



## Fallout 4: Uninvited Guest

Version 1.0

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### Document Revisions Table

Version	Description	Requestor	Date
1.0	Initial Document	Professor Ouellette	1/27/2023
2.0	Revised Document <ul style="list-style-type: none"> <li>• Updated level summary and level details to fit current design</li> <li>• Remade all level maps to fit current design</li> <li>• Updated the walkthrough to fit current design</li> <li>• Remade the skill progression chart to fit current design               <ul style="list-style-type: none"> <li>○ Brokedown subquests into more steps</li> </ul> </li> <li>• Updated Appendix A (game mechanics) to fit current design</li> <li>• Updated Appendix B (quest flow charts) to fit current design</li> </ul>	Professor Ouellette	4/28/2023

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# Level Design Document

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## Level Summary

### Quick Summary

“Uninvited Guest” is a single player side quest in *Fallout 4* [5]. The level focuses on nonlinear quest design. The goal of the quest is to retrieve the artifact from the vault in the museum during a party. To access the vault, the player needs key parts. In different subquests, the player has a wide range of approaches to tackle the problem of retrieving two key parts from two target individuals. Under the constraints of limited equipment, the player will utilize disguise, crafting, information gathering, and other *Fallout 4* skills to interact with NPCs and places to find unique solutions.

### Level Feature Overview

Category	Sub-Category	Feature List
Player	Player Weapons	<ul style="list-style-type: none"> <li>• Fists</li> </ul>
	Player Skills/Abilities	<ul style="list-style-type: none"> <li>• Hacking</li> <li>• Lockpicking</li> <li>• Persuasion</li> <li>• Disguising</li> <li>• Crafting</li> </ul>
AI	Enemies	<ul style="list-style-type: none"> <li>• Target B – Brick (melee, fists) <ul style="list-style-type: none"> <li>○ Only become hostile temporarily during the fist competition (Quest B1)</li> </ul> </li> </ul>
	Friendlys	<ul style="list-style-type: none"> <li>• Maggie the Magician (Quest giver, guide, ally)</li> <li>• Annoyed chef (neutral till trespass)</li> <li>• Lost chef</li> <li>• Synth guards (neutral till trespass)</li> <li>• Angry wife</li> <li>• The robot servant</li> <li>• The merchant</li> <li>• Guests</li> <li>• Brick’s grunts</li> <li>• Target A - Aaron</li> <li>• Target B - Brick</li> </ul>
Challenges	Gameplay Themes	<ul style="list-style-type: none"> <li>• Major <ul style="list-style-type: none"> <li>○ Information gathering through conversation and exploration</li> <li>○ Disguise with different cloths to enter different areas with limited access</li> <li>○ Crafting items for quest use</li> <li>○ Creating and optimizing path and plan</li> </ul> </li> <li>• Minor <ul style="list-style-type: none"> <li>○ Persuasion (optional)</li> <li>○ Hacking (optional)</li> <li>○ Lockpicking (optional)</li> </ul> </li> </ul>

		<ul style="list-style-type: none"> <li>○ Locating secrets (optional)</li> <li>○ Melee combat (optional)</li> </ul>
	Obstacles/Hazards	<ul style="list-style-type: none"> <li>• Guards <ul style="list-style-type: none"> <li>○ Preventing the player from access certain areas</li> </ul> </li> </ul>
	New/Unique Gameplay	<ul style="list-style-type: none"> <li>• Crafting quest items</li> <li>• Disguise <ul style="list-style-type: none"> <li>○ Changing equipment to change “faction”</li> </ul> </li> </ul>
Context	Where Fits in Game	<ul style="list-style-type: none"> <li>• Quest starts at Red Rocket</li> </ul>
	Challenge Fit	<ul style="list-style-type: none"> <li>• Fits for players that have mastered the basic <i>Fallout 4</i> skills</li> <li>• A clean save character (level 1 with no extra skills) is recommended for the quest <ul style="list-style-type: none"> <li>○ It is still playable with existing character files</li> </ul> </li> </ul>
	Additional Info	<ul style="list-style-type: none"> <li>• Local raiders took over the museum months ago and planned to hold a party to sell artworks and artifacts for profit</li> </ul>
Aesthetics	Major Visual Themes	<ul style="list-style-type: none"> <li>• Museum</li> <li>• Party</li> <li>• Fallout 4 Deco (Marble) Mod Kit</li> </ul>
	Setting/Mood	<ul style="list-style-type: none"> <li>• Fancy party <ul style="list-style-type: none"> <li>○ A lot of guards and guests</li> </ul> </li> <li>• Museum <ul style="list-style-type: none"> <li>○ Overtaken by raiders</li> </ul> </li> </ul>

## Development Schedule

Milestone	Date
LDD	1/27/2023
Block Mesh	2/3/2023
Whitebox	2/14/2023
Initial Gameplay	3/7/2023
Gameplay Complete	3/31/2023
Aesthetics	4/11/2023
Launch	4/25/2023

Level Details

Quest Structure

### Master Quest Structure

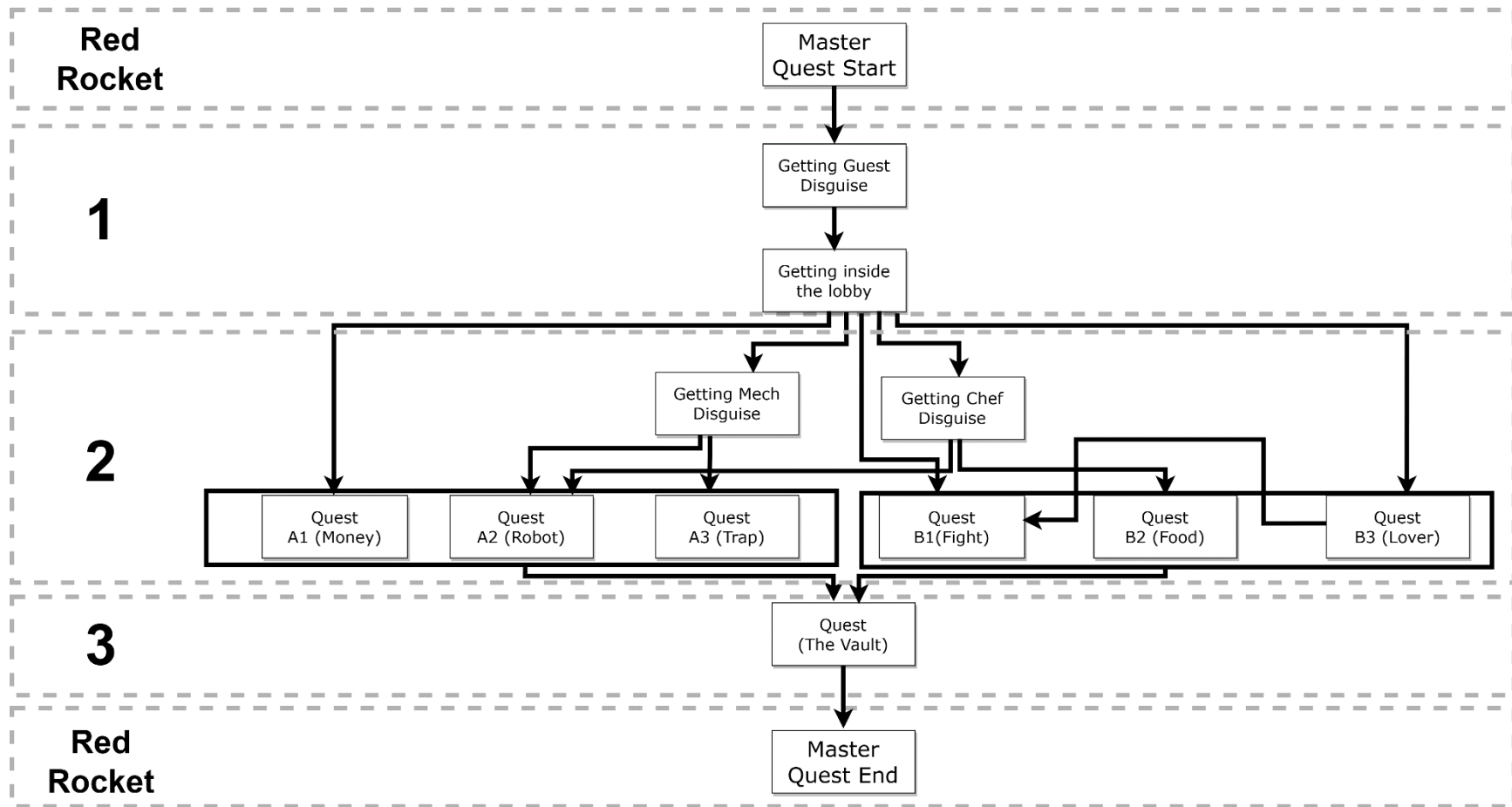


Figure 1: Master Quest Structure. [6]

### Level Map(s)

#### Overview Map(s)

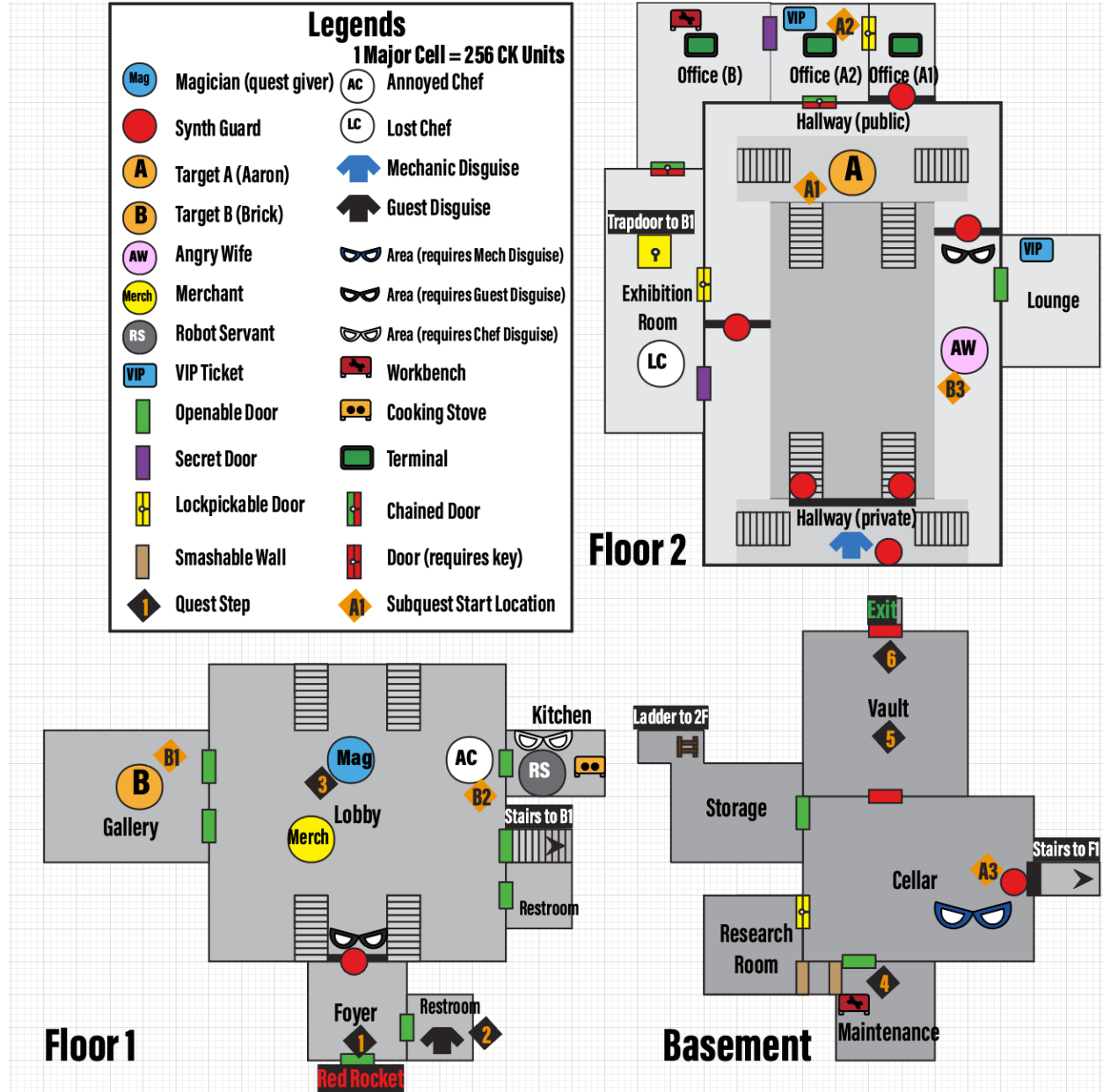


Figure 2: Overview Map. [6]



## Gameplay Summary

Map Label	Gameplay Summary	Other Notes
<b>Red Rocket</b>	The player accepts the heist quest from the Magician (quest giver) and travel to the museum	<ul style="list-style-type: none"> <li>After accepting the quest, all player's items and equipment will be removed and stored in a container until the quest is completed</li> </ul>
<b>1</b>	The player enters the museum	
<b>2</b>	The player disguises as a guest with a suit to enter the lobby	
<b>A1/A2/A3/B1/B2/B3</b> (See subquest summaries for more details)	<ul style="list-style-type: none"> <li>The player explores the building and uses various skills to take advantages of various info in the party to retrieve the two parts of key from two different individuals</li> <li>The player will complete one of the quests to get target A's keycard (Quest A1 (money), A2 (robot), A3 (trap))</li> <li>The player will complete one of the quests to get target B's keycard (Quest B1 (fist contest), B2 (poisoned food), B3 (the lover))</li> </ul>	<ul style="list-style-type: none"> <li>There are 3 questlines for each target</li> <li>The player will complete one questline for each individual in any order to progress</li> <li>The player will explore different locations in the building at any order</li> <li>Information appears in forms of dialogues with guest or notes scattered in the building</li> <li>Labels show where the subquest starts</li> </ul>
<b>3</b>	The player reports to the Magician to get the last key part (key part C)	
<b>4</b>	The player crafts the vault key from parts, enter the vault, and steal the artwork	
<b>5</b>	The player unlocks the vault, solves the puzzle, and steals the artifact	
<b>6</b>	The player uses the artifact to reveal the hidden exit and exit the museum	
<b>Red Rocket</b>	After returning from the museum, the player talks to the Magician to complete the quest. The player will be rewarded with average amount of EXP and 5000 Caps	

Map for Master Quest - Getting Inside

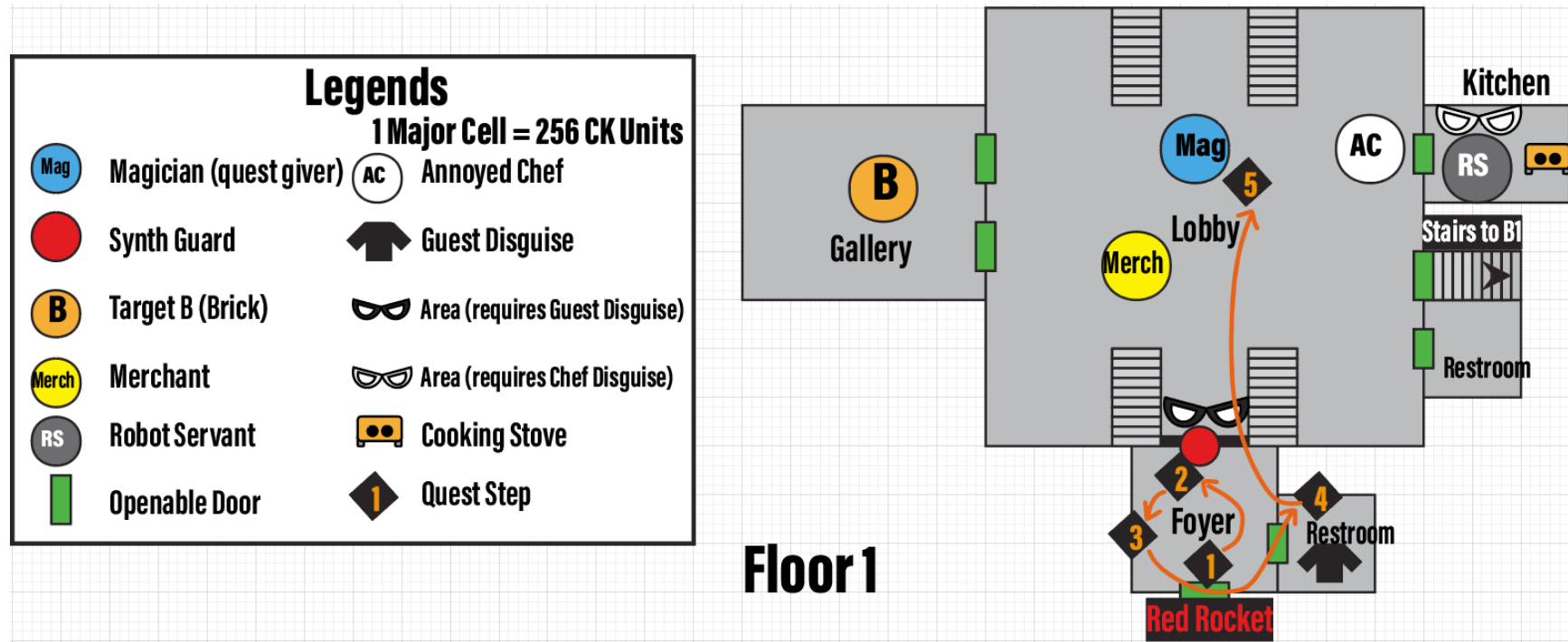


Figure 3: Map for Master Quest - Getting Inside. [6]

















### Gameplay Summary for Master Quest - Getting Inside

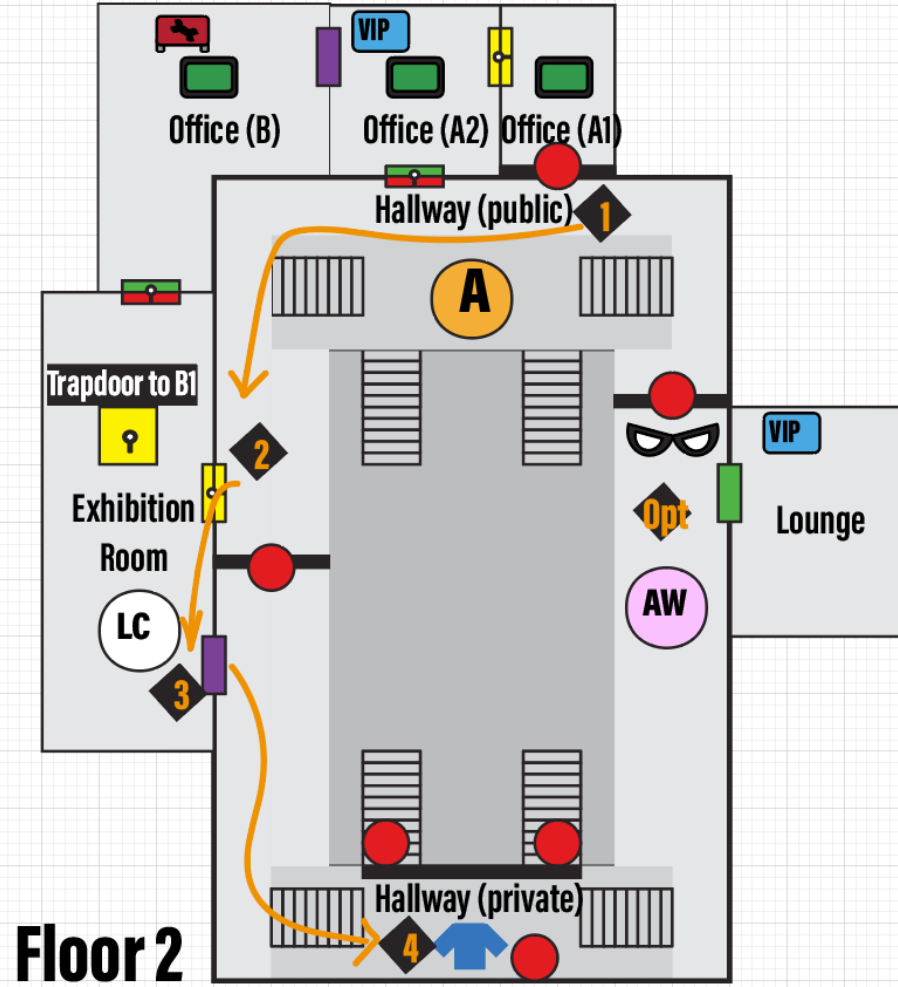
Map Label	Gameplay Summary	Other Notes
<b>Red Rocket</b>	The player meets Maggie the Magician at Red Rocket, and accepts the quest to participate in the heist at the museum	<ul style="list-style-type: none"> <li>• Player can reconsider if declined the quest</li> <li>• The magician will provide extra info for the quest if the player inquires</li> <li>• After accepting the quest, all player's items and equipment will be removed and stored in a container until the quest is completed</li> </ul>
<b>1</b>	The player travels to the museum	
<b>2</b>	The player attempts to enter the party but stopped by the guards requesting a guest suit	<ul style="list-style-type: none"> <li>• Start of disguise tutorial</li> </ul>
<b>3</b>	The player talks to the Magician about the situation. The Magician hinted that there is a drunk guest with a suit in the restroom	<ul style="list-style-type: none"> <li>• Tutorial for inform gathering through dialogue</li> </ul>
<b>4</b>	The player enters the restroom and takes the drunk (unconscious) guest's suit to go through the guard and enter the lobby	<ul style="list-style-type: none"> <li>• Extra disguise information may display as tutorial UI</li> <li>• Completion of the disguise tutorial</li> </ul>
<b>5</b>	The player talks to the magician in the lobby to learn some info	<ul style="list-style-type: none"> <li>• The player can always return to the magician for more info as well as getting healed or getting bobby pins when ran out</li> </ul>

Map for Sub Quest - Getting Mechanics Disguise

### Legends

**1 Major Cell = 256 CK Units**

 Magician (quest giver)	 Lost Chef
 Synth Guard	 Mechanic Disguise
 Target A (Aaron)	 Area (requires Guest Disguise)
 Angry Wife	 Workbench
 VIP Ticket	 Terminal
 Openable Door	 Chained Door
 Secret Door	 Door (requires key)
 Lockpickable Door	 Quest Step



**Floor 2**

















Figure 4: Map for Sub Quest - Getting Mechanics Disguise. [6]

### Gameplay Summary for Sub Quest - Getting Mechanics Disguise

Map Label	Gameplay Summary	Other Notes
<b>DM-1 (1)</b>	The player may find a note near the entrance of the office area stating something about a mechanics uniform is left on the 2F hallway (private)	<ul style="list-style-type: none"> <li>The player can see the mechanics uniform once arrives at 2F hallway (public)</li> <li>The synth guard fixing the vent will make noise and sparks to draw player's attention</li> </ul>
<b>DM-2 (2)</b>	The player will lockpick/find the key for the exhibition room (2F)	
<b>DM-3 (3)</b>	The player will remove the wooden board to arrive at the other end of the hallway	
<b>DM-Opt (Opt)</b>	If the player has VIP ticket, the player can go through the door directly to get the disguise (Skip 2 & 3)	<ul style="list-style-type: none"> <li>VIP ticket can be picked up from the two targets, Mr. Aaron's office, or the lounge</li> </ul>
<b>DM-4 (4)</b>	The player gets the mechanics disguise	<ul style="list-style-type: none"> <li>The disguise is used for accessing other limited access areas and completing certain questlines</li> </ul>

Map for Sub Quest - Getting Chef Disguise

**Legends**  
1 Major Cell = 256 CK Units

 Magician (quest giver)	 Lost Chef
 Synth Guard	 Mechanic Disguise
 Target A (Aaron)	 Area (requires Guest Disguise)
 Angry Wife	 Workbench
 VIP Ticket	 Terminal
 Openable Door	 Chained Door
 Secret Door	 Door (requires key)
 Lockpickable Door	 Quest Step

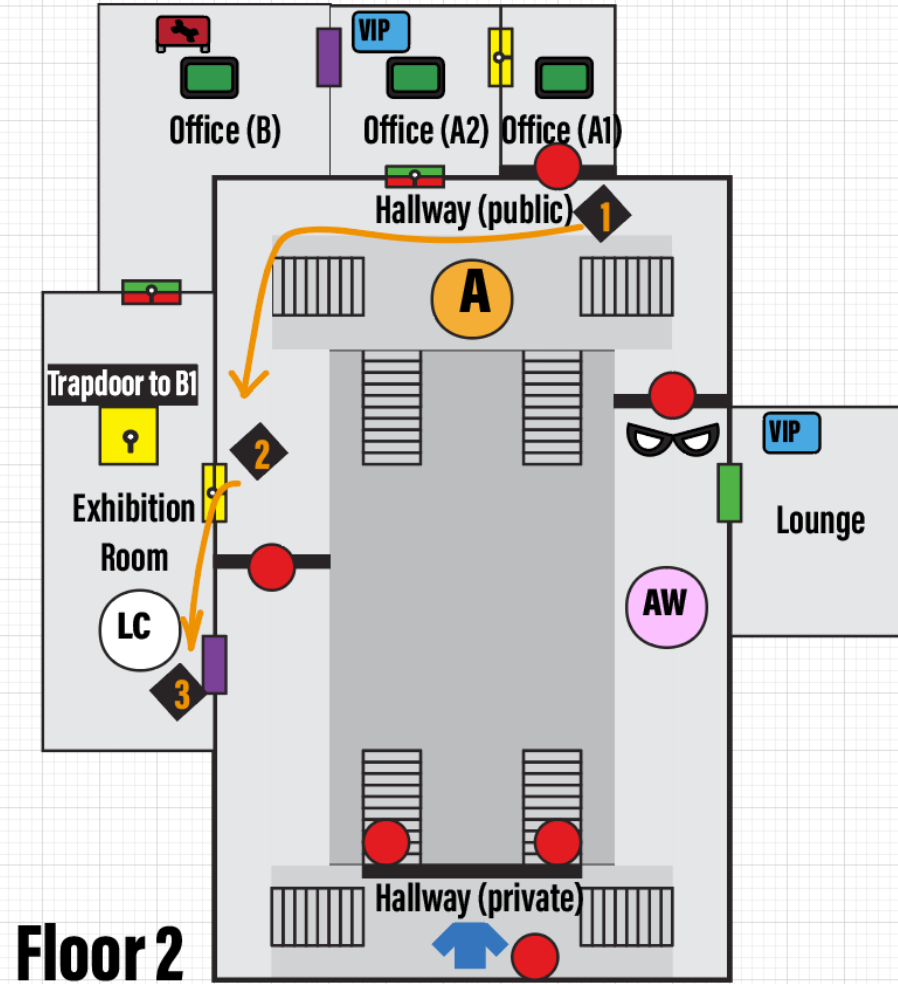


Figure 5: Map for Sub Quest - Getting Chef Disguise. [6]

### Gameplay Summary for Sub Quest - Getting Chef Disguise

Map Label	Gameplay Summary	Other Notes
<b>DC-1 (1)</b>	The player talks to the Annoyed Chef in front of the kitchen, and learns that another chef is missing for a while after asked to retrieve some tools in the building	<ul style="list-style-type: none"><li>• Learning related info will trigger the clue</li></ul>
<b>DC-2 (2)</b>	The player will lockpick/find the key for the exhibition room (2F)	
<b>DC-3 (3)</b>	The player could persuade her to give her extra chef uniform <ul style="list-style-type: none"><li>• If failed, the player could pay for 150 caps to get it</li><li>• If the player has the red dress picked up from Brick's office, a dialogue option will appear showing that the player could exchange the dress for the uniform</li></ul>	<ul style="list-style-type: none"><li>• The disguise is used for accessing other limited access areas and completing certain questlines</li></ul>

Map for Questline A1 (Money)

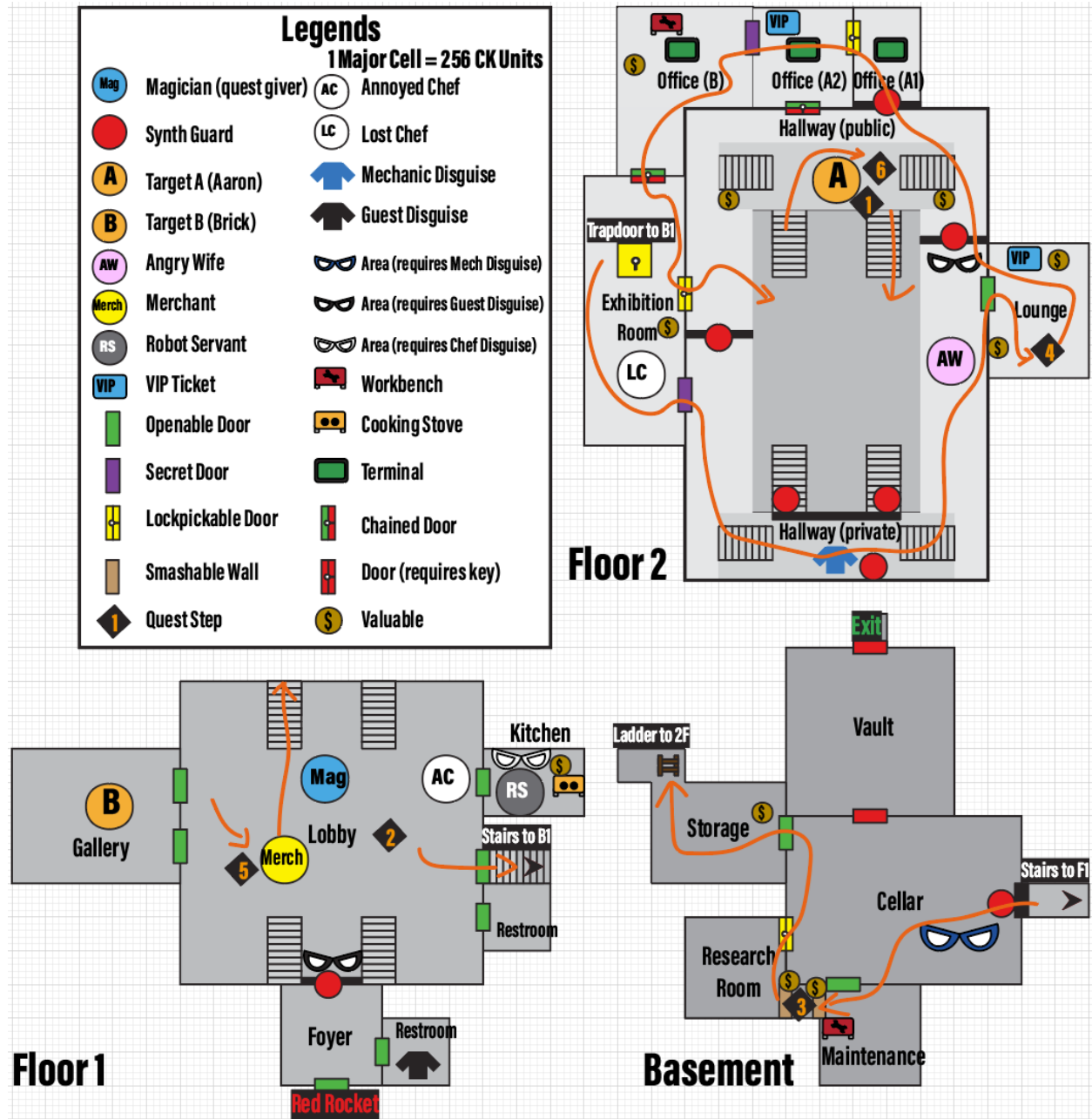


Figure 6: Map for Questline A1 (Money). [6]



### Gameplay Summary for Questline A1 (Money)

Map Label	Gameplay Summary	Other Notes
<b>A1-1 (1)</b>	<ul style="list-style-type: none"> <li>The player talks to Target A to learn about the bid for the key part to start quest A1 (Money)</li> <li>The price is 1500 caps</li> </ul>	
<b>A1-2 (2)</b>	<ul style="list-style-type: none"> <li>The player will explore the building and finds valuables to steal</li> <li>The player will start the exploration on F1</li> </ul>	<ul style="list-style-type: none"> <li>The main sources of valuables are gold and silver bars, which are spread around the building <ul style="list-style-type: none"> <li>The player can find clues about their locations in Brick's terminal</li> </ul> </li> <li>Each chest (locked) worths around 100 caps</li> <li>The player can grab items in the museum, and sell it to the merchant to get caps</li> <li>The exploration can be done in any order</li> <li>The other questlines contain details on how to enter different spaces</li> </ul>
<b>A1-3 (3)</b>	The player will explore B1	<ul style="list-style-type: none"> <li>See above</li> </ul>
<b>A1-4 (4)</b>	The player will explore F2	<ul style="list-style-type: none"> <li>See above</li> </ul>
<b>A1-4 (5)</b>	The player sell valuables and items to the merchant for caps	<ul style="list-style-type: none"> <li></li> </ul>
<b>A1-5 (6)</b>	The player returns to Target A and pays for key part A	<ul style="list-style-type: none"> <li>Completion of questline A1</li> </ul>

Map for Questline A2 (Robot)

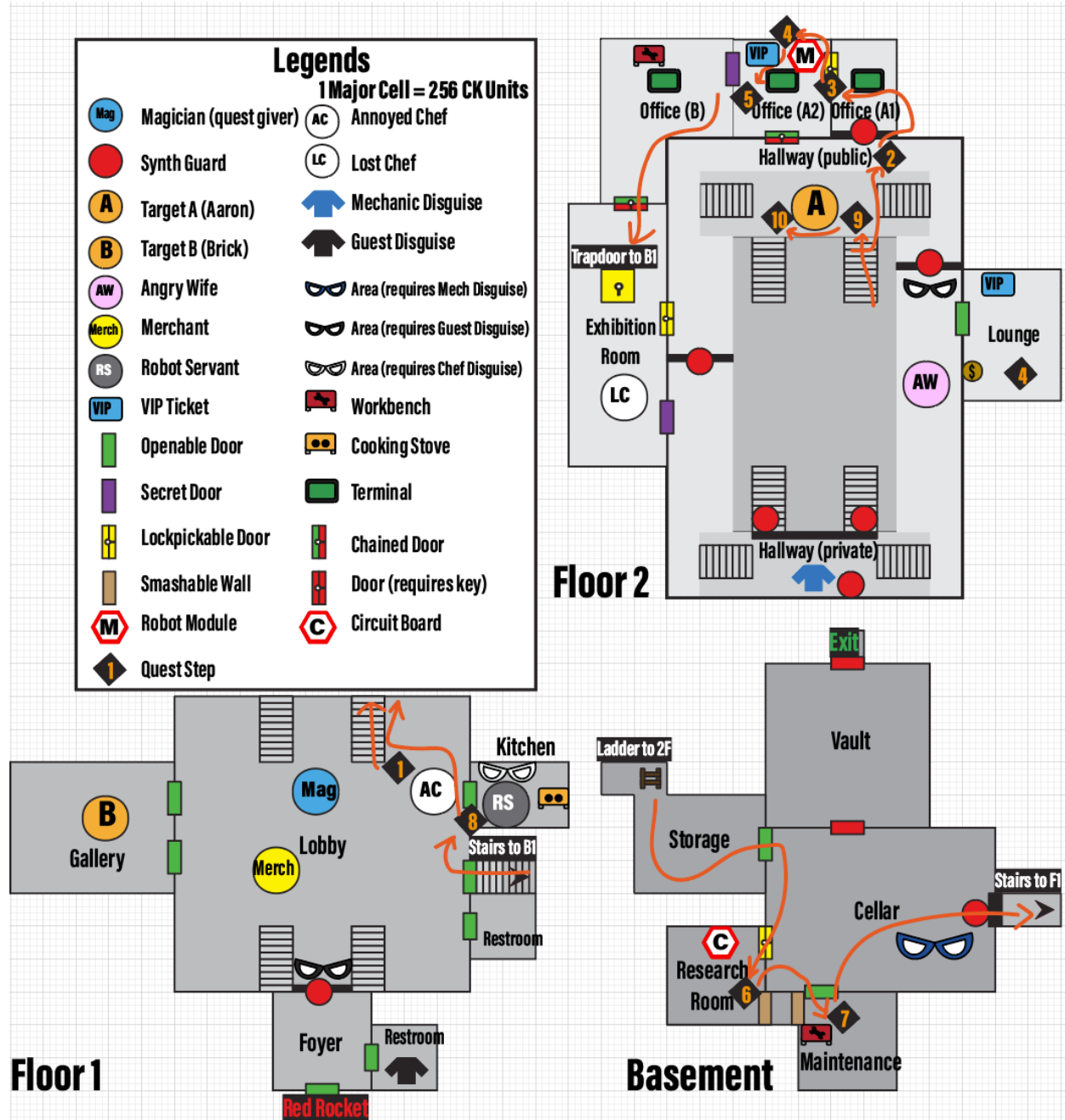


Figure 7: Map for Questline A2 (Robot). [6]

## Gameplay Summary for Questline A2 (Robot)

Map Label	Gameplay Summary	Other Notes
-	The player obtains the chef disguise	<ul style="list-style-type: none"> <li>A chef disguise is required for this questline</li> </ul>
<b>A2-1 (1)</b>	The player learns about the robot servant from the annoyed chef and something about the robot module in the 2F office	<ul style="list-style-type: none"> <li>The player sees the Robot Servant in the kitchen</li> <li>The player learns the robot can be installed with various modules to do various tasks, including target assassination</li> </ul>
<b>A2-2 (2)</b>	The player enters the office by either bribing the guard or getting the note from the wife from B3	<ul style="list-style-type: none"> <li>The bribe requires 200 caps</li> </ul>
<b>A2-3 (3)</b>	From office 1, the player lockpicks/hacks to unlock the path to office 2	
<b>A2-4 (4)</b>	The player finds the robot module in the office	
<b>A2-5 (5)</b>	The player reads the terminal to learn a recipe of an assassin module that can be installed on the Robot Servant to assassinate specific target	<ul style="list-style-type: none"> <li>From the terminal, the player also learns that the circuit board (the component) is in the research room in the basement</li> <li>The recipe for the assassin module is 1 robot module &amp; 1 circuit board</li> <li>The player could trigger the quest at this stage</li> </ul>
<b>A2-6 (6)</b>	The player finds the way into the research room to get the circuit board	
<b>A2-7 (7)</b>	The player crafts the assassin module to install on the robot	
<b>A2-8 (8)</b>	The player enters the kitchen with the chef disguise and install the module on the robot	
<b>A2-9 (9)</b>	With the assassin module installed, the robot goes after target A and eliminates him	
<b>A2-10 (10)</b>	The player will retrieve key part A from Target A's dead body	<ul style="list-style-type: none"> <li>Completion of questline A2</li> </ul>

Map for Questline A3 (Trap)

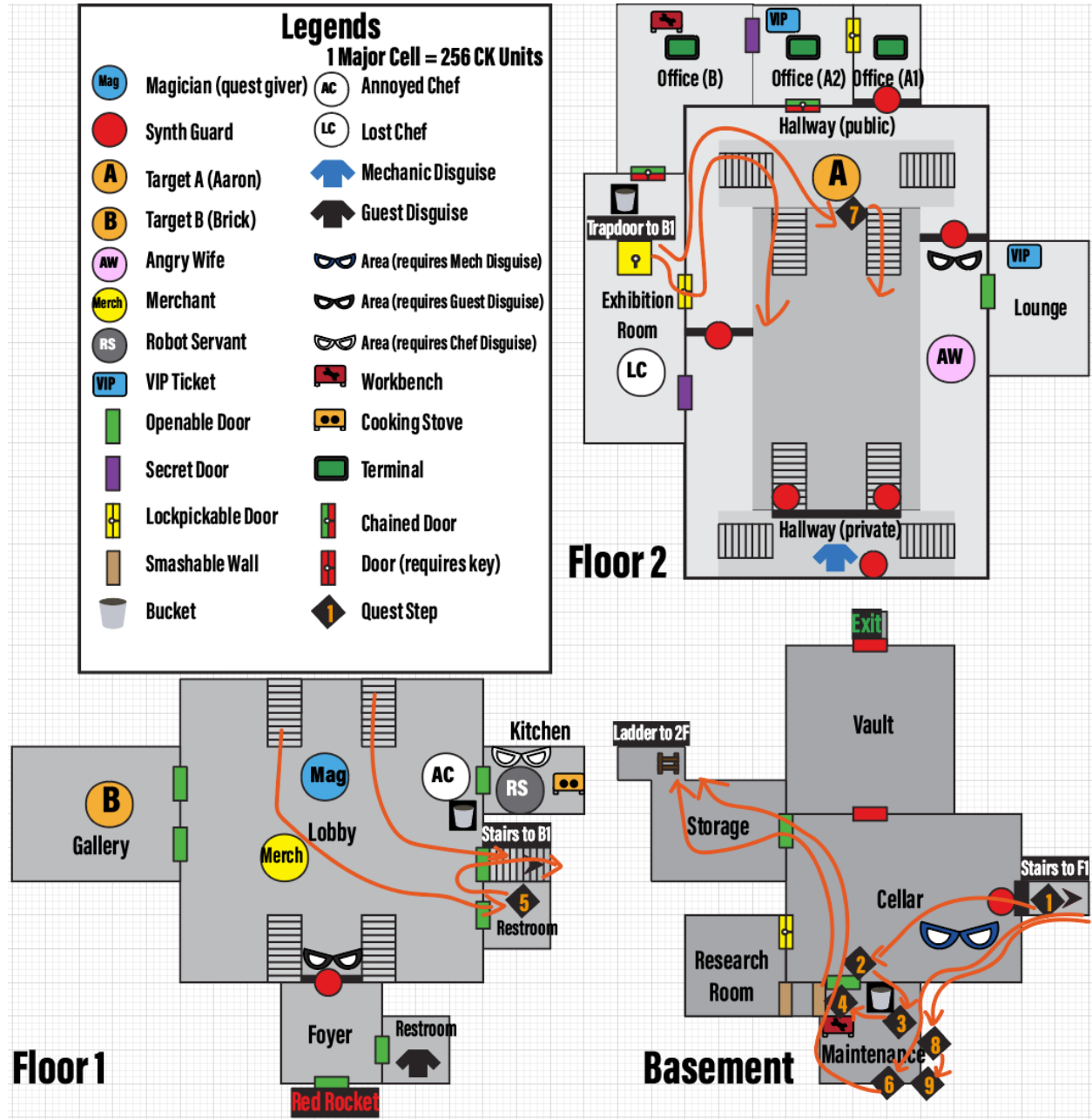


Figure 8: Map for Questline A3 (Trap). [6]

### Gameplay Summary for Questline A3 (Trap)

Map Label	Gameplay Summary	Other Notes
-	The player puts on the mechanics disguise	<ul style="list-style-type: none"> <li>A mechanics disguise is required for this questline</li> </ul>
<b>A3-1 (1)</b>	<p>The player talks to the cellar guard to start Quest A3 (Trap)</p> <ul style="list-style-type: none"> <li>The guard mentions about that mechanics can enter the cellar <ul style="list-style-type: none"> <li>The player has a small chance to persuade the guard to bypass (skip step 2 &amp; 3)</li> </ul> </li> </ul>	
<b>A3-2 (2)</b>	The player enters the maintenance room in the basement	
<b>A3-3 (3)</b>	<ul style="list-style-type: none"> <li>The player examines the room and finds a note about Target A's personal inspection for the generator</li> <li>The player also finds that there is an open wire on the ground, and he could pour some water on it to set up a trap</li> </ul>	<ul style="list-style-type: none"> <li>A UI will pop up when the player interacts with the floor, saying that the player may need a bucket to pour water</li> </ul>
<b>A3-4 (4)</b>	The player finds a bucket in the building	<ul style="list-style-type: none"> <li>One available in the maintenance, one outside of the kitchen, and one in the exhibition room</li> </ul>
<b>A3-5 (5)</b>	The player finds water to fill the bucket	<ul style="list-style-type: none"> <li>Water can be found in the kitchen or the restrooms</li> </ul>
<b>A3-6 (6)</b>	The player pours the water on the open wire	
<b>A3-7 (7)</b>	The player asks Target A for an inspection	<ul style="list-style-type: none"> <li>Player must be in mechanics disguise to have the dialogue option</li> </ul>
<b>A3-8 (8)</b>	When target A arrives, A can activates the circuit box by pulling the lever behind A's back to electrify him	
<b>A3-9 (9)</b>	The player picks up key part A from the body	<ul style="list-style-type: none"> <li>Need to turn off the switch to prevent the player getting killed as well</li> <li>Completion of questline A3</li> </ul>

Map for Questline B1 (Fight)

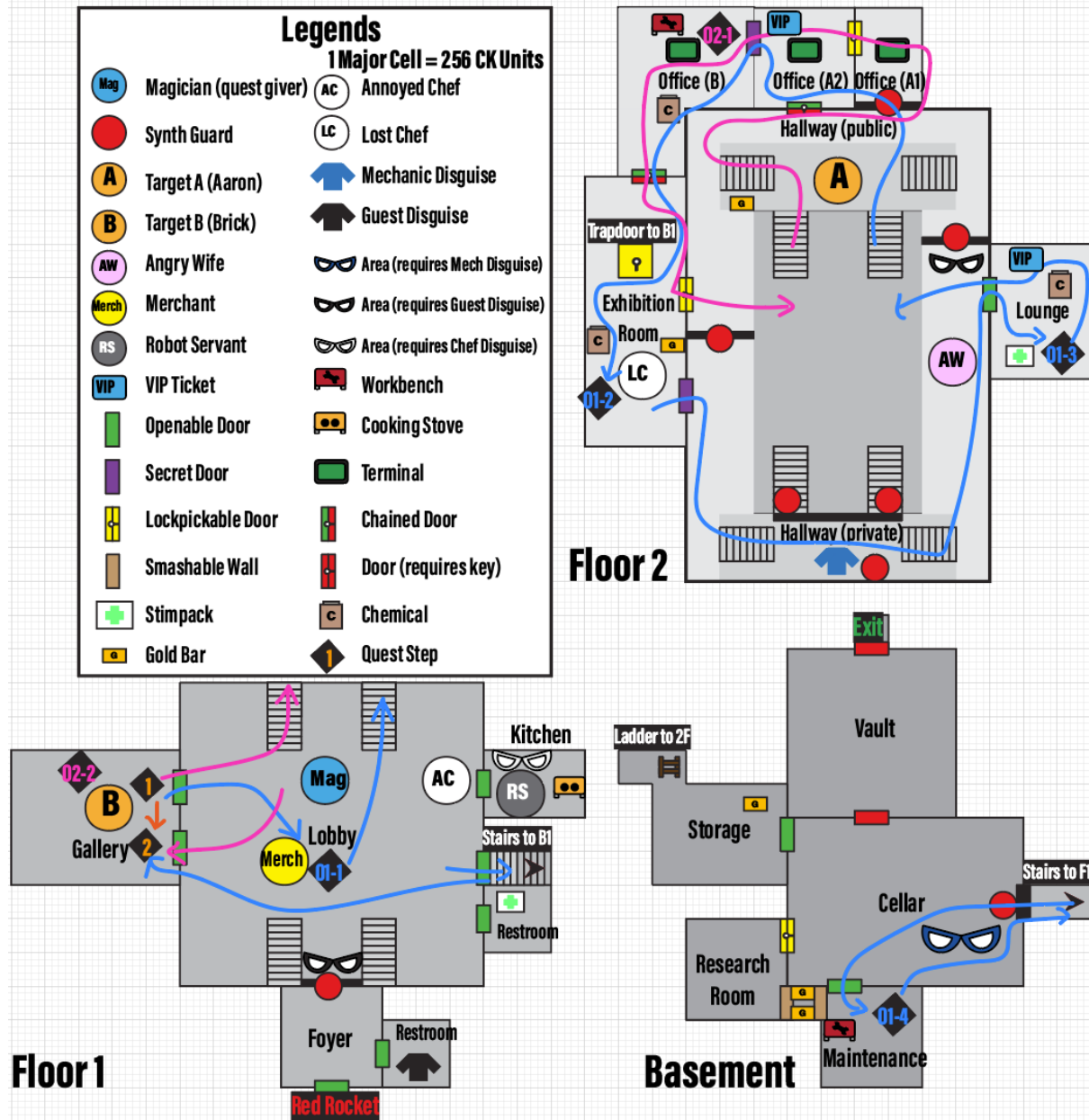


Figure 9: Map for Questline B1 (Fight). [6]

## Gameplay Summary for B1 (Fight)

Map Label	Gameplay Summary	Other Notes
<b>B1-1 (1)</b>	<ul style="list-style-type: none"> <li>The player talks to Target B in the Gallery to start Quest B2 (The fist tournament)</li> <li>The player learns that the winner of the competition (beating Target B) can get key part B</li> </ul>	<ul style="list-style-type: none"> <li>The player may attempt the challenge Target B, but it is very challenging as Target B has a lot of health and hits hard</li> <li>After the fight, the player and target B's health will recover</li> </ul>
<b>B1-Opt1-1 (O1-1)</b>	The player buys the recipe for painkiller (Drux) from the merchant	<ul style="list-style-type: none"> <li>Player can find flyers about the drug across the museum</li> <li>Player can find valuable in the museum and sell them to the merchant for caps</li> </ul>
<b>B1-Opt1-2 (O1-2)</b>	The player gathers chemicals around the building	<ul style="list-style-type: none"> <li>Chemicals can be obtained from lounge, B1 storage, exhibition room, or Brick (Target B)'s office</li> </ul>
<b>B1-Op1-3 (O1-3)</b>	The player gathers stimpacks	<ul style="list-style-type: none"> <li>Stimpacks can be obtained from lounge or the restroom in the lobby</li> </ul>
<b>B1-Op1-4 (O1-4)</b>	The player crafts the painkiller (Drux) with (2 chemicals and 1 stimpack)	<ul style="list-style-type: none"> <li>Drux Effect: increase max HP, and endurance for a duration</li> <li>The fight because much manageable</li> </ul>
<b>B1-Opt2-1 (O2-1)</b>	The player finds the relevant information about Target B's secret lover and the engagement ring	<ul style="list-style-type: none"> <li>See Quest B3 (lover) for details</li> </ul>
<b>B1-Op2-2 (O2-2)</b>	The player threatens Target B about the secret lover with the engagement ring <ul style="list-style-type: none"> <li>Target B will agree to pretend to lose in the fight (Target B will hit like cotton)</li> </ul>	<ul style="list-style-type: none"> <li>The fight because much easier</li> </ul>
<b>B1-2 (2)</b>	The player wins the fight and takes key part B	<ul style="list-style-type: none"> <li>Completion of questline B1</li> </ul>

Map for Questline B2 (Food)

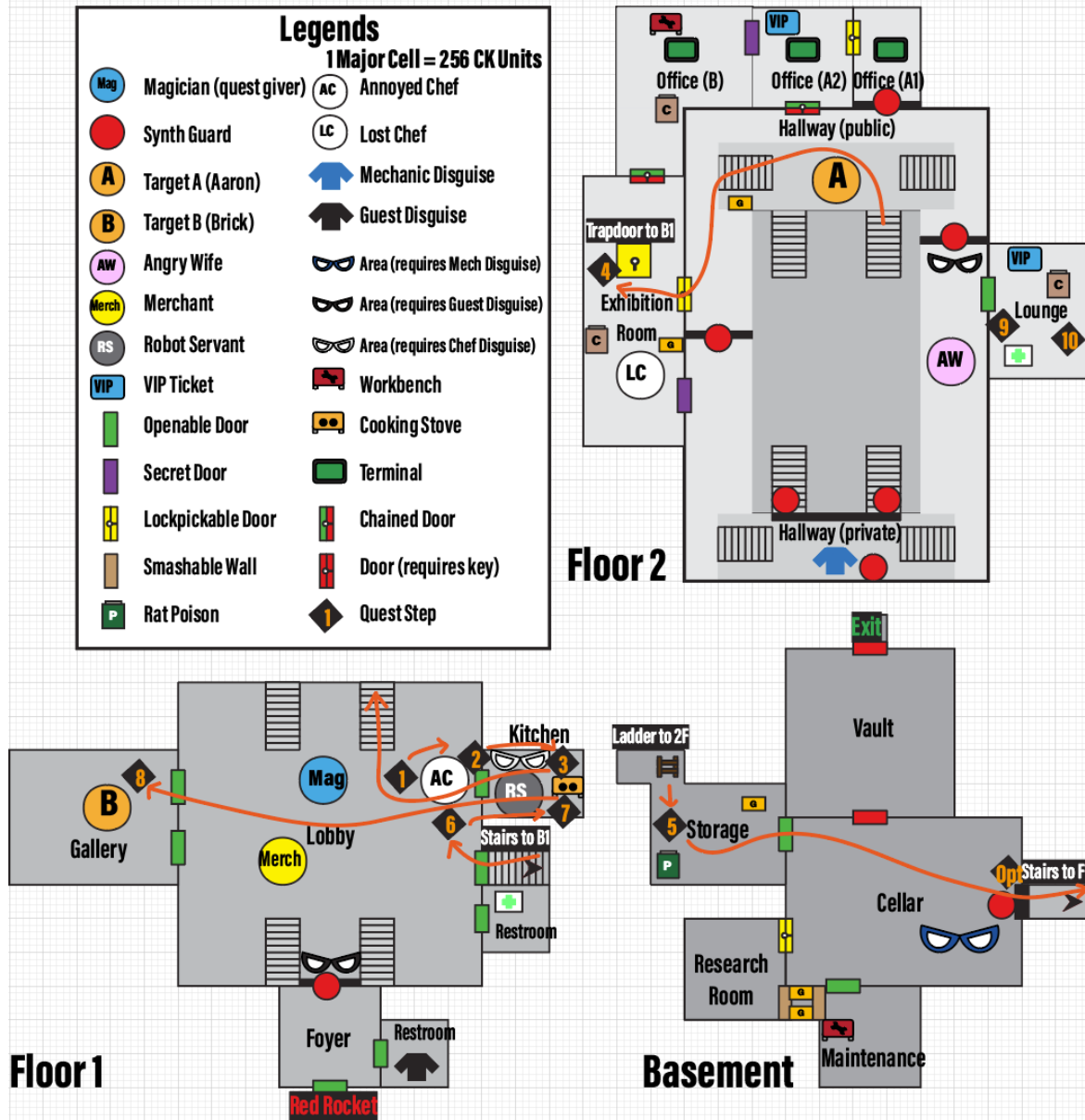


Figure 10: Map for Questline B2 (Food). [6]



## Gameplay Summary for Questline B2 (Food)

Map Label	Gameplay Summary	Other Notes
-	The player obtains the chef disguise	<ul style="list-style-type: none"> <li>A chef disguise is required for this questline</li> </ul>
<b>B2-1 (1)</b>	The player talks to the annoyed chef to learn that Target B is request food from the kitchen, but it has not arrived yet	<ul style="list-style-type: none"> <li>Before the quest start, the player can learn the hint to start the quest from the dialogue with Target B</li> </ul>
<b>B2-2 (2)</b>	With chef uniform equipped, the player enters the kitchen to investigate	
<b>B2-3 (3)</b>	The player finds a note about rat in the cellar, a tato soup recipe, and a stove	<ul style="list-style-type: none"> <li>With the recipe, the player can cook both tato soup (3 tatos, 2 purified water) and poisoned tato soup (1 tato soup &amp; 1 rat posion)</li> </ul>
<b>B2-4 (Opt)</b>	The player may attempt to go the cellar, but will be stopped by the guard (unless the player has mechanics uniform)	
<b>B2-Opt (4)</b>	The player goes to the exhibition room, and uses the key to unlock the trap door and takes the ladder down to the basement	
<b>B2-5 (5)</b>	The player finds the rat poison in the storage room in the storage room of the basement	<ul style="list-style-type: none"> <li>The rat poison is hinted by the dead rats nearby</li> </ul>
<b>B2-6 (6)</b>	The player returns to the kitchen	
<b>B2-7 (7)</b>	With the food in the kitchen, the player cooks the poison tato food using the cooking stove	
<b>B2-8 (8)</b>	The player serves the food to target B and let Target B eat the food, who then goes to sleep in 2F lounge	<ul style="list-style-type: none"> <li>The chef disguise is required to trigger the dialogue option</li> </ul>
<b>B2-9 (9)</b>	The player goes to the lounge by circling through the hole in the exhibition room	<ul style="list-style-type: none"> <li>If the player has VIP ticket, the player can enter the lounge directly</li> </ul>
<b>B2-10 (10)</b>	In the lounge room, the player pickpockets Target B and gets key part B	<ul style="list-style-type: none"> <li>Target B will be unconscious afterwards</li> <li>Completion of questline B2</li> </ul>

Map for Questline B3 (Lover)

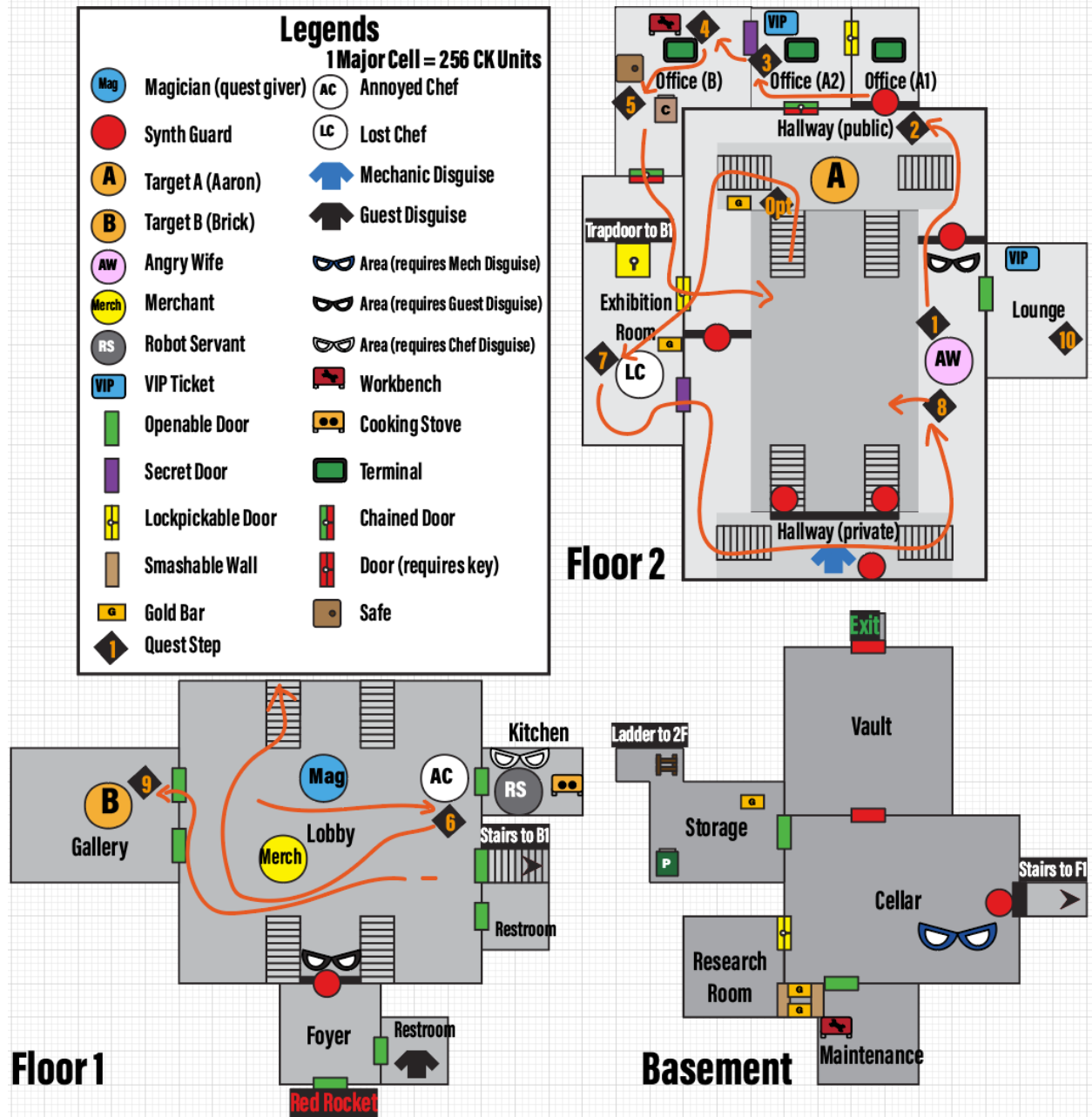


Figure 11: Map for Questline B3 (Lover). [6]

### Gameplay Summary for Questline B3 (Lover)

Map Label	Gameplay Summary	Other Notes
<b>B3-1 (1)</b>	<ul style="list-style-type: none"> <li>The player talks to the angry wife to start Quest B3 (Lover)</li> <li>The wife asks the player to do an investigation to find out whether his husband has someone else and who is the lover</li> <li>The wife will grant the player a note, giving free access to the office area</li> </ul>	
<b>B3-2 (2)</b>	The player enters the office	
<b>B3-3 (3)</b>	The player locates the secret office	
<b>B3-4 (4)</b>	The player reads the terminal to learn information	Information includes: <ul style="list-style-type: none"> <li>The lover is related to the kitchen</li> <li>The lover is called Liz</li> <li>An engagement ring is locked in the safe, and the password is on the calendar</li> <li>A ring can be crafted with gold</li> <li>Locations of treasures in the museum</li> </ul>
<b>B3-Opt (Opt)</b>	The player finds gold bar in the building, and craft a fake engagement ring	
<b>B3-5 (5)</b>	The player figures out the password of the safe and get the real engagement ring	<ul style="list-style-type: none"> <li>the password is 1028, suggested by the calendar on the wall behind</li> </ul>
<b>B3-6 (6)</b>	<ul style="list-style-type: none"> <li>The player goes to the kitchen entrance, and finds a staff list (with the name Elizabeth and Cole on it) or the player could talk to the head chef to learn that the new chef's name is Elizabeth</li> <li>The player realizes the secret lover is the lost chef in the exhibition room</li> </ul>	
<b>B3-7 (7)</b>	<ul style="list-style-type: none"> <li>The player confronts the lost chef, presents evidence (either real or fake ring) and her name to learn the truth</li> <li>The lost chef gives the player a note as physical evidence</li> </ul>	
<b>B3-8 (8)</b>	<ul style="list-style-type: none"> <li>The player presents the evidence and tells the truth to the wife</li> <li>The wife is pissed off, runs to Target B, and kills him</li> </ul>	
<b>B3-9 (9)</b>	The player gets key part B from the body	<ul style="list-style-type: none"> <li>Completion of questline B3</li> </ul>

Map for Master Quest - Enter the Vault

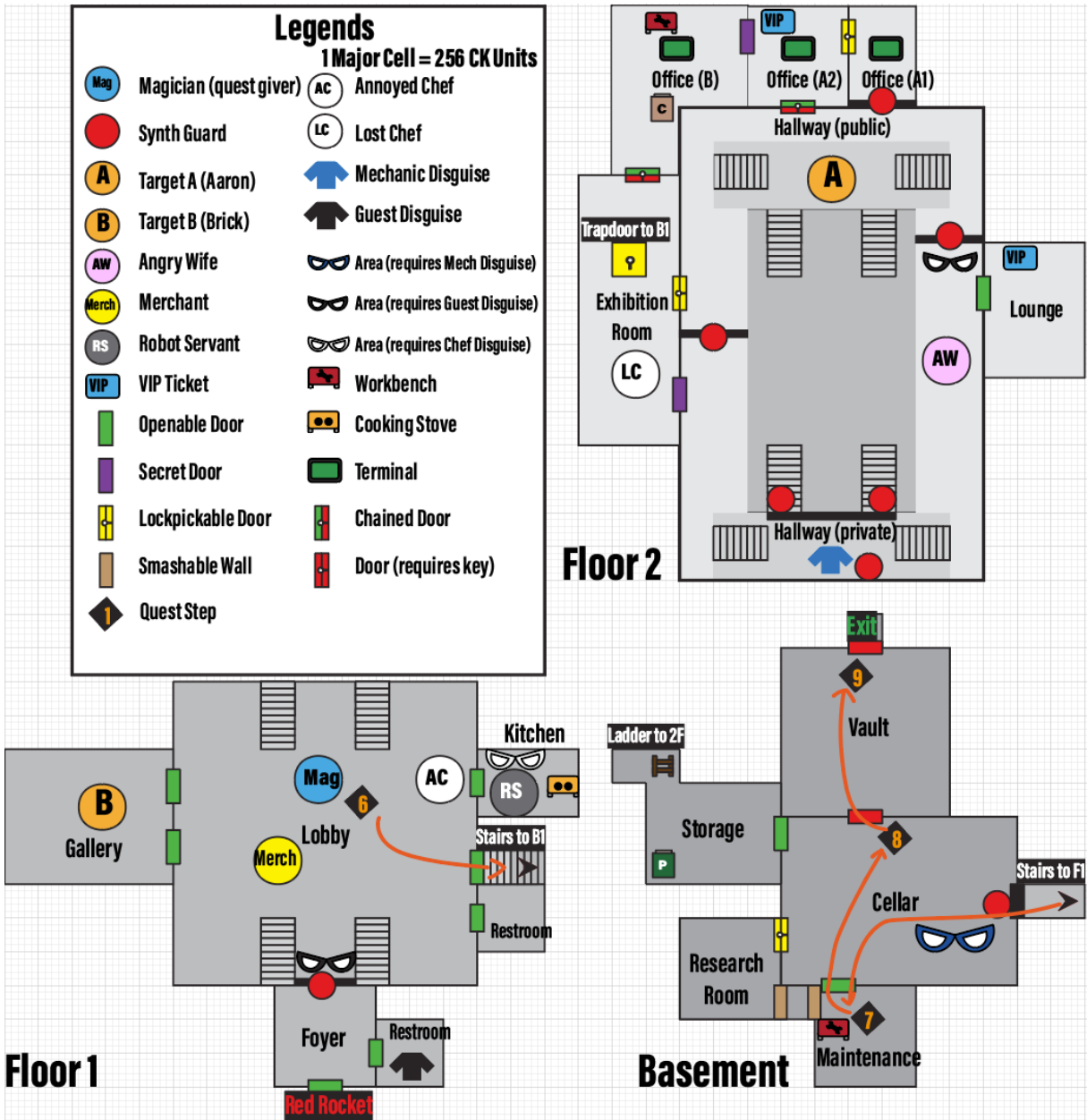


Figure 12: Map for Master Quest - Enter the Vault. [6]

### Gameplay Summary for Master Quest - Enter the Vault

Map Label	Gameplay Summary	Other Notes
<b>6</b>	The player reports to the magician to get the last key part (key part C)	
<b>7</b>	The player crafts the vault key with three parts at either of the two workbenches	<ul style="list-style-type: none"> <li>• One workbench at Target B's office and the other at the maintenance room</li> </ul>
<b>8</b>	The player unlocks the vault and retrieves the artifact	<ul style="list-style-type: none"> <li>• To solve the puzzle the player needs to understand the clues and search for relevant painting in the vault               <ol style="list-style-type: none"> <li>1. There is a 5 above the painting with a red-top lighthouse</li> <li>2. There is a 7 on the ground between two paintings of ships</li> <li>3. There is a 3 on the opposite side of the lady painting</li> <li>4. There are total 4 cats in all the paintings</li> </ol> </li> <li>• Thus, the code to the safe in the vault is 5734</li> </ul>
<b>9</b>	The player uses the artifact to reveal the hidden exit and exit the museum	
<b>Red Rocket</b>	The player returns to Red Rocket and talks to the magician to complete the quest for a reward of 5000 caps	<ul style="list-style-type: none"> <li>• Completion of the master quest</li> </ul>

### Skill Progression Chart

Map Marker ID ->	Start	Getting Inside	Mech Disguise	Chef Disguise	A1 (Money)	A2 (Robot)	A3 (Trap)	B1 (Fight)			B2 (Food)		B3 (Lover)		Enter the Vault		
		1-5	DM1-4	DC1-3	A1-1 - A1-6	A2-1 - A2-5 A2-6 - A2-10	A3-1 - A3-3 A3-4 - A3-9	BI-1 - BI-2	BI-Opt1	BI-Opt2	B2-1 - B2-5 B2-6 - B2-10	B3-1 - B3-5 B3-6 - B3-9	6-9				
<b>General</b>																	
Hacking	E				E	E				E	E			E			
Lockpicking	M		E	E	M	E	E	E		M	M			E			
Persuasion	E			E				H									
Disguising	E	E	M	M	E		M	M	M	M		M	M				
Crafting	E			E			E			M			M	E	E		
Exploration	M	E	M	M	H		M	M	M	E	H	M	M	E	M	H	M
Conversation	M	M	M	M	M	M	M	M	M	M	M	M	M	M	M	M	M
Info Gathering	E	E	M	M	M	M	E	E	E	M	H	M	E	M	H	H	H
<b>Combat</b>																	
Melee	M									X	M	E					
	0:00	4 mins	3 mins	3 mins	5 mins	3 mins	3 mins	3 mins	3 mins	1.5 mins	3 mins	3 mins	3 mins	3 mins	4 mins	4 mins	4 mins

	Legend			
	E	M	H	X
New skills	Intro	Reinforce	Master	
Starting Skills (START)	Beginner	Advanced	Expert	Master
Challenges	Easy	Medium	Hard	Legendary

Figure 13: Skill Progression Chart. [8]

**\*Note:** This skill progression chart is divided by questlines/sub quests rather than locations/steps

## Appendix A: New Skills/Gameplay Mechanics

- **The Magician**

- Provides additional information for the player when inquired
  - Provides hints on potential opportunities to start subquest if it is not started
  - Provides hints on how to progress through a specific subquest if asked
  - Provides general hints on the level, such as information about specific locations, NPCs, or events
- Provides small aids to the player
  - Gives lockpicks when player does not have any

- **Crafting quest items**

- The player can gather different kind of items in the building using workbench or cooking stove
- There are customized recipe specially created for this level (indicated either by a recipe note, dialogue, or quest entry) that the player can get through exploration or conversation
- Those customized crafted item are generally crucial to specific quest lines (e.g., poison)
  - Using cooking stove
    - Tato Soup (for Quest B2)
      - 3x tatos
      - 2x purified water
    - Poison Tato Soup (for Quest B2)
      - 1x Tato Soup
      - 1x Rat Poison
  - Using workbench
    - Assassin Module (for Quest A2)
      - 1x robot module
      - 1x circuit board
    - Drux (for Quest B1)
      - 1x Stimpack
      - 2x Chemicals
    - Fake Ring (for Quest B3)
      - 1x Gold bar
    - Hammer (for smashing breakable walls)
      - 1x Gold/silver bar
      - 1x wooden board

- Vault Key (for Master Quest)
  - 1x Key part A
  - 1x Key part B
  - 1x Key part C
- **Disguise**
  - When player changes equipment (cloth), the player may gain/lose access to certain areas in the building
  - Unique disguises
    - Guest Uniform
      - Guest areas
        - Lobby, Gallery, 2F Hallway (public), restrooms
      - Lounge (if obtained VIP ticket)
    - Chef Uniform
      - Guest areas, Kitchen, 2F storage
    - Mechanics Uniform
      - Guest areas, basement
  - Trespass
    - If the player is found attempting to enter a prohibited area, a conversation will be triggered with the guard, forcing the player to turn back
- **Note System**
  - A quest named "Misc Intels" is used to track various information and hints that the player found across the museum (mainly from dialogues, notes, and terminals)
  - The player can always open the pipboy to look up the objectives in that quest to recall information



### Appendix B: Quest Flow Charts

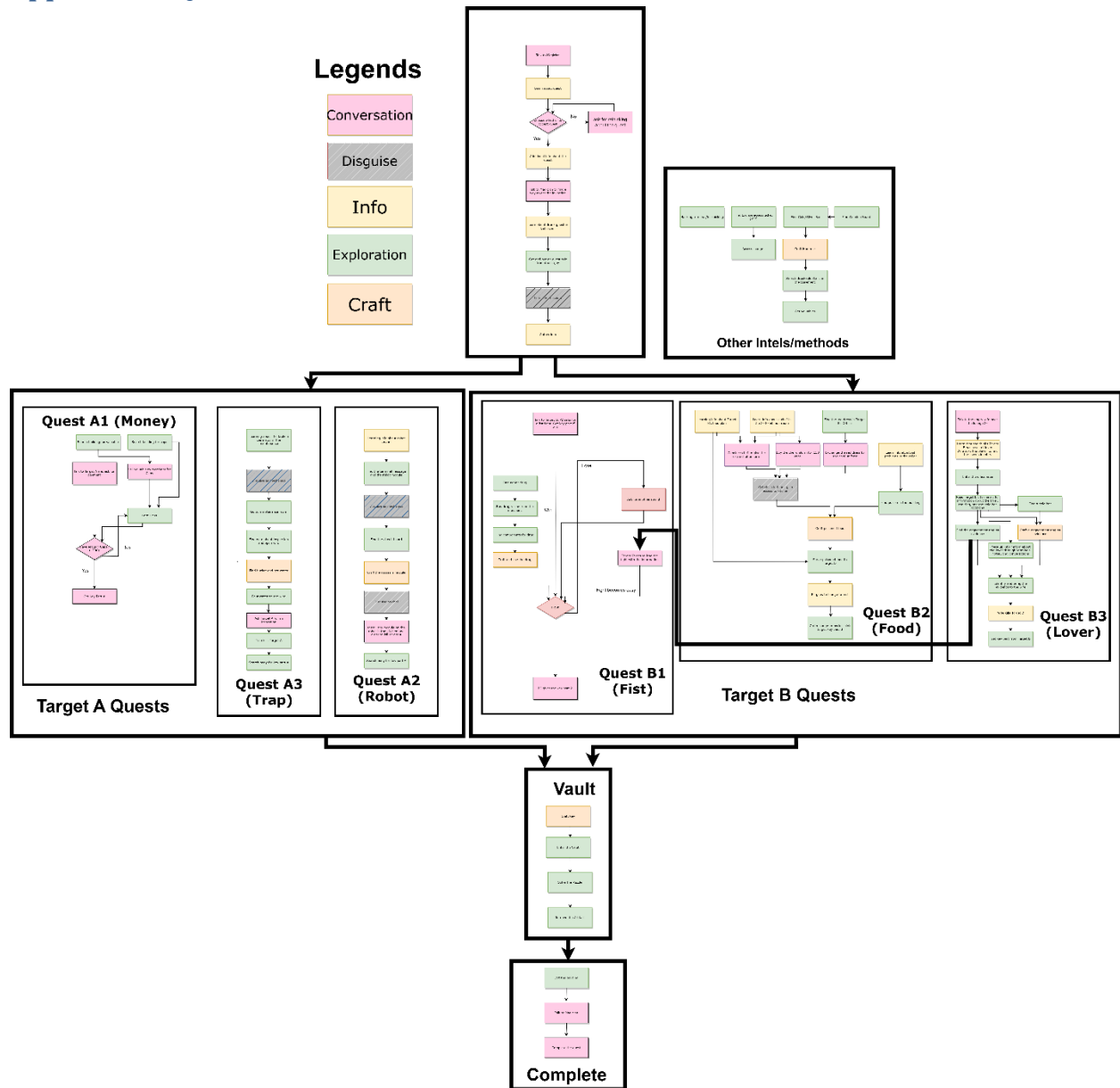


Figure 14: Quest Flow Chart. [7]

# Legends

Conversation

Disguise

Info

Exploration

Craft

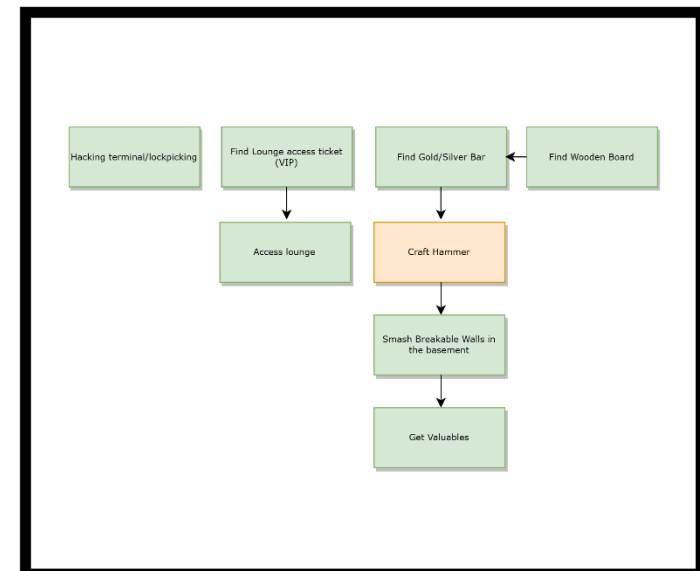
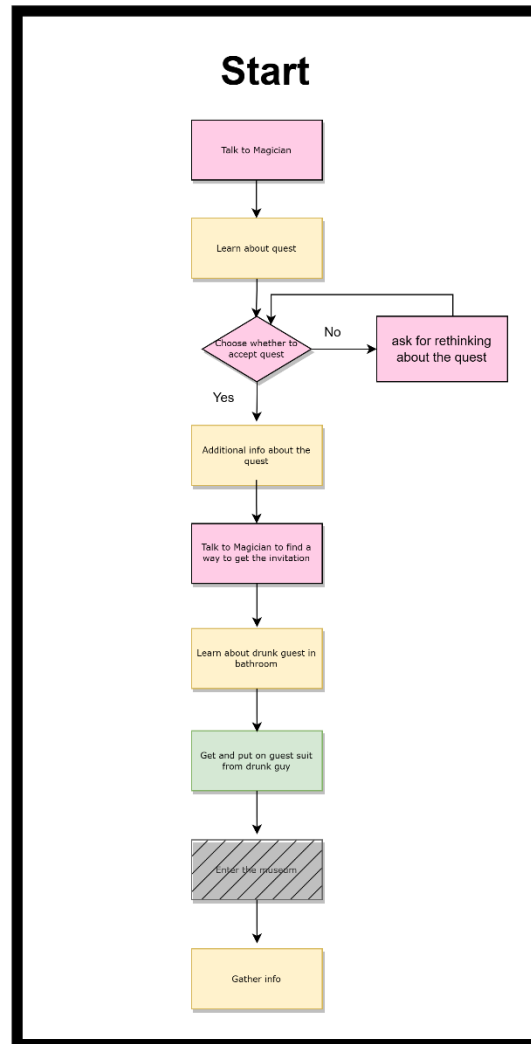


Figure 15: Quest Flow Chart Part 1. [7]

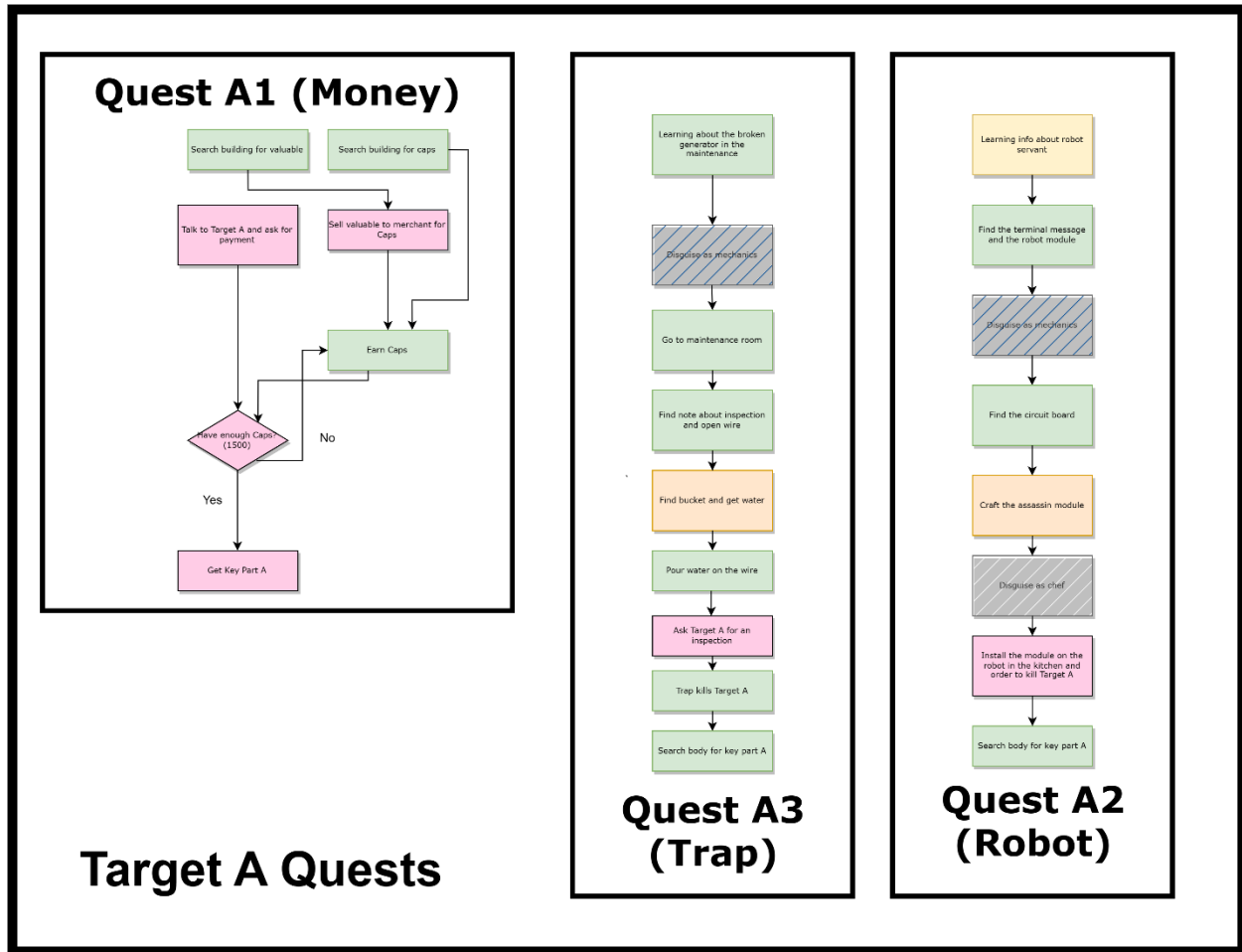


Figure 16: Quest Flow Chart – Part 2 (Target A Quests). [7]

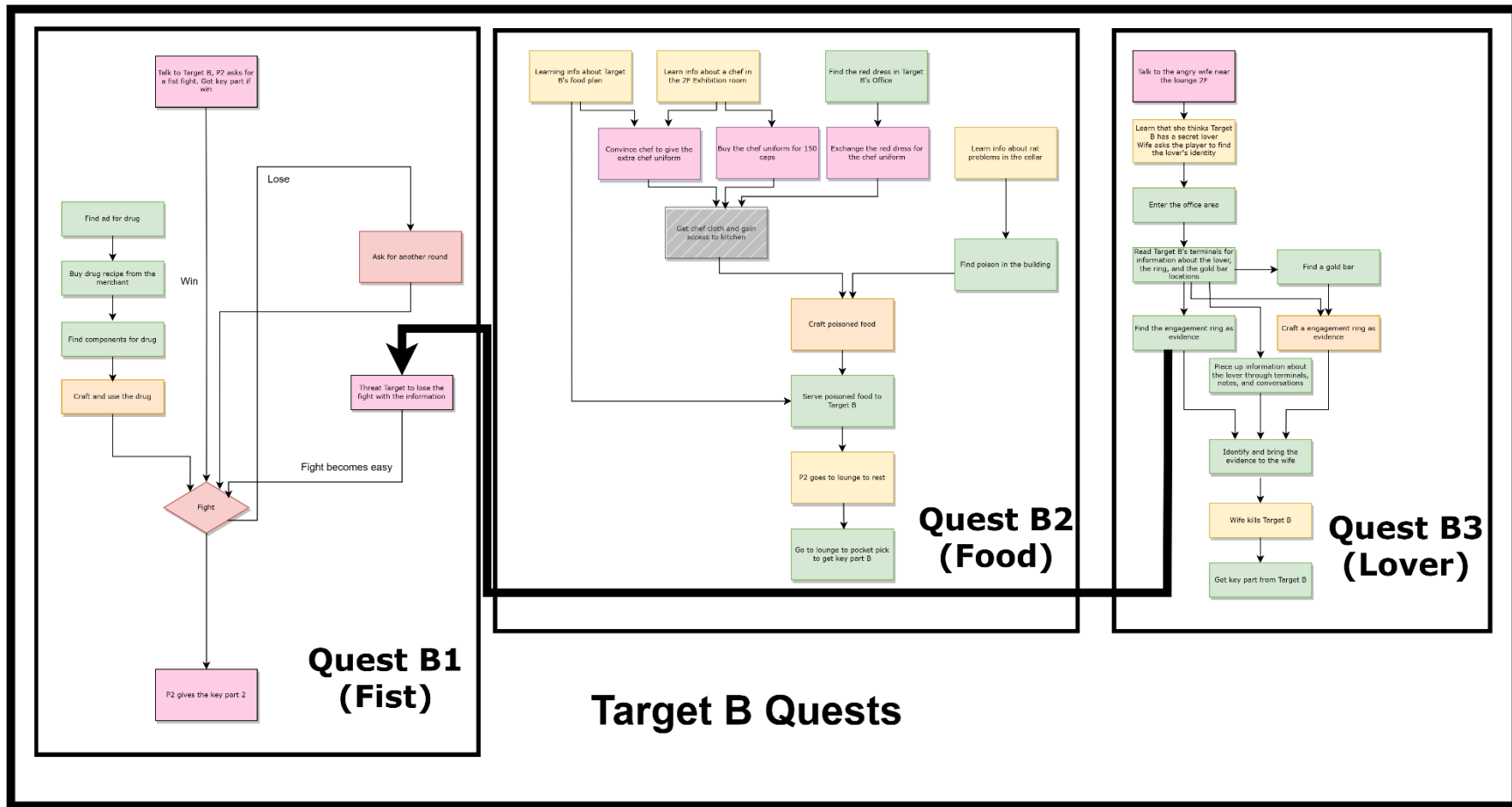


Figure 17: Quest Flow Chart – Part 2 (Target B Quests). [7]

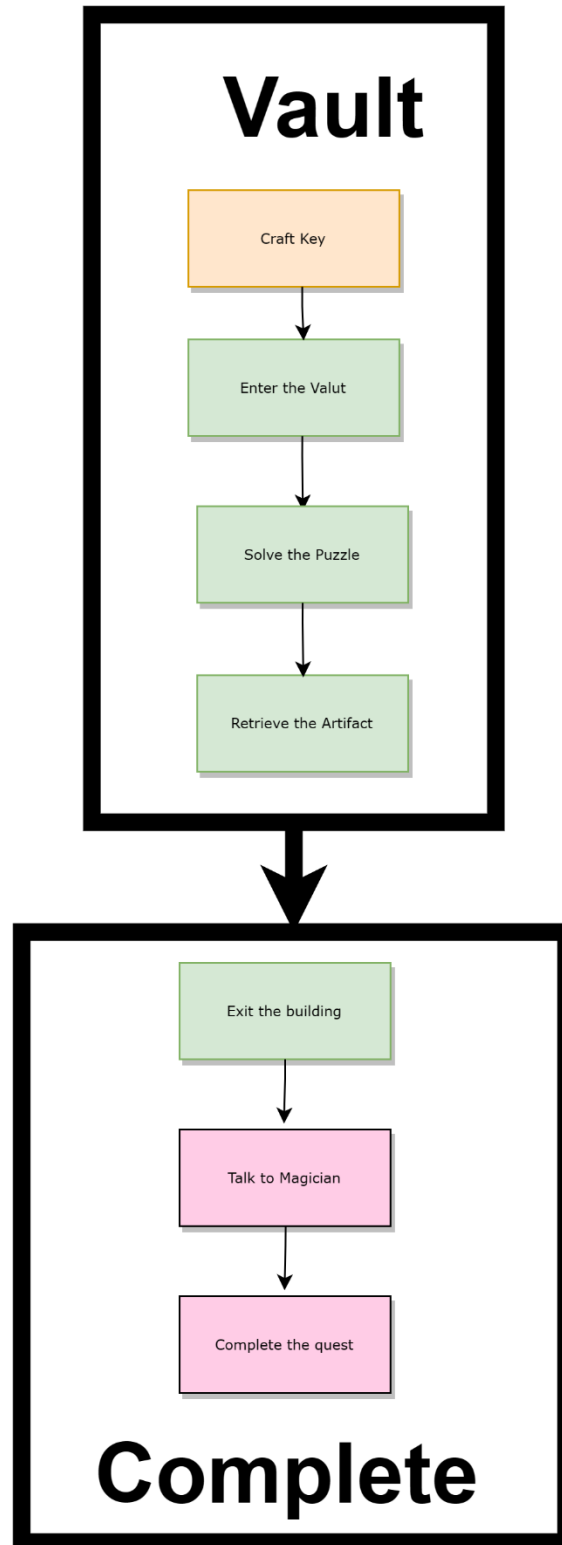


Figure 18: Quest Flow Chart Part 3. [7]

- **Link to Diagram**
  - [https://drive.google.com/file/d/1XF9l\\_USCm-a5a\\_zXmKm0D4nuMEGS1OhR/view?usp=sharing](https://drive.google.com/file/d/1XF9l_USCm-a5a_zXmKm0D4nuMEGS1OhR/view?usp=sharing)

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- [6] Wu, Tianze. Map created in Adobe Illustrator.
- [7] Wu, Tianze. Map & Chart created in Diagram.net.
- [8] Wu, Tianze. Skill Progression Chart created in Microsoft Excel.