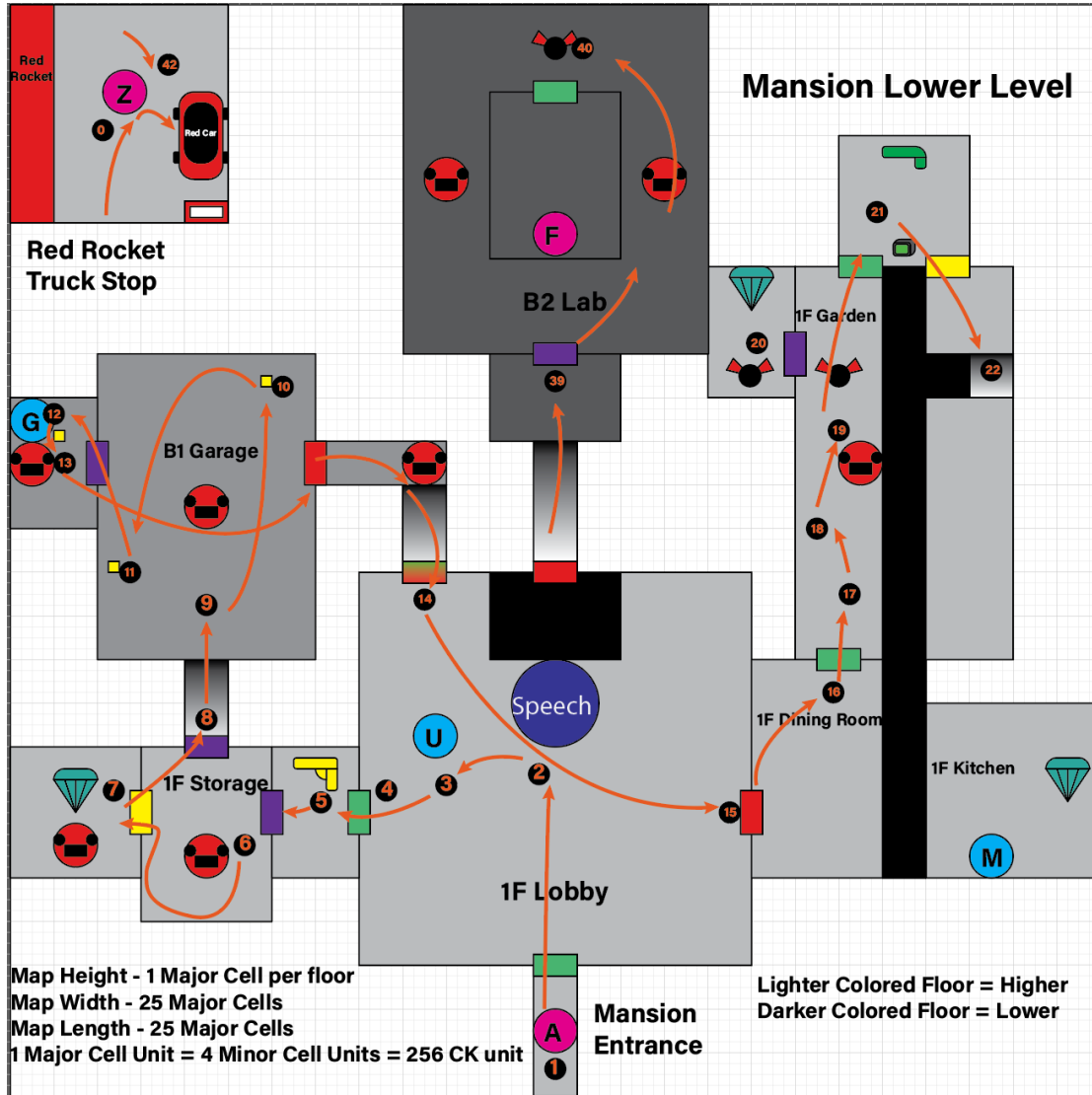
“Miss” is a single player standalone side quest in *Fallout 4* [1]. The player takes on the quest to explore an **old mansion** to **unravel the mystery** of the family by **collecting bobbleheads in different areas** of the mansion. Each area features a **distinct style in aesthetic and gameplay** to **represent the family members** trapped in the bobblehead. Some areas are more puzzle-focused while others are more action-oriented, but all areas rewards exploration with extra resources and optional narrative pieces. After all bobbleheads are collected, the player, with more knowledge of the family, will **confront the man behind all** and **decide the fate of the family**.

Level Feature Overview

Category	Sub-Category	Feature List
Player	Player Weapons	<ul style="list-style-type: none"> • Start weapons <ul style="list-style-type: none"> ○ Ranged <ul style="list-style-type: none"> ▪ 10mm Pistol ○ Melee <ul style="list-style-type: none"> ▪ Combat Knife • Optional weapons <ul style="list-style-type: none"> ○ Double-barrel Shotgun (In Garden Area) ○ Sub Machine Gun (In Bedroom Area) ○ Revolver (Reward from Uncle Charlie for finding extra gold bars)
	Player Skills/Abilities	<ul style="list-style-type: none"> • Cover Shooting • Lockpicking • Stealth • Exploration • Puzzle Solving
AI	Enemies	<ul style="list-style-type: none"> • Feral Ghoul (Melee) • Blood Bugs (Melee & Ranged)
	Friendlys	<ul style="list-style-type: none"> • Ana – the little girl • Bo - little girl's grandpa • Charlie – little girl's uncle • Damon – little girl's cousin • Eva – little girl's mother • Floyd – little girl's father • Zofia – the quest giver
Challenges	Gameplay Themes	<ul style="list-style-type: none"> • Major <ul style="list-style-type: none"> ○ Cover shooting ○ Puzzle solving • Minor <ul style="list-style-type: none"> ○ Combats with verticality ○ Exploration - finding hidden doors and resources ○ Lockpicking (optional) ○ Stealth (optional) ○ Reading logs and notes to learn about the narrative (optional)
	Obstacles/Hazards	<ul style="list-style-type: none"> • Noise-making trap • Toxic gas
Aesthetics	Setting (visual theme)	<ul style="list-style-type: none"> • Old gloomy mansion aesthetics for the building in general, but each area should feel somewhat distinct <ul style="list-style-type: none"> ○ The lobby should be somewhat luxury and well lit with a giant bobblehead statue in the middle ○ The garage/storage area should be somewhat dirty and messy, but also has a lot of painting for a contrast ○ The dining/kitchen should be somewhat well-lit, but feels outdated ○ The garden should have green fogs on the ground and a lot of plants. ○ The bedroom section should be dark and somewhat dreadful ○ The lab section should be similar to vault-tec infrastructure

Level Map(s)

Overview Map



Legends

Stair	Critical Path	Uncle Charlie (Barter)	Daughter Ana	10mm	Terminal	Feral Ghoul From Ceiling
Unlocked Door	Step Giant Speech	Grandpa Bo (Lockpicking)	Father Floyd	Shotgun	Terminal Cable	
Key-Required Door	Bobblehead Statue	Mother Eva (Medicine)	Quest Giver Zofia	Sub Machine Gun	Aid	
Barred Door	Enemy Move Direction	Cousin Damon (Sneak)	Gold Bar	10mm Ammo	Damian Hiding Spot	
Locked Door	Feral Ghoul	Blocked	Narrative Info	Shotgun Shell	Ana Appearing Spot	
Hidden Door	Blood Bug	Cover	Key Chest	0.45 Round Ammo	Red Rocket Coolant Post	

Figure 1: Overview Map (Mansion Lower Level). [2]

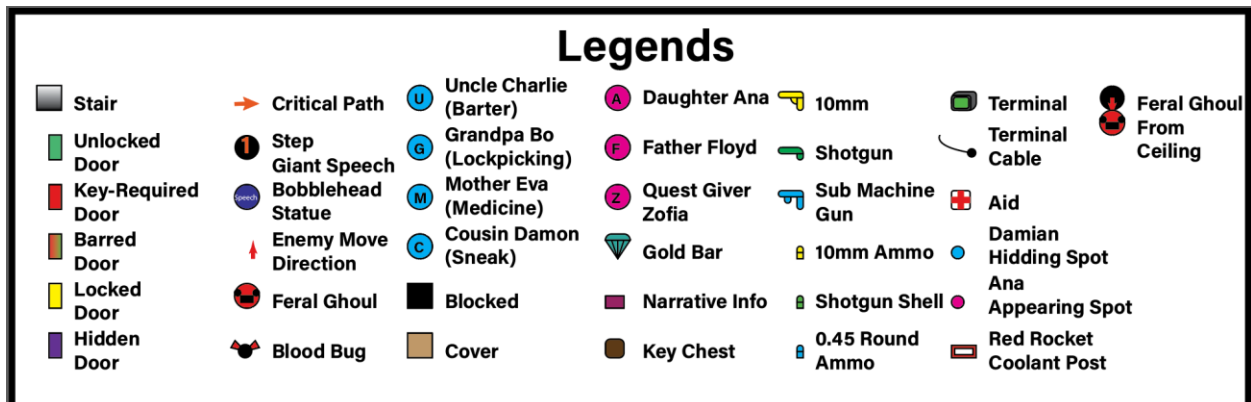
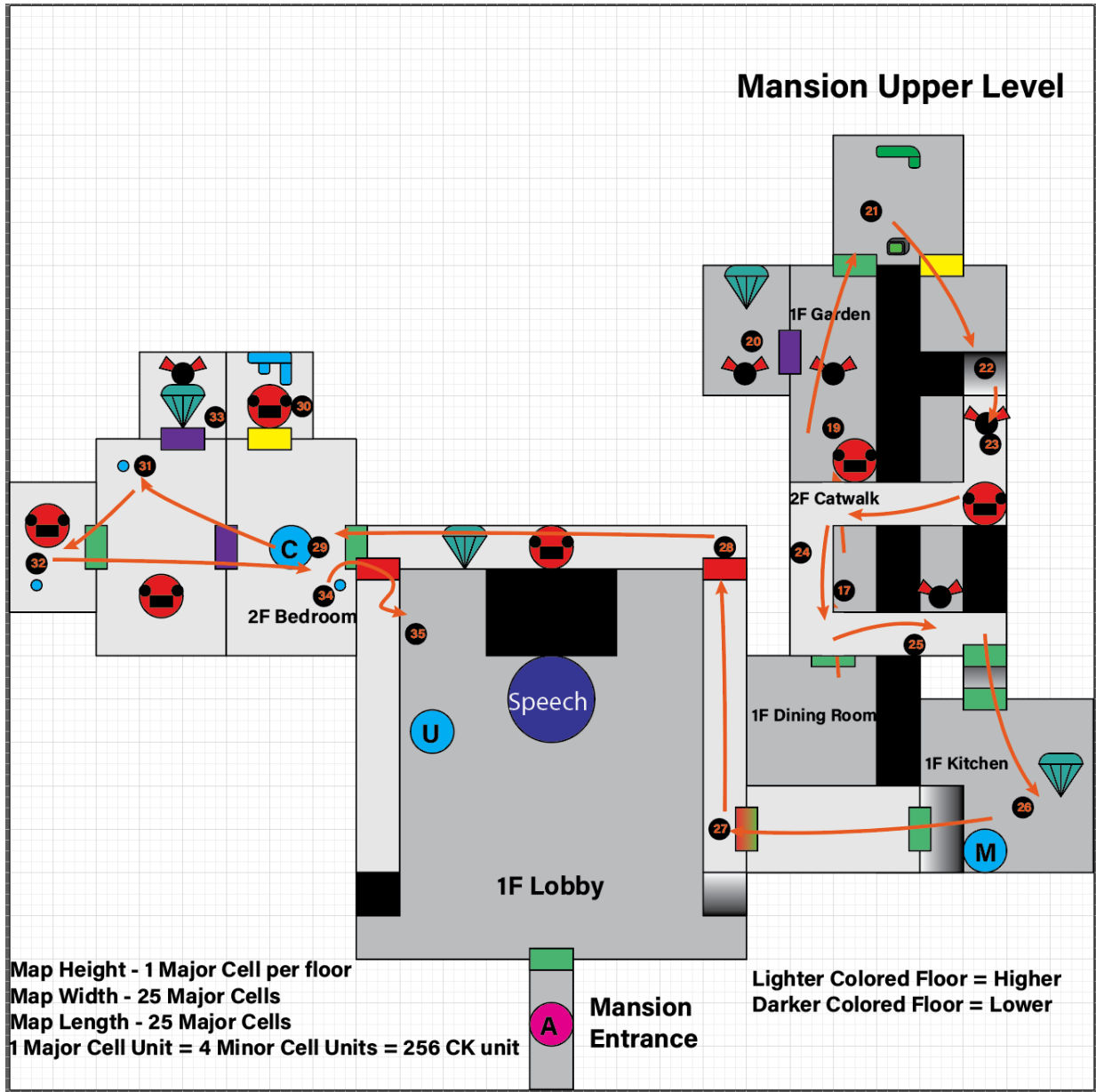


Figure 2: Overview Map (Mansion Upper Level). [2]

Map Label	Gameplay Summary
0	<ul style="list-style-type: none"> At Red Rocket Truck Stop, the player will talk to Zofia to accept the quest The player will teleport to the mansion using the red car
1	<ul style="list-style-type: none"> The fog at the entrance takes away all items in player's inventory The player talks to the singing little girl, Ana, in the entrance hallway The girl describes all 4 members of her family and wants the player to find them
2	<ul style="list-style-type: none"> Entering the main lobby, the giant speech bobblehead statue tells the player to collect all 4 family member's bobblehead to leave the mansion The player could talk to the statue to acquire more info
3	<ul style="list-style-type: none"> The player could talk to barter bobblehead (Uncle Charlie) on the table on the left side of the lobby Uncle Charlie says that he can be only picked up if the player to trade him with 2 gold bars
4	<ul style="list-style-type: none"> The player finds the next place to go is the room on the left
5	<ul style="list-style-type: none"> Entering the room, the player will pick up a 10mm, some ammo, a combat knife, and some bobby pins A note on the table hints the player to push the painting on the wall When the player pushes the painting, a hidden pathway is revealed
6	<ul style="list-style-type: none"> In the hidden storage room, the player finds a feral ghoul on the floor
7	<ul style="list-style-type: none"> The player could lockpick (Novice) the locked door and find a feral ghoul as well as some resources inside the room
8	<ul style="list-style-type: none"> In the hidden storage room, the player will push another painting to reveal the staircases
9	<ul style="list-style-type: none"> Inside the garage, the player is greeted with 3 roaming feral ghouls The note on the table hints the player to find 3 locked boxes near 3 paintings, each box contains the key to the next box, and the first key is on the table, and the last box contains the Lockpicking bobblehead (Grandpa Bo)
10	<ul style="list-style-type: none"> By following the hint from note, the player will find the first chest box beneath the light tower painting
11	<ul style="list-style-type: none"> By following the hint from the note, the player will find the second chest box between two cat paintings
12	<ul style="list-style-type: none"> By following the hint from the note, the player will find the last chest box inside a hidden room after pushing a woman painting
13	<ul style="list-style-type: none"> After finding the bobblehead inside the last chest, Grandpa Bo will talk to the player about the family history After conversation, the player will pick up the bobblehead as well as the key to the next area
14	<ul style="list-style-type: none"> Unlocking the hallway behind the locked door, the player will defeat a feral ghoul At the end of the narrow tunnel, the player will open a hidden exit, which brings the player back at the main lobby
15	<ul style="list-style-type: none"> With the newly found key, the player can now enter the dining room area
16	<ul style="list-style-type: none"> Through the dining room, the player enters the garden area in order to loop back to the kitchen
17	<ul style="list-style-type: none"> The garden area contains toxic gas When the player continues to advance, the player will see 1 feral ghoul roaming around and another feral ghoul rise from ground
18	<ul style="list-style-type: none"> Continuing move forward the player will be greeted with 2 blood bugs flying around
19	<ul style="list-style-type: none"> Continuing move forward the player will be greeted with another blood bug and 2 feral ghouls rushing out from the bushes

20	<ul style="list-style-type: none"> • One the left side of the garden wall, there is a hidden door decorated with a painting • The room contains 2 blood bugs
21	<ul style="list-style-type: none"> • At the end of the garden, the player will find a control room with a terminal • The player will pick up a shotgun in this room • The player will use the terminal to stop the toxic gas and open the exit door
22	<ul style="list-style-type: none"> • Exiting the control room, the player once again finds the path is blocked, and the player will take the staircase to the catwalks
23	<ul style="list-style-type: none"> • Moving forward, the player will greet with 2 blood bugs, and 1 feral ghoul rising from the floor
24	<ul style="list-style-type: none"> • Continuing forward, the player will find 2 feral ghouls rising up 1 in front of and 1 behind in the player
25	<ul style="list-style-type: none"> • After taking care of 3 blood bugs, the player will take the staircase down, exit the garden, and enter kitchen area
26	<ul style="list-style-type: none"> • Inside the kitchen area, the player will pick up the Medicine bobblehead (Mother Eva) along with its key as well as a gold bar on the table • Mother Eva will talk to the player about the family's history
27	<ul style="list-style-type: none"> • After conversation, the player will take the staircases up to the second floor, and come out of the barred door • The player will find himself return to the lobby again
28	<ul style="list-style-type: none"> • With Mother Eva bobblehead's key, the player unlocks the door on East hallway on second floor • Then the player is greeted with 2 feral ghouls rising up from floor
29	<ul style="list-style-type: none"> • At the end of the hallway, the player opens the door and enters the bedroom area • The player is greeted with Sneak Bobblehead (Cousin Damon) immediately • When the player tries to pick it up, Damon speaks about hide and seek and disappears
30	<ul style="list-style-type: none"> • The player can lockpick (Advanced) the locked room to find a feral ghoul and some aids • There is also a sub machine gun in the room
31	<ul style="list-style-type: none"> • The player will push the painting to reveal a hidden room • The player will find Damon on a bed inside the hidden room • When trying to pick up Damon disappears again, and 1 feral ghoul is dropped from the ceiling above
32	<ul style="list-style-type: none"> • The player finds Damon the second time in the room behind an unlocked door • There is a feral ghoul inside the room roaming around • When trying to pick up Damon disappears again, and 2 feral ghouls are dropped from the ceiling above
33	<ul style="list-style-type: none"> • The player can push the painting in the hidden room to reveal another one, which contains 2 blood bugs
34	<ul style="list-style-type: none"> • The player finds Damon the third time near the hallway entrance • The player can finally talk to Damon about the family and then pick it up along with a key
35	<ul style="list-style-type: none"> • The player will return to the hallway and unlock the locked door and then drop down to return to the lobby
36	<ul style="list-style-type: none"> • The player talks to Uncle Charlie to turn in gold bars to pick up the bobblehead
37	<ul style="list-style-type: none"> • After all 4 bobbleheads are collected, the player speaks to the giant speech bobblehead again, the statue moves, and the gate behind the status is show and unlocked for the player
38	<ul style="list-style-type: none"> • The player enters the hidden pathway
39	<ul style="list-style-type: none"> • The player takes the staircases down • The player uses the terminal to access to the lab area

40	<ul style="list-style-type: none">• The lab area contains 2 feral ghouls roaming and 2 feral ghouls on floor on each side of the hallway, and 2 blood bugs on the rear side• The player will defeat all the feral ghouls and enter the control room to confront the father and the daughter
41	<ul style="list-style-type: none">• In the final confrontation, more narrative information will be revealed, and the player has to decide the fate of the family
42	<ul style="list-style-type: none">• After making the decision and seeing the consequence, the fog emits again• When the player wakes up in Red Rocket Truck Stop, all player items are returned• The player reports to Zofia to complete the quest

Red Rocket 1

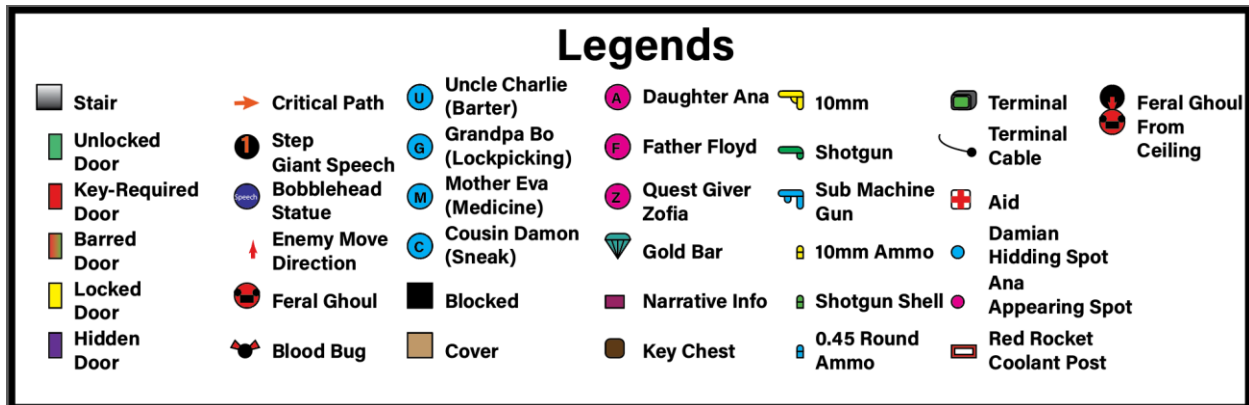
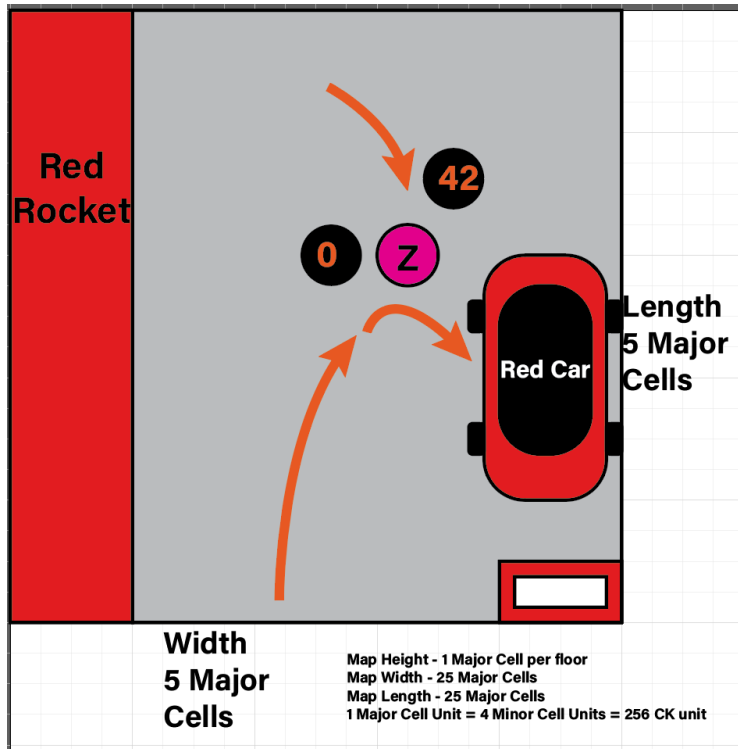
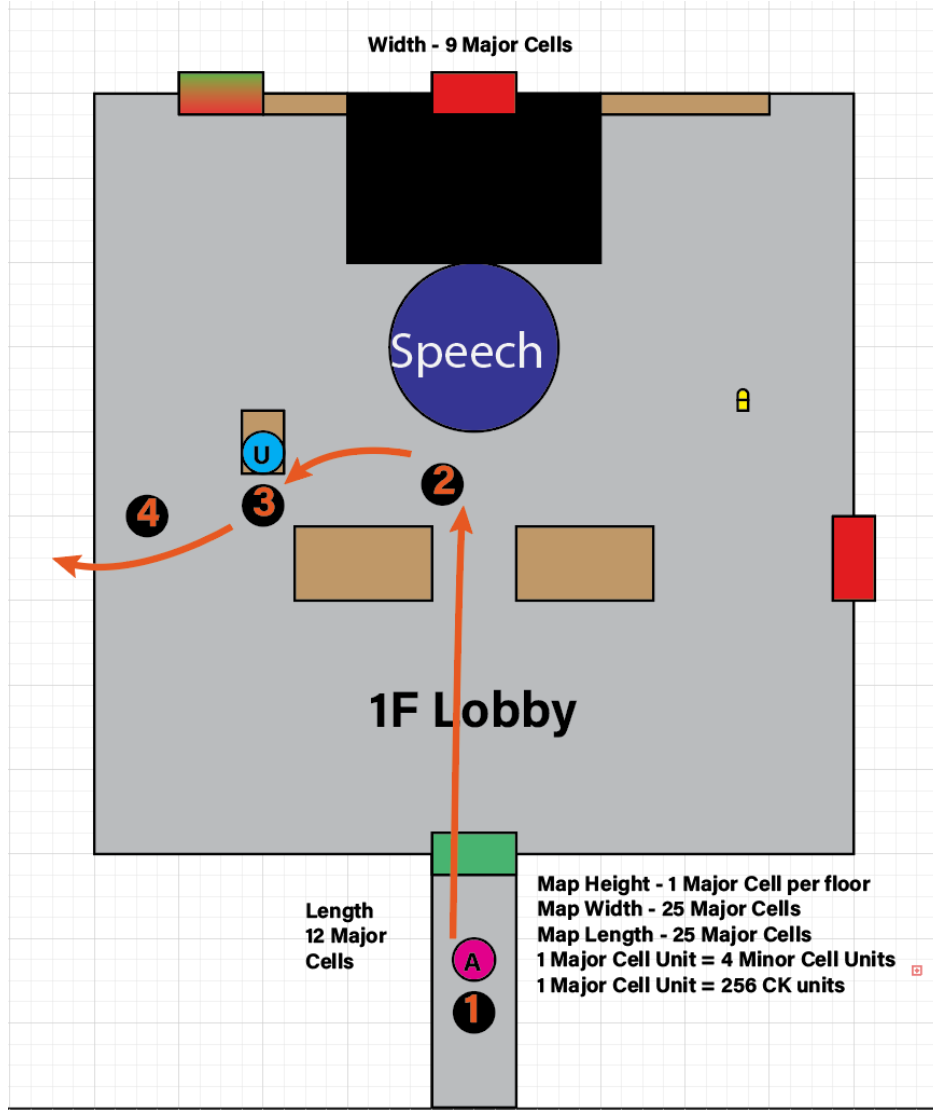


Figure 3: Red Rocket 1 (Detailed Map). [2]

Map Label	Event Summary	Event Details
0	<ul style="list-style-type: none"> The player accepts the quest from Zofia in Red Rocket Truck Stop The player teleports to the mansion using car 	<ul style="list-style-type: none"> Arriving at Red Rocket Truck Stop, the player will meet Zofia, the quest giver, near a red car Zofia claims that an old mansion that her past friend lives in is haunted. The Graves family lives inside the mansion have disappeared. She wants the player to investigate what's really going on there After accepting the quest, the map marker for the old mansion will be added to pip-boy, and the player will teleport to the mansion using the car

Lobby 1



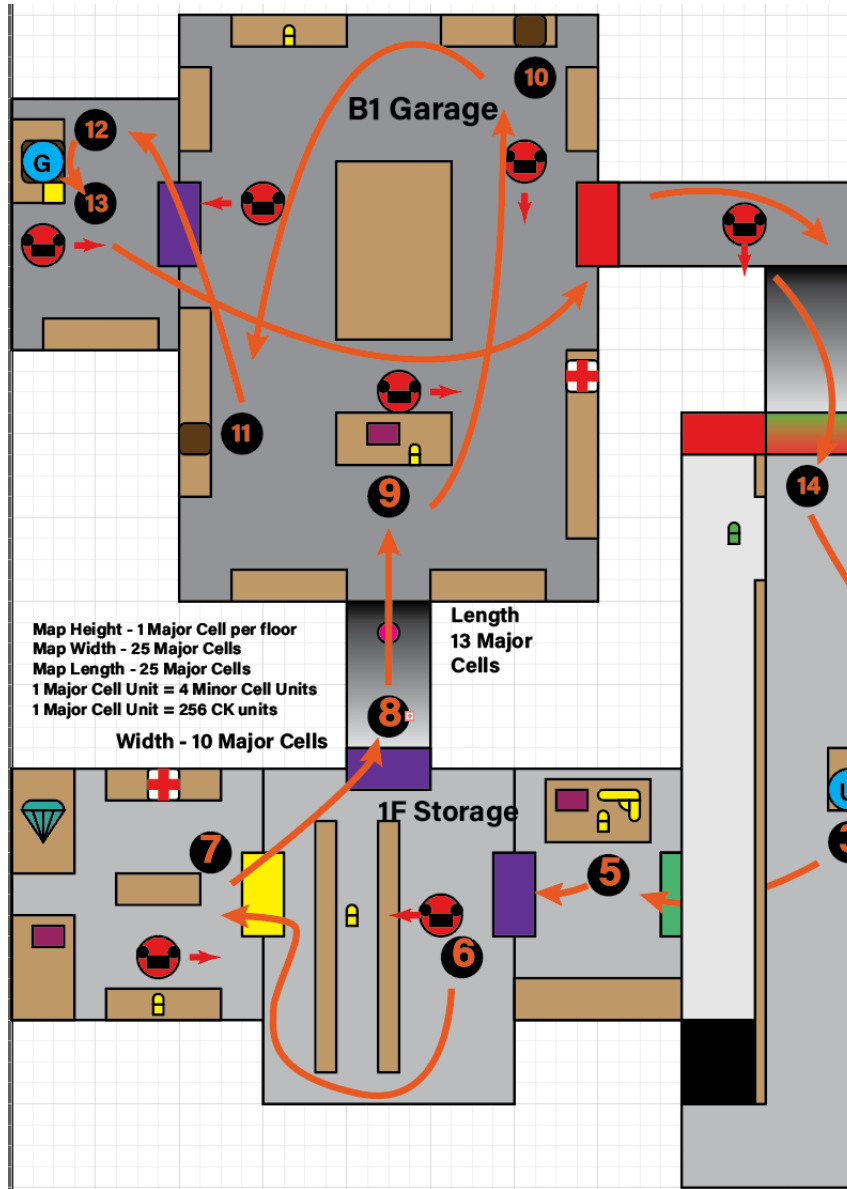
Legends

Stair	Critical Path	Uncle Charlie (Barter)	Daughter Ana	10mm	Terminal	Feral Ghoul From Ceiling
Unlocked Door	Step Giant Speech	Grandpa Bo (Lockpicking)	Father Floyd	Shotgun	Terminal Cable	
Key-Required Door	Bobblehead Statue	Mother Eva (Medicine)	Quest Giver Zofia	Sub Machine Gun	Aid	
Barred Door	Enemy Move Direction	Cousin Damon (Sneak)	Gold Bar	10mm Ammo	Damian Hiding Spot	
Locked Door	Feral Ghoul	Blocked	Narrative Info	Shotgun Shell	Ana Appearing Spot	
Hidden Door	Blood Bug	Cover	Key Chest	0.45 Round Ammo	Red Rocket Coolant Post	

Figure 4: Lobby 1 (Detailed Map). [2]

Map Label	Event Summary	Event Details
1	<ul style="list-style-type: none"> The player passes through the hallway and enters the lobby after meeting the little girl 	<ul style="list-style-type: none"> Entering the mansion, there is a long hallway covered with fog Inside the fog, the player loses all items in the inventory On the other side of the hallway, there is a little girl singing When the player talks to the little girl - Ana, Ana says she is playing hide and seek with her family After describing all 4 members of her family that needed to be found, the girl runs away and disappears
2	<ul style="list-style-type: none"> The player talks to the giant speech bobble statue in the lobby 	<ul style="list-style-type: none"> Opening the gate to the main lobby, the light lit up, and there is a giant Speech Bobblehead Statue in the middle of the lobby The voice coming from the giant bobblehead informs the player that the player must help Ana to reunion all 4 family members in order to leave the mansion The player may talk to the giant statue to learn about the information needed to find all the bobbleheads
3	<ul style="list-style-type: none"> The player talks to Barter Bobblehead (Uncle Charlie -) in the lobby 	<ul style="list-style-type: none"> Inside the lobby, there is already a Barter Bobblehead (Uncle Charlie) on the table on the left side of the lobby When the player tries to pick it up, the bobblehead starts talking Uncle Charlie says he can only be picked up after the player collecting 2 gold bars inside the mansion The player could talk to Uncle Charlie to learn more about the family After the player have already paid Charlie, the player could pay 2 extra gold bars to gain a powerful revolver
4	<ul style="list-style-type: none"> The player locates the next location to go 	<ul style="list-style-type: none"> From the Speech Bobblehead, the player learns that the 4 family bobbleheads locates at the lobby, the garage, the garden, and the bedroom on 2F respectively When the player tries to open doors available to him, the player finds the next place to go is the room on the left (This is also conveyed by light)

Storage & Garage Area



Legends

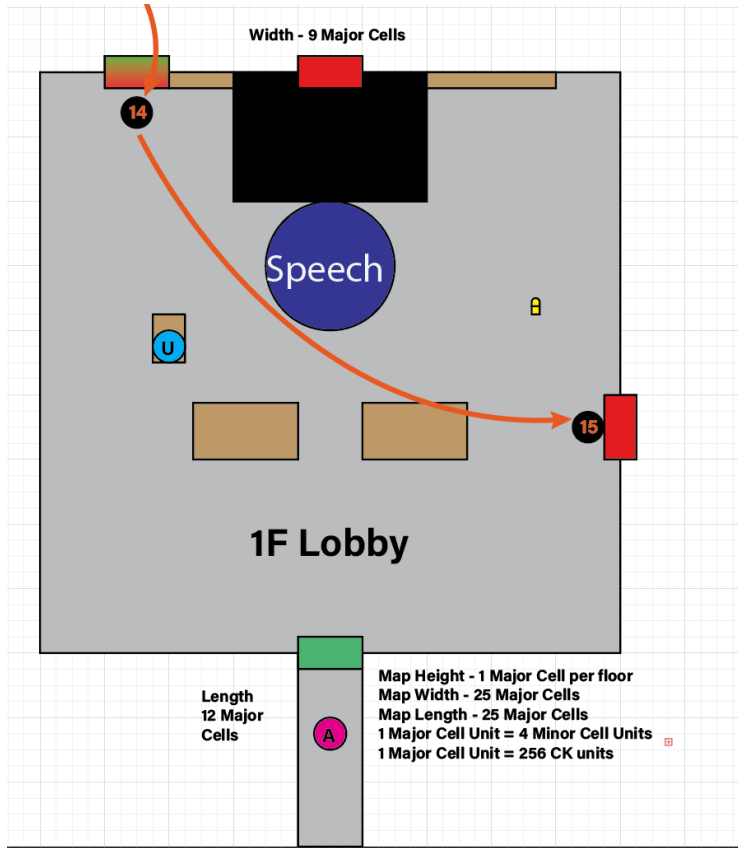
Stair	Critical Path	Uncle Charlie (Barter)	Daughter Ana	10mm	Terminal	Feral Ghoul From Ceiling
Unlocked Door	Step	Grandpa Bo (Lockpicking)	Father Floyd	Shotgun	Terminal Cable	
Key-Required Door	Bobblehead Statue	Mother Eva (Medicine)	Quest Giver Zofia	Sub Machine Gun	Aid	
Barred Door	Enemy Move Direction	Cousin Damon (Sneak)	Gold Bar	10mm Ammo	Damian Hiding Spot	
Locked Door	Feral Ghoul	Blocked	Narrative Info	Shotgun Shell	Ana Appearing Spot	
Hidden Door	Blood Bug	Cover	Key Chest	0.45 Round Ammo	Red Rocket Coolant Post	

Figure 5: Storage & Garage Area (Detailed Map). [2]

Map Label	Event Summary	Event Details
5	<ul style="list-style-type: none"> The player gathers equipment The player reveals a hidden room by pushing the painting 	<ul style="list-style-type: none"> Entering the room to the left of the lobby, the player will pick up a 10mm, some ammo, a combat knife, and some bobby pins on the table On the table, there is also a note providing the player the hint about pushing the painting on the wall When the player pushes the painting, a hidden pathway is revealed
6	<ul style="list-style-type: none"> The player deals with a feral ghoul 	<ul style="list-style-type: none"> In the hidden storage room, the player finds a feral ghoul on the floor unaware of the player The player will learn to use the pistol to kill the feral ghoul There are some noise-making traps in the room
7	<ul style="list-style-type: none"> The player explores optional room using lockpicking skill 	<ul style="list-style-type: none"> The player could lockpick (Novice) the locked door and find a feral ghoul inside the room Inside the room, there is a gold bar as well as some 10mm ammo There is also a note with optional narrative piece in the room
8	<ul style="list-style-type: none"> The player finds the hidden staircase and goes down to garage 	<ul style="list-style-type: none"> In the hidden storage room, the player will push another painting to reveal the staircases Going down the stairs from the storage room, the player will find some noise-making traps If the traps are triggered, feral ghouls inside the garage will come at the player The player sees the little girl running down the stairs and lost in the garage
9	<ul style="list-style-type: none"> The player defeats 3 feral ghouls in the garage The player finds note about where the bobblehead is 	<ul style="list-style-type: none"> Inside the garage, the player is greeted with 3 roaming feral ghouls After taking care of the feral ghouls, the player will come to the table lit by light The note on the table hints the player to find 3 locked boxes near 3 paintings, each box contains the key to the next box, and the first key is on the table, and the last box contains the bobblehead (Grandpa Bo - Lockpicking) However, boxes can be lockpicked with high lockpick skills
10	<ul style="list-style-type: none"> The player finds the first chest with the hint 	<ul style="list-style-type: none"> By following the word (riddle) hint from the note ("A creature inside the light house"), the player will find the first chest box beneath the light tower painting
11	<ul style="list-style-type: none"> The player finds the first chest with the hint 	<ul style="list-style-type: none"> By following the word (riddle) hint from the note ("Two cats catching a mouse"), the player will find the second chest box between two cat paintings
12	<ul style="list-style-type: none"> The player finds the bobblehead in the last chest 	<ul style="list-style-type: none"> By following the word (riddle) hint from the note ("A veiled beauty with no flaws"), the player will find the last chest box inside a hidden room after pushing a woman painting Broken walls will be used to suggest the existence of the hidden room

13	<ul style="list-style-type: none">The player talks to Lockpicking Bobblehead	<ul style="list-style-type: none">After finding the bobblehead inside the last chest, Grandpa Bo will talk to the player about the family historyAfter conversation, the player will pick up the bobblehead as well as a key granting access to the locked door inside the garage as well as the dining room on the east part of the mansion
14	<ul style="list-style-type: none">The player returns to the lobby through a narrow shortcut	<ul style="list-style-type: none">Entering the hallway behind the locked door, the player will defeat a feral ghoulThe player will then crouch to move forward to fit into the narrow spaceAt the end, the player will open a hidden exit, which brings the player back at the main lobby

Lobby 2



Legends

Stair	Critical Path	Uncle Charlie (Barter)	Daughter Ana	10mm	Terminal	Feral Ghoul From Ceiling
Unlocked Door	Step	Grandpa Bo (Lockpicking)	Father Floyd	Shotgun	Terminal Cable	
Key-Required Door	Giant Speech	Mother Eva (Medicine)	Quest Giver Zofia	Sub Machine Gun	Aid	
Barred Door	Bobblehead Statue	Cousin Damon (Sneak)	Gold Bar	10mm Ammo	Damian Hiding Spot	
Locked Door	Enemy Move Direction	Blocked	Narrative Info	Shotgun Shell	Ana Appearing Spot	
Hidden Door	Feral Ghoul	Cover	Key Chest	0.45 Round Ammo	Red Rocket Coolant Post	
	Blood Bug					

Figure 6: Lobby 2 (Detailed Map). [2]

Map Label	Event Summary	Event Details
15	<ul style="list-style-type: none"> The player unlocks and enters the dining room 	<ul style="list-style-type: none"> With Grandpa Bo bobblehead's key in possession, the player enters the dining room after unlocking the door on the west side of the lobby

Dining Room & Garden Area

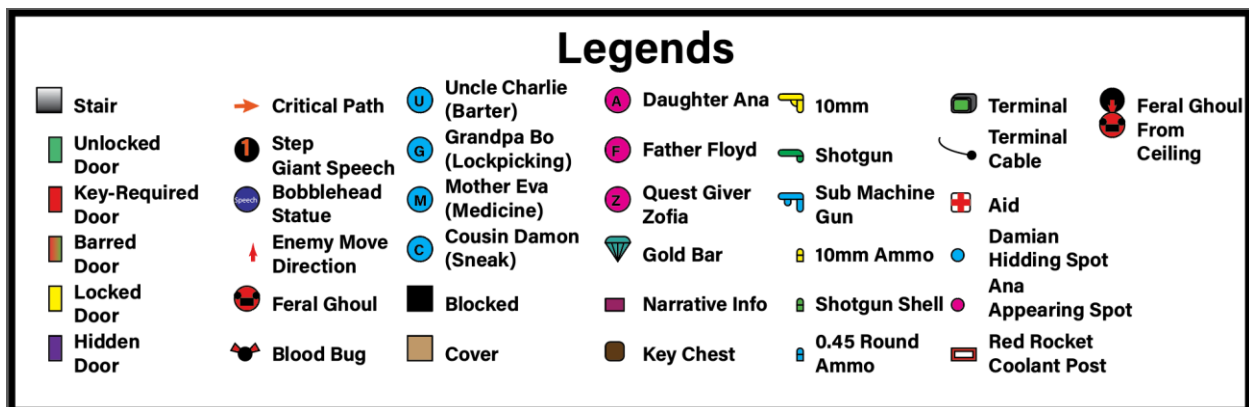
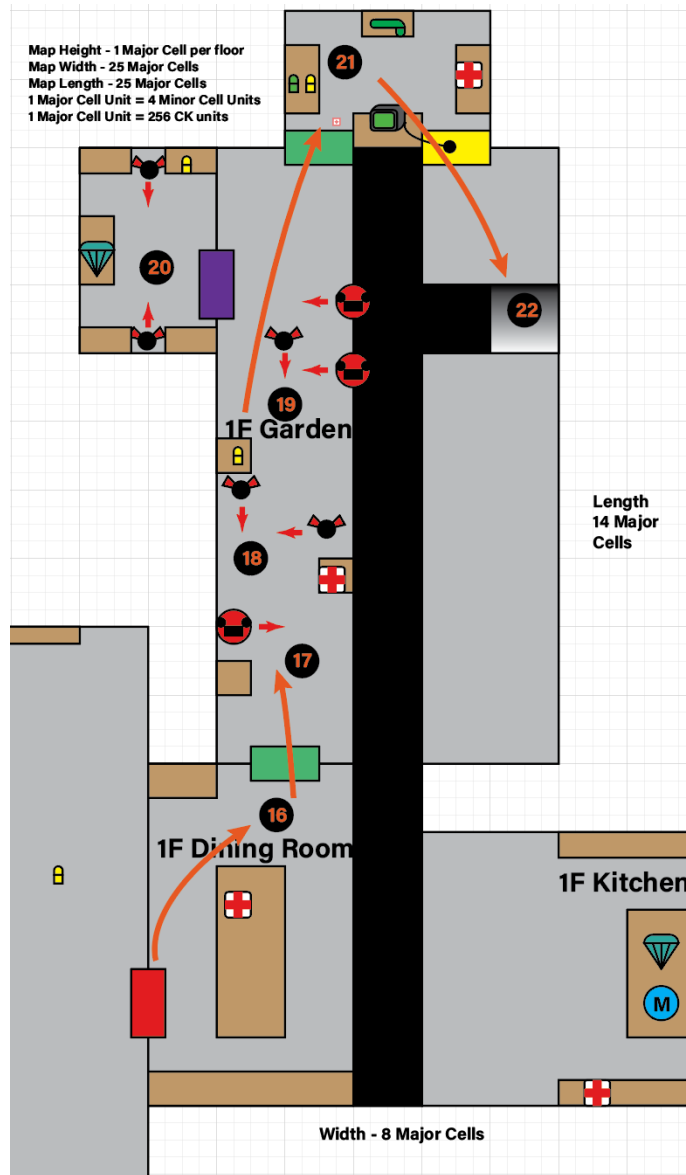
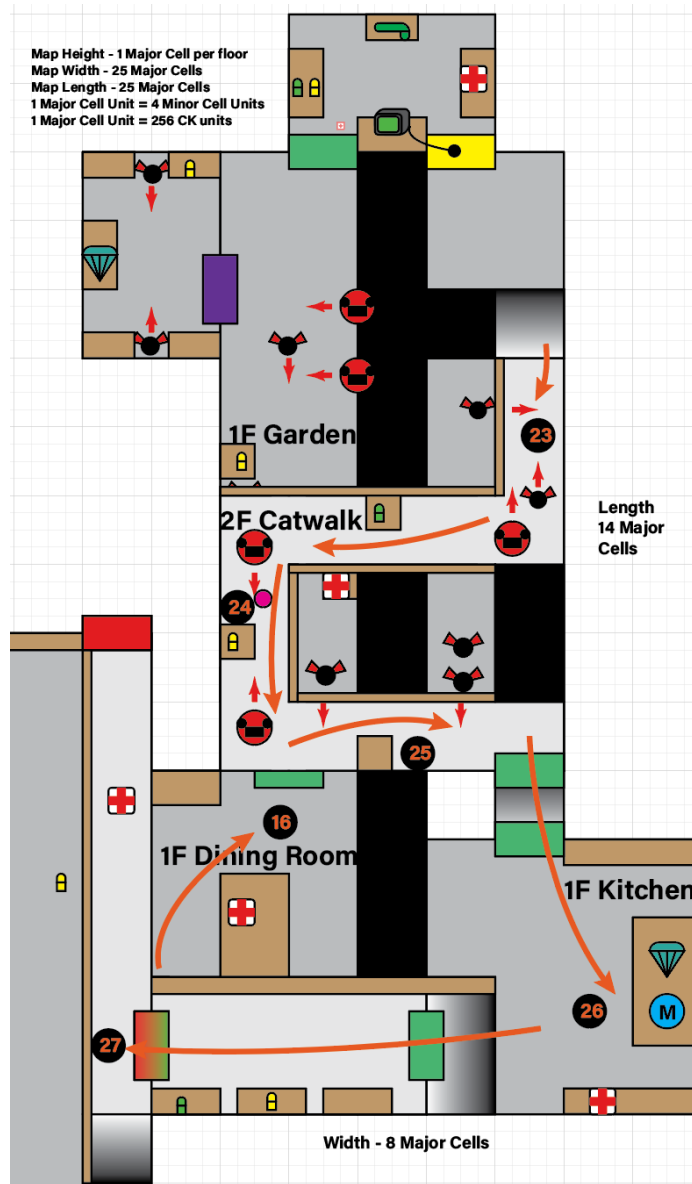


Figure 7: Dining Room & Garden Area (Detailed Map). [2]

Map Label	Event Summary	Event Details
16	<ul style="list-style-type: none"> The player previews the bobblehead and decides to loop around 	<ul style="list-style-type: none"> Through the dining room, the player finds the access to the kitchen is blocked by debris The player can preview the Medicine Bobblehead (Mother Eva) on the table in the kitchen, so that the player knows to loop around from the garden area There are aids on the dining table
17	<ul style="list-style-type: none"> The player enters the garden area full of toxic gas The player deals with 2 feral ghouls 	<ul style="list-style-type: none"> Entering the garden area, the entrance door will be locked. The area starts to emit toxic gas slowly damaging the player over time When the player continues to advance, the player will see 1 feral ghou roaming around and another feral ghou rise from ground The player needs to deal with the enemies quickly as player's health is slowly decreasing from the toxic gas There are limited 10mm ammo on crates
18	<ul style="list-style-type: none"> The player deals with 2 blood bugs 	<ul style="list-style-type: none"> Continuing move forward the player will be greeted with 2 blood bugs flying around
19	<ul style="list-style-type: none"> The player deals with a blood bug and 2 ambushing feral ghouls 	<ul style="list-style-type: none"> Continuing move forward the player will be greeted with another blood bug and 2 feral ghouls rushing out from the bushes
20	<ul style="list-style-type: none"> The player explores an optional room after finding a hidden door 	<ul style="list-style-type: none"> One the left side of the garden wall, the player may find a painting that's feels unnatural and stands out, the player may push the painting to gain access to a room The room contains 2 blood bugs After defeating them, the player can find a gold bar as well as some 10mm ammo
21	<ul style="list-style-type: none"> The player picks up shotgun in the control room The player uses terminal to turn off toxic gas and opens the exit door 	<ul style="list-style-type: none"> At one end of the garden, the player will find a control room, which contains a terminal with the control to the doors of the control room as well as some optional narrative information for the player to explore The player will pick up a shotgun in this room as well as some 10mm ammos and shotgun shells The player will use the terminal to stop the toxic gas and open the exit door
22	<ul style="list-style-type: none"> The player takes the staircase to catwalks 	<ul style="list-style-type: none"> Exiting the control room, the player once again finds the path is blocked, and the player will take the staircase to the catwalks The player sees the little girl on the catwalks and disappears

Garden Catwalks & Kitchen Area



Legends

Stair	Critical Path	Uncle Charlie (Barter)	Daughter Ana	10mm	Terminal	Feral Ghoul From Ceiling
Unlocked Door	Step Giant Speech	Grandpa Bo (Lockpicking)	Father Floyd	Shotgun	Terminal Cable	
Key-Required Door	Bobblehead Statue	Mother Eva (Medicine)	Quest Giver Zofia	Sub Machine Gun	Aid	
Barred Door	Enemy Move Direction	Cousin Damon (Sneak)	Gold Bar	10mm Ammo	Damian Hiding Spot	
Locked Door	Feral Ghoul	Blocked	Narrative Info	Shotgun Shell	Ana Appearing Spot	
Hidden Door	Blood Bug	Cover	Key Chest	0.45 Round Ammo	Red Rocket Coolant Post	

Figure 8: Garden Catwalks & Kitchen Area (Detailed Map). [2]

Map Label	Event Summary	Event Details
23	<ul style="list-style-type: none"> The player deals with 2 blood bugs and 1 feral ghoul 	<ul style="list-style-type: none"> Moving forward, the player will greet with 2 blood bugs, and 1 feral ghoul rising from the floor
24	<ul style="list-style-type: none"> The player deals with 2 ambushing feral ghouls 	<ul style="list-style-type: none"> Continuing forward, the player will find 2 feral ghouls rising up 1 in front of and 1 behind in the player There are limited 10 mm ammos and shotgun shells along the way
25	<ul style="list-style-type: none"> The player deals with 3 blood bugs The player takes the staircase down to the kitchen area 	<ul style="list-style-type: none"> After taking care of 3 blood bugs coming from the side, the player will take the staircase down, exit the garden, and enter kitchen area
26	<ul style="list-style-type: none"> The player talks to Medicine bobblehead (Mother Eva) 	<ul style="list-style-type: none"> Inside the kitchen area, the player will pick up the Medicine bobblehead (Mother Eva) along with its key as well as a gold bar on the table Mother Eva will talk to the player about the family's history Player can also pick up some aids in the kitchen
27	<ul style="list-style-type: none"> The player returns to the second floor of the lobby through staircases 	<ul style="list-style-type: none"> After conversation, the player will take the staircases up to the second floor, and come out of the barred door The player will find himself return to the lobby again

Lobby 3

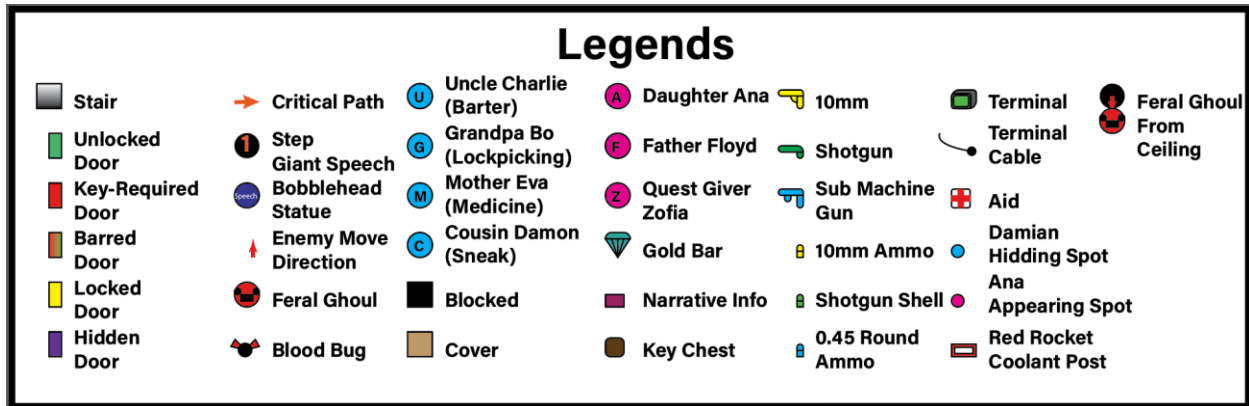
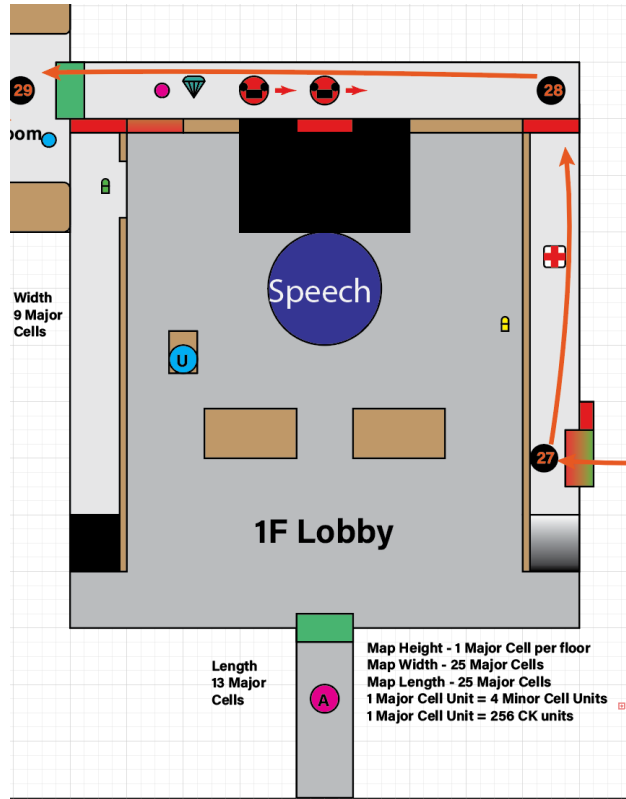


Figure 9: Lobby 3 (Detailed Map). [2]

Map Label	Event Summary	Event Details
28	<ul style="list-style-type: none"> The player unlocks the door to the 2F hallway behind the lobby The player deals with 2 feral ghouls in the hallway 	<ul style="list-style-type: none"> With Mother Eva bobblehead’s key, the player unlocks the door on East hallway on second floor In the hallway, the player sees the little girl and lost trace again in the darkness Then the player is greeted with 2 feral ghouls rising up from floor The player could also find a gold bar in the hallway

Bedroom Area

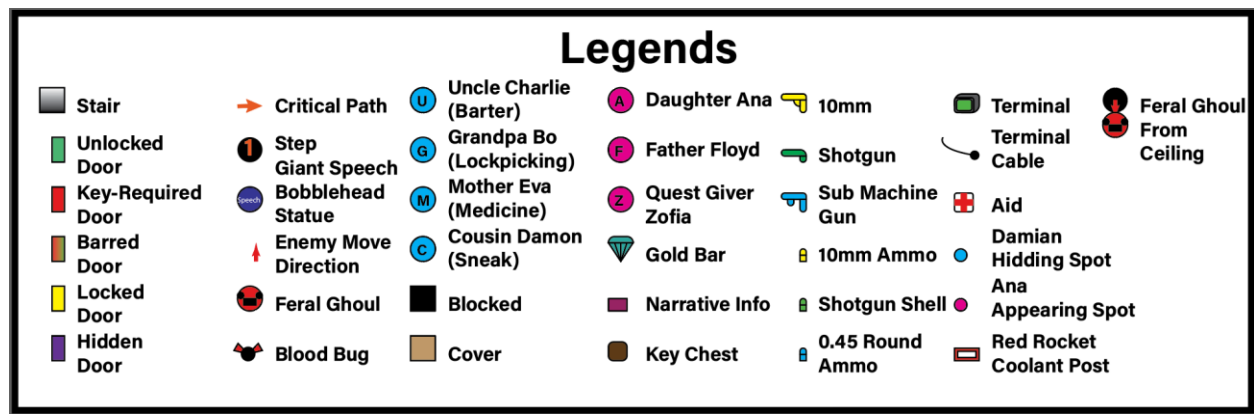
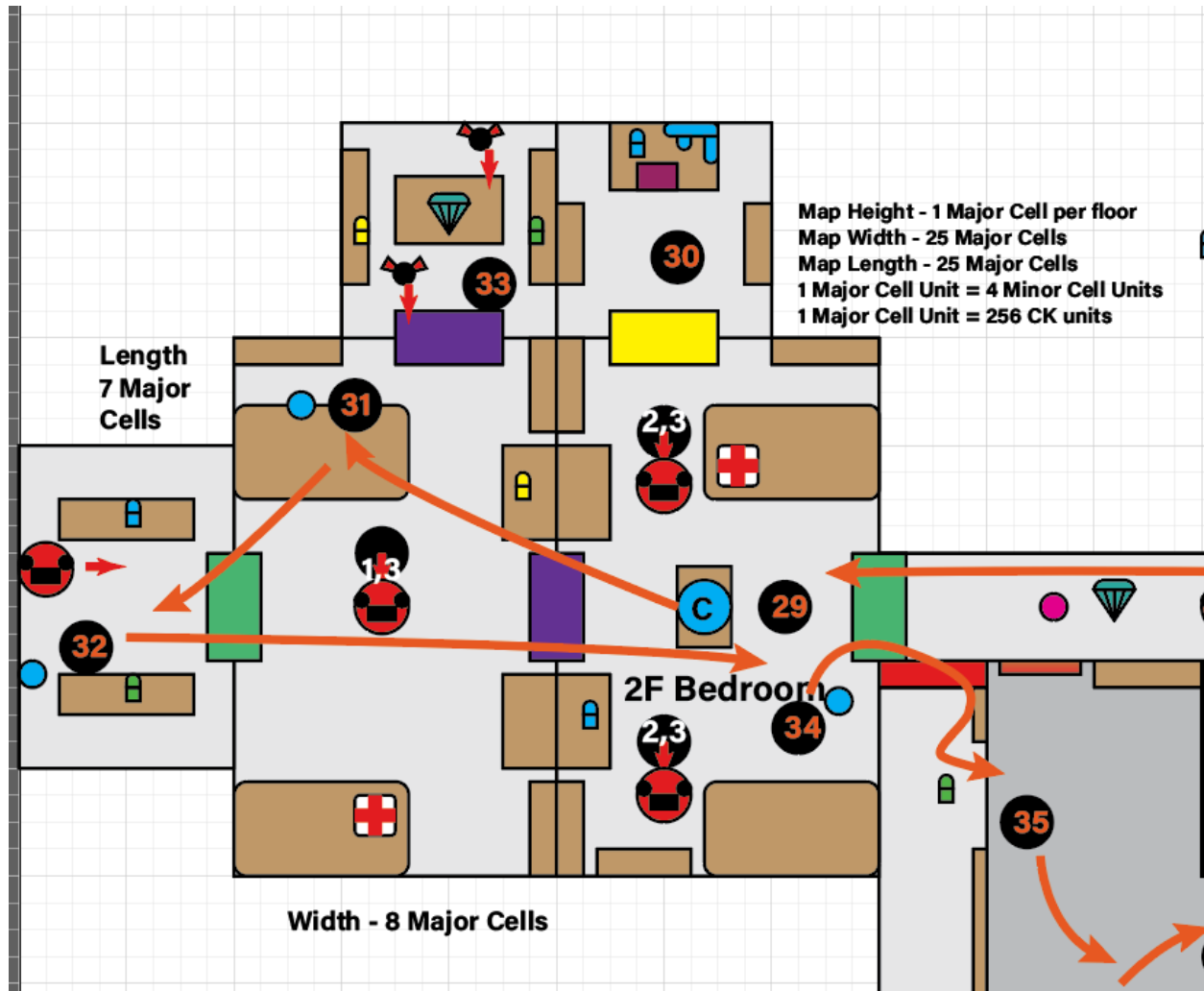


Figure 10: Bedroom Area (Detailed Map). [2]

Map Label	Event Summary	Event Details
29	<ul style="list-style-type: none"> The player enters the bedroom area The player tries to pick up Sneak Bobblehead, but it disappeared and needed to be found again 	<ul style="list-style-type: none"> At the end of the hallway, the player opens the door and enters the bedroom area The player is greeted with Sneak Bobblehead (Cousin Damon) immediately on the stable When the player tries to pick it up, Damon asks the player to find him again and then disappears The player finds the room contain multiple of bobbleheads, and the player needs to tell which one is Damon Damon emits red lights as extra conveyance
30	<ul style="list-style-type: none"> The player lockpicks to find a Sub Machine Gun in an optional room 	<ul style="list-style-type: none"> The player can lockpick (Advanced) the locked room to find a feral ghoul and some aids There is also a note with some optional narrative information in the room There is also a sub machine gun for the player to pick up as well as some 0.45 round ammos
31	<ul style="list-style-type: none"> The player pushes painting to find a hidden room The player finds Damon for the first time on the bed 	<ul style="list-style-type: none"> The player will push the painting to reveal a hidden room The player will find Damon inside the hidden room When trying to pick up Damon disappears again, and 1 feral ghoul is dropped from the ceiling above The player can pick up some shotgun shells and 0.45 round ammos
32	<ul style="list-style-type: none"> The player finds Damon for the second time in the room with the unlocked door 	<ul style="list-style-type: none"> The player finds Damon the second time in the room behind an unlocked door (conveyed by light) There is a feral ghoul inside the room roaming around When trying to pick up Damon disappears again, and 2 feral ghouls are dropped from the ceiling above There are some aids on the bed for the player to pick up
33	<ul style="list-style-type: none"> The player finds extra resources in a hidden room after defeating 2 blood bugs 	<ul style="list-style-type: none"> The player can push the painting in the hidden room to reveal another one, which contains 2 blood bugs After defeating the blood bus, the player can pick up 1 gold bar and some 10mm and 0.45 round ammos
34	<ul style="list-style-type: none"> The player finds Damon for the third time near the hallway entrance 	<ul style="list-style-type: none"> The player finds Damon the third time near the hallway entrance The player can finally talk to Damon about the family and then pick it up along with a key
35	<ul style="list-style-type: none"> The player returns to the lobby through a short cut 	<ul style="list-style-type: none"> The player will return to the hallway and unlock the only locked door using the key picked up along with Damon's bobblehead The player returns to the lobby by entering the west hallway on the second floor and drop down

Lobby 4

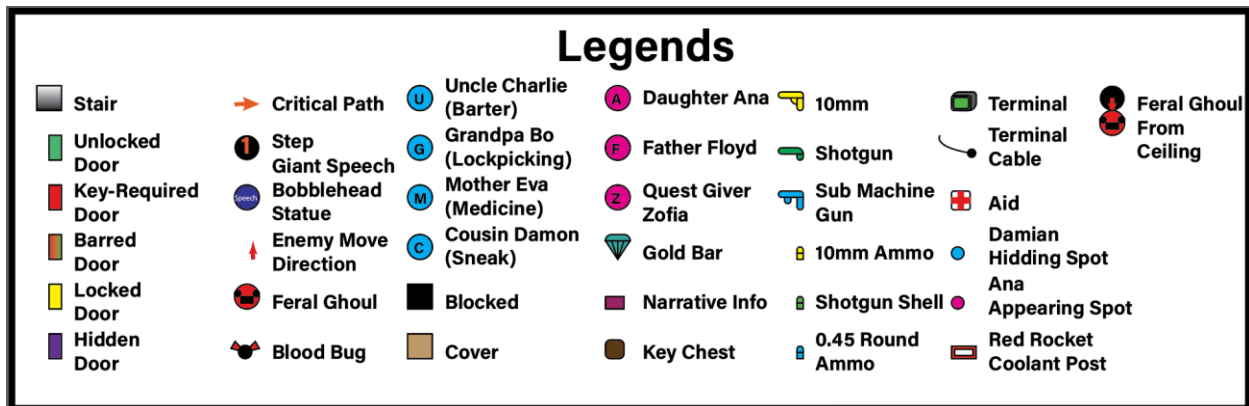
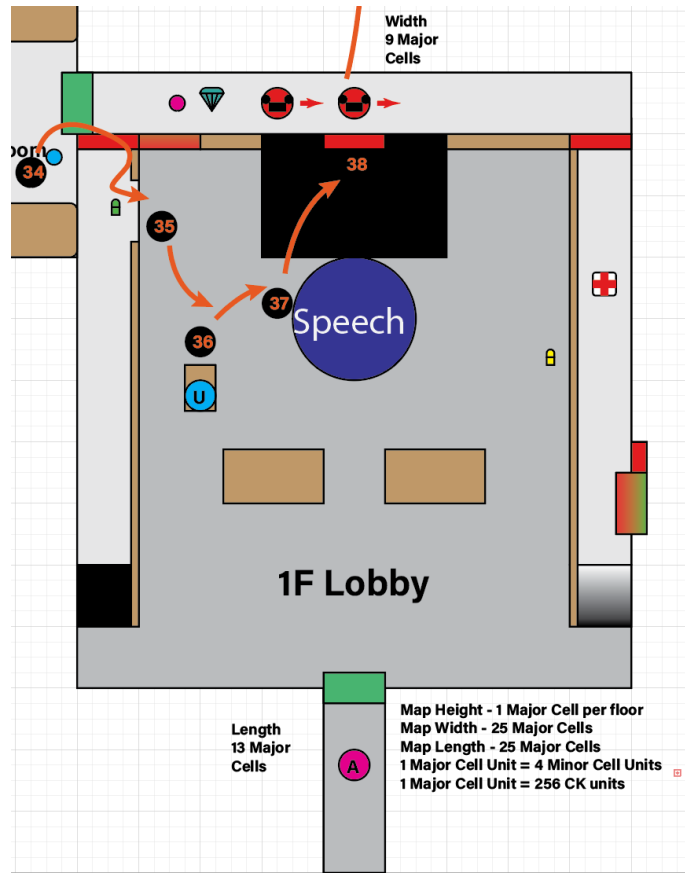
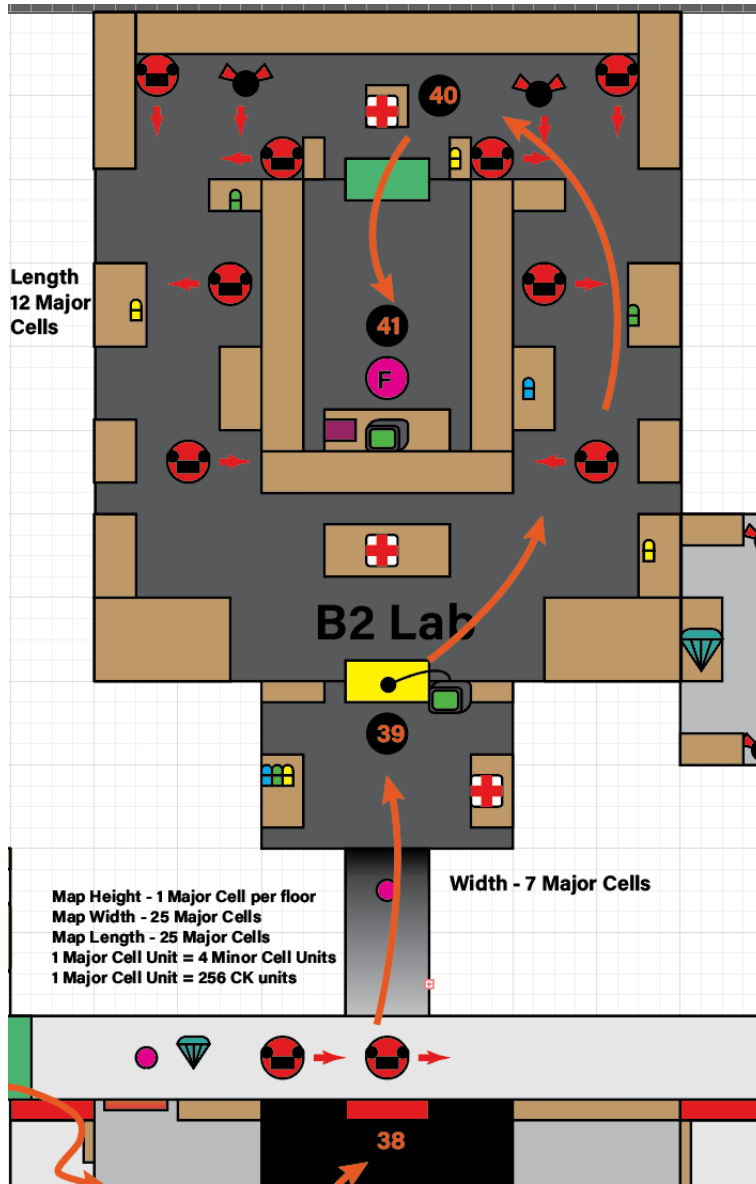


Figure 11: Lobby 4 (Detailed Map). [2]

Map Label	Event Summary	Event Details
37	<ul style="list-style-type: none"> The player picks up Barther Bobblehead 	<ul style="list-style-type: none"> The player talks to Uncle Charlie to turn to the gold bars to pick it up
38	<ul style="list-style-type: none"> The player unlocks the hidden pathway in the lobby 	<ul style="list-style-type: none"> After all 4 bobbleheads are collected, the player speaks to the giant speech bobblehead again, the statue moves, and the gate behind the status is show and unlocked for the player

Lab Area



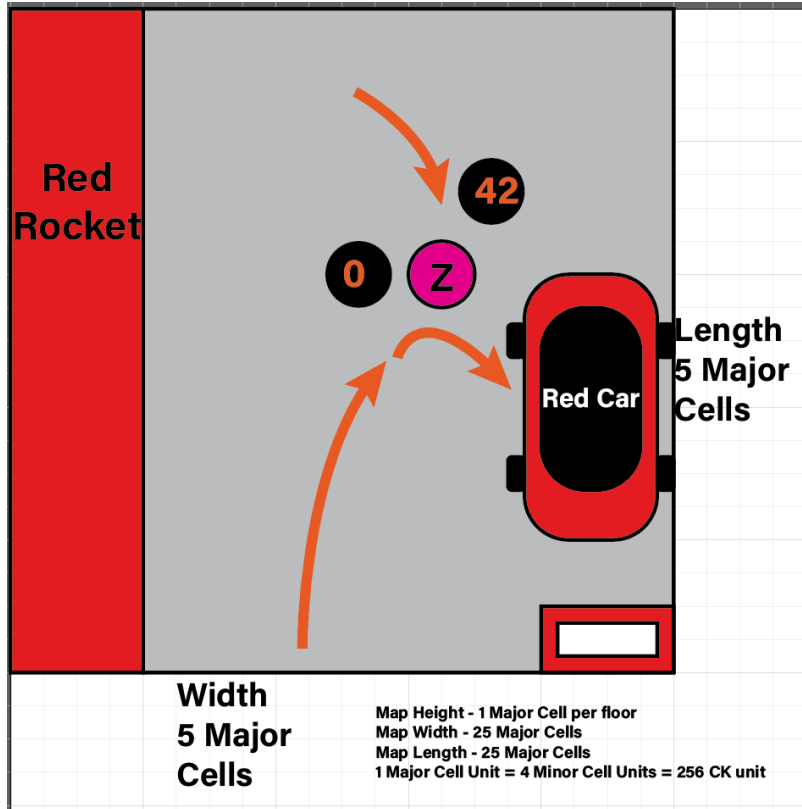
Legends

Stair	Critical Path	Uncle Charlie (Barter)	Daughter Ana	10mm	Terminal	Feral Ghouls From Ceiling
Unlocked Door	Step	Grandpa Bo (Lockpicking)	Father Floyd	Shotgun	Terminal Cable	
Key-Required Door	Bobblehead Statue	Mother Eva (Medicine)	Quest Giver Zofia	Sub Machine Gun	Aid	
Barred Door	Enemy Move Direction	Cousin Damon (Sneak)	Gold Bar	10mm Ammo	Damian Hiding Spot	
Locked Door	Feral Ghoul	Blocked	Narrative Info	Shotgun Shell	Ana Appearing Spot	
Hidden Door	Blood Bug	Cover	Key Chest	0.45 Round Ammo	Red Rocket Coolant Post	

Figure 12: Lab Area (Detailed Map). [2]

Map Label	Event Summary	Event Details
39	<ul style="list-style-type: none"> The player takes the staircases down The player uses the terminal to access the lab 	<ul style="list-style-type: none"> The player takes the staircases down The player uses the terminal to access to the lab area There are some optional narrative information on the terminal There are limited ammos of all sorts as well as some aids for the player to pick up
40	<ul style="list-style-type: none"> The player defeat 8 ghouls and 2 blood bugs in the lab area The control room opens after afterwards 	<ul style="list-style-type: none"> The lab area has the control room in the middle where Father Floyd and Ana are at The lab area contains 2 feral ghouls roaming and 2 feral ghouls on floor on each side of the hallway, and 2 blood bugs on the rear side The player will defeat all the feral ghouls and enter the control room to confront the father and the daughter There are ammos of all sorts the player can use to pick up across the area
41	<ul style="list-style-type: none"> The player confronts the father and the daughter After the final reveal, the player decides the fate of family and sees its consequence 	<ul style="list-style-type: none"> In the final room, there are some optional narrative information for the player to explore In the final confrontation, it is revealed that all other family members treat Ana terribly for she is a synth even though Ana just wants to player with others. To revenge for Ana and fulfill Ana's wish, Floyd turned other family members into bobbleheads so they their malice to Ana cannot be showed The player is given the choice to <ul style="list-style-type: none"> Use the terminal to turn those family members back to normal human beings <ul style="list-style-type: none"> If persuade the family to make peace successfully, the family members be wake up from pods and will be appreciative of the player If failed to persuade, the rest of the family will decide to leave this place after waking up Whether persuasion is successful is based on how much optional narrative information the player has gathered Use the terminal to turn Father Floyd to a bobblehead as well <ul style="list-style-type: none"> Ana will still be happy to play hide and seek with everyone, but she becomes a bit more insane Kill Father Floyd <ul style="list-style-type: none"> Ana will be sad and hate the player Leave everything as it is <ul style="list-style-type: none"> Father and daughter will be appreciative and ask the player to come play often

Red Rocket 2



Legends

<ul style="list-style-type: none"> Stair Unlocked Door Key-Required Door Barred Door Locked Door Hidden Door 	<ul style="list-style-type: none"> Critical Path Step Giant Speech Bobblehead Statue Enemy Move Direction Feral Ghoul Blood Bug 	<ul style="list-style-type: none"> Uncle Charlie (Barter) Grandpa Bo (Lockpicking) Mother Eva (Medicine) Cousin Damon (Sneak) Blocked Cover 	<ul style="list-style-type: none"> Daughter Ana Father Floyd Quest Giver Zofia Gold Bar Narrative Info Key Chest 	<ul style="list-style-type: none"> 10mm Shotgun Sub Machine Gun 10mm Ammo Shotgun Shell 0.45 Round Ammo 	<ul style="list-style-type: none"> Terminal Terminal Cable Aid Damian Hiding Spot Ana Appearing Spot Red Rocket Coolant Post 	<ul style="list-style-type: none"> Feral Ghoul From Ceiling
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Figure 13: Red Rocket 2 (Detailed Map). [2]

Map Label	Event Summary	Event Details
42	<ul style="list-style-type: none"> The player wakes up in Red Rocket to report and complete the quest to Zofia 	<ul style="list-style-type: none"> After making the decision and seeing the consequence, the player will use the terminal to emit fogs again bringing the player back to reality When the player wakes up in Red Rocket Truck Stop, all player items are returned The player reports to Zofia to complete the quest to get 200 caps and 400 XP

New Skills/Gameplay Mechanics

- **Bobbleheads**

- Each **bobblehead** that the player needs to find **represents a family member**
- The player needs to **collect 4 bobbleheads** to enter the final area
- Each bobblehead locates at its own area with **different aesthetic and gameplay focus**
 - **Uncle Charlie** introduces the gold bar which is required for picking up the bobblehead
 - This bobblehead encourages the player to explore more throughout the level
 - **Grandpa Bo's** area introduces feral ghouls but focuses more on **puzzle solving** which includes following hints/riddles on the notes as well as finding painting associated hidden doors
 - **Mother Eva's** area focuses more on combat especially **ambushes**, and it also introduces **blood bugs**, and the area has more **verticality**
 - The player needs to act fast before running out of health from **toxic gas**
 - **Cousin Damon's** area focuses more on **horror** and reinforce the previous two gameplays (**Item hunting** and **adapting to ambushes**)
 - The player needs to find Damon in the area three times and after each time ghouls will be dropping from the ceiling as ambushes
 - The lab area is the final test of player's **combat** skill reinforced throughout the level
- The player can talk to the bobblehead after clearing the area to understand them better and learn more about the family
- When the player picks up the bobblehead, a key is picked up along with it, which **grants access to new area**

- **Gold Bars**

- There are **5 gold bars** in total spread throughout the level
- **Barter Bobblehead** requires **2 gold bars** to be pick up
- The player can trade **2 extra gold bars** for a better weapon – **revolver**
- This mechanics is to encourage player exploration

- **Hidden Doors**

- Hidden door looks like **a normal wall with a painting hanging on it**
- Pushing the painting will causes the door to open, granting player access to hidden rooms
- This mechanics is to encourage player exploration as well as adding some extra flavor in puzzle solving

Hook(s)/Gameplay Highlights

- **Experiencing Horror**
 - The player enters an old mansion full of mysteries and inhospitable creatures
 - Characters in the quest, such as the little girl, should have a sense of uncanniness
 - Supernatural elements are included, such as speaking bobbleheads, fogs in the hallway, and ominous lighting
 - Tension & release will be used to strengthen the experience
- **Uncovering Family's Mystery**
 - As the player progresses through areas, the player gradually has a clearer picture of what happened to the family through conversation, environmental storytelling, and optional narrative pieces
- **Deciding the Fate of the Family**
 - The player, in the final confrontation, gets to decide who should be punish and who should be saved at the end of the quest
- **Exploring Freely in the Mansion**
 - There are a decent number of optional rooms for the player to explore to gain optional narrative pieces, extra resources, and sometimes even a new powerful weapon
 - The player gets to learn about the layout of the mansion by finding shortcuts and looping back to the lobby

Context

- **“Miss”** is a single player side quest in Fallout 4. The player takes on the quest to explore an old mansion to unravel the mystery of the family by **collecting bobbleheads in different areas of the mansion**
- Each area features a distinct style in aesthetic and gameplay to represent the family members trapped in the bobblehead. Some areas are more **puzzle-focused** while others are more **action-oriented**, but all areas **rewards exploration** with extra resources and optional narrative pieces.
- After all 4 bobbleheads are collected, the player, with more knowledge of the family, will confront the man behind all and **decide the fate of the family**
- The player talks to **Zofia** near **Red Rocket Truck Stop** to accept the quest
- The enemies are leveled in a way that the level is balance for player from **level 1 to level 40**
 - The player is still playable after level 40, it just that the enemies no longer get stronger as the player levels up

Backstory

- The **Graves family** used to **live in harmony** together till Ana the little girl **went missing** during a **hide and seek** game with her family years ago
- After a long period of time, family believes she is **dead** until she **reappeared** recently
- The truth is Father Floyd knows that Ana has a **congenital illness** and spending all years to find a **cure**, but it worsens, and Ana is dead before the cure is made
- Her reappearance is a result of Father Floyd **creating a 3rd gen Synth** with **Ana's memory** to redeem himself, so that he could choose to **play hide and seek with Ana** rather than just work all days
- However, the **family's attitude** towards Ana have **changed dramatically**
 - **Grandpa Bo** locked himself in the garage and returned to his old profession of **locksmith** and habits of **poetry and painting**
 - **Mother Eva** thinks Ana is **curse**d and abuses her
 - **Cousin Damon**, her friend, **refused to step out of his room** anymore
 - **Uncle Charlie** only **cares about money** as usual
- When Ana purposed to play hide and seek again, family do not response
- **Father Floyd**, a scientist focusing on his work all day, **blames the family for how they treat Ana** and **turned the family members into bobbleheads**, so that Ana could **play hide and seek with them everyday**
- One day, **Zofia**, a friend of Graves family visited after a long time, she found the mansion haunted, and wanted someone to investigate for her
- ***NOTE*** All **optional narrative pieces** found in notes and terminals derives from **the backstory section**
 - E.g., A note suggests that Grandpa Bo have found out that Ana is a Synth, but he thinks machines cannot have souls as they cannot appreciate arts
 - E.g., A note suggests that Mother Eva tries to bring real Ana back to life by doing experiment on plants
 - E.g., A diary shows that Damon finds Ana being possessed (synth malfunction) which makes him afraid of seeing her anymore

Aftermath

- In the final confrontation, it is revealed that **all other family members treat Ana terribly for she is a synth even though Ana just wants to player with others. To revenge for Ana and fulfill Ana's wish, Floyd turned other family members into bobbleheads so they their malice to Ana cannot be showed**
- The player is given the **choice** to
 - Use the terminal to **turn those family members back to normal human beings**
 - If **persuade** the family to make peace successfully, the family members be wake up from pods and will be **appreciative** of the player
 - If **failed to persuade**, the rest of the family will decide to **leave this place** after waking up
 - Whether persuasion is successful is based on **how much optional narrative information the player has gathered**
 - Use the terminal to **turn Father Floyd to a bobblehead** as well
 - Ana will still be happy to play hide and seek with everyone, but she becomes a bit more insane
 - **Kill Father Floyd**
 - Ana will be **sad** and **hate** the player
- Leave everything as it is
- Father and daughter will be **appreciative** and ask the player to come play often

Development Schedule

Milestone	Date
LDD	5/31/2022
Whitebox	6/6/2022
Initial Gameplay	6/27/2022
Gameplay Complete	7/11/2022
Aesthetics/RTM	7/19/2022

Aesthetic References

- The overall ascetics should fit the **old, haunted mansion theme**, but each area should feel somewhat distinct

Overall Aesthetics

- Old gloomy mansion with limited natural light sources
- It should mostly use wooden modular set
- A lot of unnatural Vault Boy decorations
- Ominous lighting



Figure 14: Mansion Interior (Detailed Map). [3]



Figure 15: Vault Boy Poster. [4]

Lobby Area

- The lobby should be somewhat luxury and well-lit with a giant bobblehead statue in the middle
- It should be implemented with more decorated interior modular set as well as some pillars



Figure 16: Luxury Lobby. [5]



Figure 17: Lobby. [6]



Figure 18: Vault Boy Statue. [7]

Garage/Storage Area

- The garage/storage area should be somewhat dirty and messy, but also has a lot of painting for contrast
- It should be implemented with concrete/metal interior modular set



Figure 19: Old Garage. [8]

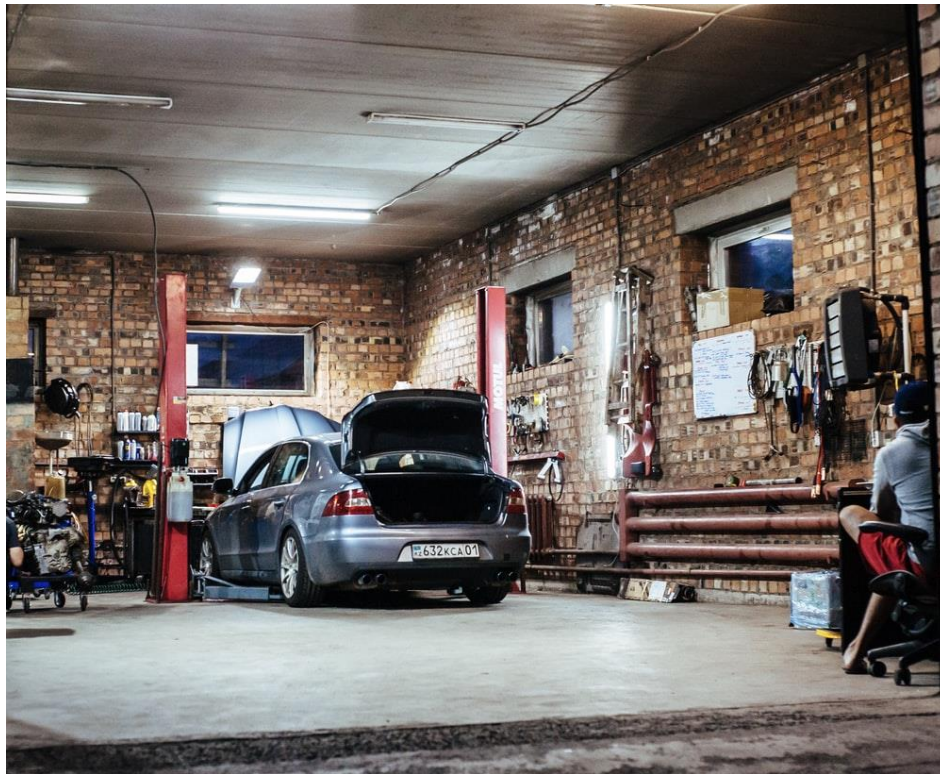


Figure 20: Old Garage. [9]

Dining/Kitchen Area

- The dining/kitchen should be somewhat well lit, and it should feel somewhat luxury but outdated
- It should be implemented with wooden/concrete interior modular set



Figure 21: Dining Room. [10]



Figure 22: Dining Room. [11]

Garden

- The garden should overall have a green tone
- There are a lot of plants
- The paths should be separated by rows of plants
- There should be green fogs on the ground
- It should be implemented with brick/concrete interior modular set



Figure 23: Interior Garden. [12]



Figure 24: Toxic Gas. [13]

Bedroom Area / Hallways

- The hallway section and the bedroom section should be dark and somewhat dreadful with ominous lighting
- The bedroom environment should show age, and there are holes on the ceilings
- It should be implemented with wooden interior modular set

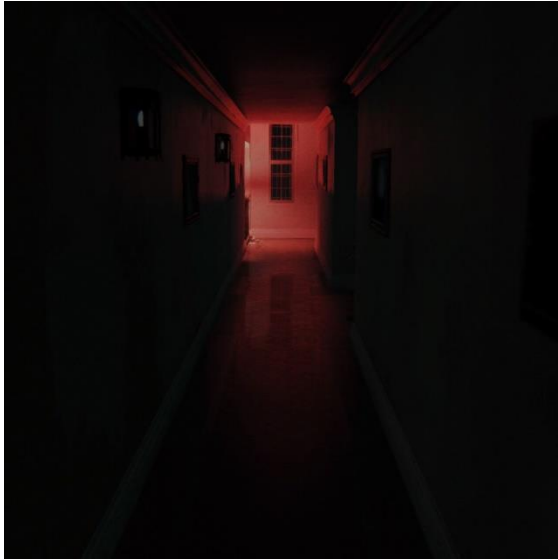


Figure 25: Creepy Hallway. [14]



Figure 26: Creepy Room. [15]



Figure 27: Creepy Room. [16]

Lab Area

- The lab section should be similar to vault-tec infrastructure and use vault-tec modular set
- There should be lot of crates, shelves, and machines.



Figure 28: Vault-Tec Infrastructure. [17]

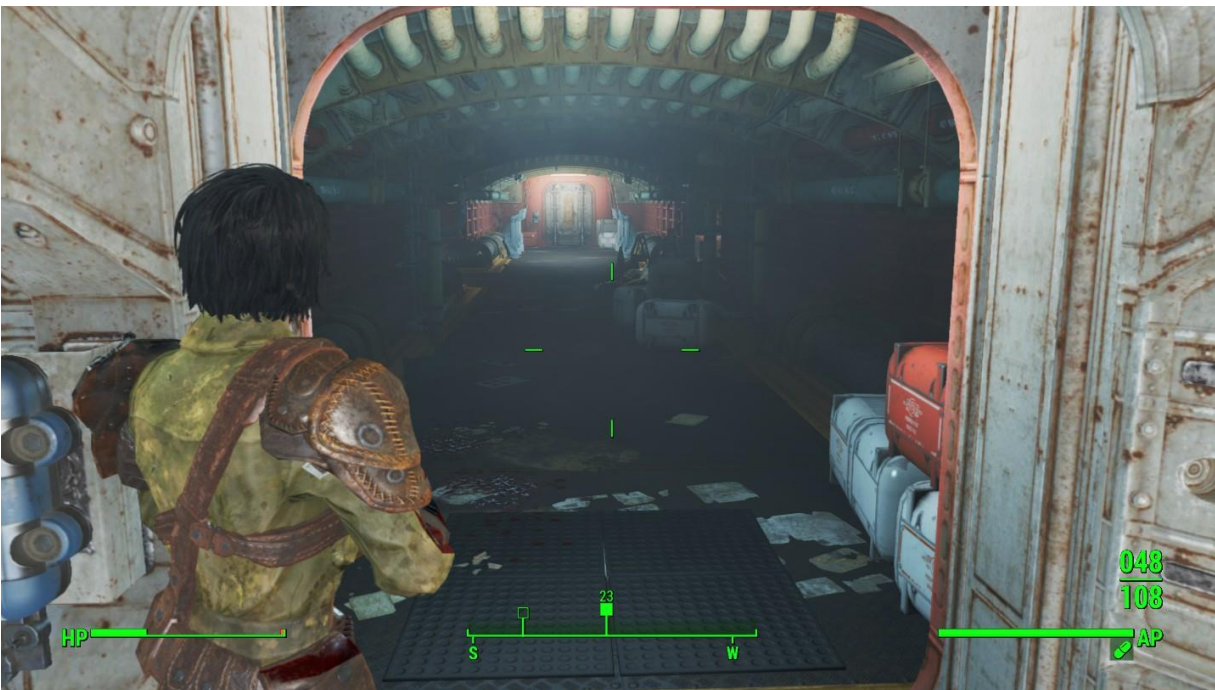


Figure 29: Vault-Tec Infrastructure. [17]

Characters/Dialog Flow

Character 1: Zofia

Description	Dark hair, middle aged female
Background	Vault-Tec Security
Goals/Motivation	Figuring out what happened to the Graves family without entering the mansion ever again
Personality/Archetype	Courageous but afraid of ghosts
Relationships	A past friend of Family Graves

- **Quest Start**

- Z - (First time) Hello stranger, can you do me a favor to investigate a haunted mansion? The family lives there went missing!
- Z - (After refusal) dear stranger, please! I could fight waves of raiders, but ghosts? No way! But you, you look like someone capable!
- **Player Action 1**
 - **P** – Sure
 - **Z** – I have marked the haunted mansion's location on your pip boy. You will let me know what happened there
 - **P** – No time for this
 - **Z** – Please! Let me know if you change mind
 - **P** – How is it haunted?
 - **Z** - I saw crazy things there! Strange little girl crying, bobbleheads talking! It's madness! -> **Player Action 2**
 - **P** – Why do you care?
 - **Z** – I am an old friend of the family. I haven't visit them for a while due to my job. Anyway, I am worried about their safety!
- **Player Action 2**
 - **P** – How is a little girl weird? Maybe she lives there
 - **Z** – But there is no one else there, and I heard Graves family's little girl has gone missing years ago
 - **P** – Enough crazy talks
 - **Z** – It's true! You should go check it out! -> **Player Action 1**
 - **P** – (Sarcastic) Any zombies in there?
 - **Z** - Come on, I am serious!
 - **P** – Talking bobbleheads?
 - **Z** – Yeah! It's huge! now I think about it. Could it be some illusion?

- **Quest Complete**

- You are back! Did you find out what happened?
- **Player Action 1**
 - **P** – (If completed) Yes, Father Floyd turned his family to bobbleheads, so they can play with the little girl who is in fact a synth

- **Z** – What? I knew Floyd loved her little girl, but how could he have done that?! Anyways, stranger, thank you for telling me know, here is your reward! -> **Quest Complete**
- **P** – (If not completed) No, I am still investigating
 - **Z** – Please continue your investigation, I don't want them to be in any danger! -> **End**
- **P** – Be right back
 - **Z** – Alright -> **End**
- **P** – Will I get paid?
 - **Z** – Surely, you will
- **P** – What do I need to do again?
 - **Z** – Go to Graves Mansion, and find out where have the family gone?

Character 2: Ana

Description	Dark hair, little girl in dress
Background	A synth created by Father Floyd with Ana's memory
Goals/Motivation	Wants to player, especially hide and seek with the family
Personality/Archetype	Shy, ghostly, excited when playing hide and seek Sometime malfunctions
Relationships	Created by Father Floyd, hated and Isolated by the rest of her family except Father Floyd

- **Player Entering the Mansion**
 - A - (Singing a song about hide and seek hinting where the family remember are at)
 - **Player Action 1**
 - **P** – Where are your parents?
 - **A** – (Continue singing) -> **End**
 - **P** – See you
 - **A** – ... -> **End**
 - **P** – Repeat the song?
 - **A** - (Continue singing)
 - **P** – Why are you doing out here?
 - **A** – Hide and seek
 - A – Come play hide and seek with me
- **Before Player Making the Final Decision**
 - **P** – What should I do with your father?
 - **A** – I want to play hide and seek with him-> **End**
 - **P** – Never mind
 - **A** – ... -> **End**
 - **P** – How did your father treat you?
 - **A** – He always play with me when he is not working!
 - **P** – What do you think of your father?
 - **A** – Dad is the best! He always plays hide and seek with Ana!
- **Player makes the family reunion**
 - A – Let's play hide and seek again!
- **Player kills Father Floyd**
 - A – ... Ana will not forget this...
- **Player turns Father Floyd into Bobblehead**
 - A – Dad, let's play hide and seek!

Character 3: Charlie

Description	Gold hair, middle aged male
Background	Vendor
Goals/Motivation	Wealth
Personality/Archetype	Money Fetish
Relationships	Eva's brother, Bo's son

- **Meeting Charlie**
 - C – Ah, stranger! Wait a sec! Look at this bobblehead on the table! Not that one, the small one! Right!
 - **Player Action 1**
 - **P** – Another talking bobblehead?
 - **C** – Right, but that's not important! Could you give me some gold bars? I can give you some really great goodies! -> **Player Action 2**
 - **P** – *Pretend didn't hear anything*/ *leave*
 - **C** – Come on! Don't pretend you didn't hear me -> **End**
 - **P** – (Sarcastic) Ahhh! A speaking bobblehead!!!
 - **C** – Well, that's unnecessary...
 - **P** – Are you one of the four bobbleheads?
 - **C** – Yes! But first pay me 2 gold bars!
 - **Player Action 2**
 - **P** – Why would I do that?
 - **C** – You need to pick me up, and you can only do that after you pay me! You are thinking "What the hell is this little bobblehead talking about", but try to pick me up if you want!
 - **P** – Enough
 - **C** – Okay! -> **Player Action 1**
 - **P** – Why would a bobblehead want gold bars anyway?
 - **C** – Everyone wants gold bars!
 - **P** – Where do I find gold bars?
 - **C** – They are spread around the mansion. Some are probably put in hidden rooms!
- **Returning to Charlie**
 - C – Ah, you got any gold bars for me?
 - **Player Action 1**
 - **P** – Pay 2 golds
 - **C** – Deal! You can now pick me up! -> **End**
 - **P** – *Pretend didn't hear anything*
 - **C** – Come on! Don't pretend you didn't hear me -> **End**
 - **P** – Pay 2 extra golds for revolver
 - **C** – Great stuff, isn't it?
 - **P** – Tell me about the family
 - **C** – What do you want to know? -> **Player Action 2**

- **Player Action 2**
 - **P** – Who are you?
 - **C** – Me? I am a humble merchant, who provides the best good... Oh, you mean, I am Bo's son, the old guy lives in the garage who only cares about locksmith and poetry!
 - **P** – Enough
 - **C** – Okay! -> **Player Action 1**
 - **P** – What happened to you?
 - **C** – You mean the bobblehead? I don't know. One day I woke up like this, no big deal though, I can trade with you!
 - **P** – What do you know about the little girl
 - **C** – The little girl? What about her? I don't really care unless she carries gold around...
- **Player makes the family reunion**
 - **C** – Whoof! I am back to my body again... Hmm, thank you, I guess, stranger! I will let you know when I restock my shop!

Character 4: Bo

Description	White hair, old man
Background	Locksmith
Goals/Motivation	Inner Peace, Excellence in locksmith, art
Personality/Archetype	Dedicate to work, devotes to art, old "somewhat wise" man
Relationships	Ana's Grandfather, Eva and Charlie's father

- **Meeting Bo**
 - B – A stranger? Ah, no matter... Thank you for finding me!
 - **Player Action 1**
 - **P** – What do you know about the little girl?
 - **B** – The girl? I am afraid she is not what you think she is, she is... Take a word of advice, try to stay away from her, it's for your own good -> **End**
 - **P** – *leave*
 - **B** – ... -> **End**
 - **P** – Tell me about yourself
 - **B** – Me? I am just an old man who grows tired of the family chores. Now, I can only find peace in honing my locksmith skill and creating arts. But I couldn't even do that with this bobblehead thing...
 - **P** – How do I get out of here?
 - **B** – Worry not! There is a shortcut back to the lobby and I have the key to the locked door with me
- **Player makes the family reunion**
 - C – Thank you, stranger! After some thoughts, maybe I should not be so harsh about a Synth...

Character 5: Eva

Description	Gold hair, middle aged female
Background	Ex-Vault-tec Biologist
Goals/Motivation	Real Ana returning to her, Synth Ana disappearing
Personality/Archetype	Mother who loves her child, mother who cannot get past with the loss of her child
Relationships	Ana's mother, Charlie's sister, Bo's daughter

- **Meeting Eva**
 - E – Who are you? Get me out of here! I still need to save my little girl!
 - **Player Action 1**
 - **P** – The girl seems girl?
 - **E** – No, no, no! What you saw is an abomination! That's not my girl! My girl is...She has passed away long away-> **End**
 - **P** – *leave*
 - **E** – ... -> **End**
 - **P** – Tell me about yourself
 - **E** – I am just a miserable mother who couldn't even protect my own child...But, one day...One day, she will come back to me...
 - **P** – How did you become a bobblehead?
 - **E** – I don't know... But it must be the evil doing of that man, he has changed completely since the day my girl went missing
- **Player makes the family reunion**
 - C – Thank you, stranger...Perhaps I am wrong. Perhaps, she is my daughter...

Character 6: Damon

Description	Brown hair, little boy
Background	Little child
Goals/Motivation	Playing with real Ana, keeping himself away from Synth Ana
Personality/Archetype	Shy, coward, superstitious, caregiving
Relationships	Ana's cousin, Charlie's son, Bo's grandson

- **Meeting Damon**
 - D – Huh, who are you!? What are you doing here? Are you here to play hide and seek with me? Come and find me then...
- **Caught Damon first time**
 - D – Nice try!
- **Caught Damon second time**
 - D – Well played!
- **Caught Damon**
 - D – Thank for playing with me, stranger...I haven't be able to play hide and seek with anyone since Ana went crazy...
 - **Player Action 1**
 - **P** – What do you mean?
 - **D** – She must be possessed. One day, I saw her twitching like a manic ->
End
 - **P** – *leave*
 - **D** – ... -> **End**
 - **P** – Tell me about yourself
 - **D** – I am Damon, I used to play hide and seek with Ana a lot until...
 - **P** – How did you become a bobblehead?
 - **D** – I don't know... That evil spirit possessed Ana must have turned to me as well...
- **Player makes the family reunion**
 - C – Thank you, stranger...Please come and visit us someday!

Character 7: Floyd

Description	Dark hair, middle aged male
Background	Ex-Vault-Tec Scientist
Goals/Motivation	Working on Science, Ana's happiness
Personality/Archetype	Crazy scientist, workaholic, bigot, father who loves his child, father who cannot get past with the loss of his child
Relationships	Ana's Father, Eva's husband

- **Meeting the Giant Speech Bobblehead Statue**

- F – (First time) Lost, aren't you? Help the little girl to find 4 bobbleheads and reunion the family, and then talk to me. I will let you out. See you until then
- F – (First time) You are back. How's your progress?
- Player Action
 - **P** – (If haven't collect 4 bobbleheads) Where are the bobbleheads?
 - **F** – You have heard it in the song. (Song). You should start with the room to the left
 - **P** – (If collected 4 bobbleheads) I have collected all the bobbleheads you wanted
 - **F** – Good. Come down and see me
 - **P** - Leave
 - **F** – Good luck
 - **P** – Bobbleheads?
 - **F** – They have wronged, and they are punished. Simply as that
 - **P** - Why am I doing this?
 - **F** – You are trapped, what else can you do? Listen and you will be free

- **Meeting the Giant Speech Bobblehead Statue**
 - F – Ah, we meet again
 - **Player Action 1**
 - **P** – You are behind all this?
 - **F** – It’s just a small lesson for them. Give them some time to think about what they have done. What they did to my little girl! And little Ana can play hide and seek with them again! No one will hurt her anymore! ->
 - **Player Action 2**
 - **P** - Leave
 - **F** – Good luck -> **End**
 - **P** – You are the Giant Bobblehead?
 - **F** – Right, except I am not trapped inside it
 - **P** – Let me out!
 - **F** – Don’t be so hurry, I promise you, you will soon
 - **Player Action 2**
 - **P** – You can’t just do this to your family or anyone!
 - **F** – Well, I did. Hope they learned their lessons. Now, stranger, you have learned quite a bit of our family, and they have been punished. What do you think we should do next? If you want to turn them back to human? Go ahead and do so with the terminal. Make your choices, and I will let you leave this place -> **End**
 - **P** – About what we discussed
 - **F** – Huh? -> **Player Action 1**
 - **P** – You should let it go
 - **F** – No! I won’t make the same mistake again! Everyone will play with Ana, and she deserves to be happy!
 - **P** – Have you think about what you did to your girl when you are working on science all day?
 - **F** – I did it for her! So that she won’t be bothered by illness anymore. But now, I have a second chance, and I will always be there to play with her!
- **Decide to Leave the Family Alone**
 - F – Well, a wise choice, stranger! Let’s not hold you here any longer, you will soon wake up leaving this place behind. Goodbye
- **Turning Father Floyd to Bobblehead**
 - F – Hmm, maybe it’s a suitable punish for me as well. Come on, Ana, let’s play more hide and seek!

Risks

Map Label	Description/Mitigation	Type	Priority
1-42	<p>Each area has different gameplays and distinct visuals, which make take a lot of time to implement</p> <ul style="list-style-type: none"> • Mitigation <ul style="list-style-type: none"> ○ If short on time, reduce the number of mechanics that need to be implement that are not essential to the level, such as the gold bar for bonus weapon mechanic 	Gameplay/Aesthetics	High
1-42	<p>As it current is, the quest contains a lot of gameplays as well as narrative. While the gameplay should take the priority, if short on time, the narrative may not be full developed as planned</p> <ul style="list-style-type: none"> • Mitigation <ul style="list-style-type: none"> ○ Rather than relying on dialogues, could add more information through notes and terminals ○ Reduce the number of possible endings of the quest, and put more emphasize on a polished ending 	Narrative	Medium

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