

Fallout 4: Favor for Favorite

Version 1.1

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**Document Revisions Table**

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| --- | --- | --- | --- |
| **Version** | **Description** | **Requestor** | **Date** |
| 1.0 | Initial Document | Professor Ouellete | 2/28/2022 |
| 1.1 | Updated all sections to reflect current design   * Updated Table of Contents and Table of Figures * Updated Quick Summary with current design * Updated Feature Overview   + Added more starting weapons   + Removed Billy   + Added tripod, bubble turret, and hack rifle   + Adjusted Aesthetics * Updated Level Maps   + Updated all maps to reflect current design   + Added grid, tiles to all maps   + Rearrange the layout to make the image fit in the document better   + Added info about tile size   + Adjusted legends so that they are less confusing   + Added badge to numbered steps * Updated gameplay summary and event summary to reflect current design   + Break down the steps more * Updated event details with current design and highlighted important parts * Updated approximate time with better approximation * Updated Skill Progression Chart to reflect current design   + Added adapting to ambush row   + Added bubble turret hacking row   + Removed parts that no longer applies   + Updated narrative beats and stages   + Reevaluate the progression * Updated New Skills/Gameplay Mechanics   + Added hack rifle and removed energy sniper and other related mechanics * Updated Hook(s)/Gameplay Highlights   + Added hack rifle removed energy sniper and other related topics   + Adjusted wordings in all sections * Updated Context with current story including the incident in the facility and Kelly’s story * Updated aesthetic references’ texts to reflect current design   + Added more info about the factory aesthetics   + Did not update reference images * Updated Character/Dialog Flow with current design   + Added more characters including Courser, Willy, Kelly, and villagers, and removed Billy   + Added dialogue branches and options for all scenes in the level     - Summarized the lines in bullet points     - Did not update the flow with images * Updated Risks with the potential problems in current design * Updated Key Asset Needs with current design   + Removed assets that no longer applies   + Added extra assets such as decals and effects | Professor Ouellete | 5/7/2022 |
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Level Design Document

# Level Information

## Quick Summary

“Favor for Favorite” is a single player side quest in *Fallout 4* [1]. The quest starts in Tatoville where the villagers has been constantly attacked by synths from the Institute facility nearby. The player teams up with Nathan, a local hero, to take down the facility together by combating with synths, lockpicking, and hacking. The level emphasis on Hack Rifle, a new weapon, which can be used to turn enemy bubble turrets against synths. As the player exploring terminals, unlocking new pathways, and talking to NPCs, Nathan seems to be more complicated than people think.

## Level Feature Overview

|  |  |  |
| --- | --- | --- |
| Category | Sub-Category | Feature List |
| Player | Player Weapons | * Start weapons   + Ranged     - 10mm Pistol (Optional)     - Double-barrel Shotgun (Optional)     - Submachinegun (Optional)   + Melee     - Combat Knife (Optional)     - Rolling Pin (Optional) * Hack Rifle (custom weapon)   + Given by Nathan during the early stage   + More details about the weapon in new mechanic section |
|  | Player Skills/Abilities | * Hacking * Lockpicking * Stealth * Persuasion * Turret-hacking with hack rifle |
| AI | Enemies | * Synth (Melee) * Synth (Ranged) * Eco/EC-00/the Courser (Final Boss) |
|  | Friendlies | * Nathan (Central Main Quest Character, player follower) * Allie (Town Folk, Kid, Side Quest Giver) * Cathy (Town Folk, Allie’s mom) * Villagers of Tatoville |
| Challenges | Gameplay Themes | * Major   + Cover shooting   + Deactivating turret through terminal   + Hacking bubble turrets with hack rifle * Minor   + Combats with verticality   + Persuasion (optional)   + Lockpicking (optional)   + Stealth (optional)   + Reading logs in terminals to learn about the narrative (optional) |
|  | Obstacles/Hazards | * Tripod turret * Bubble turret |
| Aesthetics | Setting (visual theme) | * Small village/farm/town aesthetics for most of the exterior   + Grows tatos   + The playable area is surrounded by rock hills with trees * Institute Facility on a hill * A somewhat derelict Institute aesthetics for the interior and the exterior near the main facility   + The reactor room has a huge reactor as the landmark   + Some rooms in the facility have institute style while others have old factory/high tech style |

## Level Map(s)

### Overview Map

Diagram, schematic

Description automatically generated

Figure 1: Overview Map. [2]

* 1 tile is 256 units in length, width, and height
* The interior has 4 floors including the basement, each floor is 1 tile high

|  |  |
| --- | --- |
| Map Label | Gameplay Summary |
| 1 | * **Stage 100** * **Narrative Beat 1 (Minor)** * The player starts at **Red Rocket Truck Stop** * The player picks up a **letter from Cathy** to learn about **Synth attack in Tatoville** to start the quest * After gather equipment from the body, the player uses the car to teleport to **Tatoville** |
| 2 | * **Stage 200** * Arriving at the Tatoville, the player sees a man fighting against **3 synths (2 ranged, 1 melee)** and helps him out |
| 3 | * **Stage 300** * **Narrative Beat 2** * After defeating those synths, the player meets **Nathan** who introduces himself as **a local hero** and tells the player where to find **Cathy** |
| 4 | * **Stage 350** * **Narrative Beat 3** * The player talks to **Cathy** about the Synth attack and learns about the village |
| S1 | * **Side Quest Stage 50** * **(Optional Narrative)** When talking with **Allie**, Allie wants the player to find a **legendary weapon** somewhere inside the facility. The player could accept this side quest |
| 5 | * **Stage 400** * After the talk with **Cathy**, the second wave arrives **3 synths (2 ranged, 1 melee)**. The player takes them out |
| 6 | * **Stage 510** * **Narrative Beat 4** * The player talks to **Nathan** about the facility and gets ready to leave for the facility * The player and Nathan walk to **facility** |
| 7 | * **Stage 540** * **Narrative Beat 5** * Nathan gives the player the **hack rifle** and teaches the player how to use it against **bubble turrets** * The player takes out **4 synths (1 Melee, 3 Ranged)** in the distance by taking advantage of **2 hostile and 2 inactive bubble turrets** |
| 8 | * **Stage 560** * **Narrative Beat 6 (Minor)** * The **courser** shows up and claims to bomb the facility |
| 9 | * **Stage 600** * The player and Nathan march toward and **enter the facility** |
| 10 | * **Stage 700** * **Narrative Beat (Optional)** * In the lobby, the player and Nathan fight **5 synths (2 Melee, 3 Ranged)**, the player can hack **2 bubble turrets** in the lobby to help out the fight |
| 11 | * There is an extra encounter in the optional room on the first floor to the right with a **tripod turret** and a **ranged synth** * The player can **deactivate** the **tripod turret** through **terminal** * After the encounter, the player can **lockpick (Novice)** the nearby room (restroom) to gain extra resources |
| 12 | * **Stage 800** * **Narrative Beat 7** * Nathan talks to the player near the **big window** on the **second floor**. He tells the player to go to **control room** before the **courser** to stop him from bombing the facility |
| 13 | * **Stage 900** * On the **second floor**, the player opens the **locked door** on the right by **lockpicking (Expert) or terminal hacking (Novice)** |
| 14 | * The player takes out are **2 tripod turrets, 1 bubble turret, 2 ranged synths** either by fighting directly or **hacking** stealthily |
| 15 | * **Stage 1200** * **Narrative Beat 8 (Minor)** * The player enters the room with Synth pods * The player meets the **courser** again who appears to be **unstable** |
| 16 | * After the scene, the player gets **ambushed** by **3 ranged synths** and **1 melee synths (Medium)** waking up from the pod |
| 17 | * **Narrative Beat (Optional)** * Entering the next room, the player can read the notes in the terminal |
| 18 | * **Stage 1300** * Entering the hallway, there is a **1 ranged synth (Hard), 2 bubble turrets** and **1 tripod** **turret** * After the player enters the room and advances forward, **2 ranged synths** and **1 melee synth** will rush out from the left to **ambush** the player |
| 19 | * The player lockpicks the **exit door (Advanced)** or use the **hallway key** picked up from **Ranged Synth (hard)’s corpse** |
| 20 | * **Stage 1500** * **Narrative Beat 9 (Minor)** * **Narrative Beat (Optional)** * In the next room, there is another scene with the **courser** who seems to be **grateful** to Nathan * The player feels **something is not right with Nathan**, but Nathan ran away after the courser |
| 21 | * **Narrative Beat (Optional)** * The player enters the room with a **hole** in the middle * There is a **terminal** with some side information for the player to discover |
| S2 | * **Side Quest Stage 100** * The player finds the **entrance to the basement (the hole)** * The player **drops down** from the opening to the first floor |
| S3 | * The player **drops down again** to enter the basement * The player takes out **1 bubble turret** on the outside, **3 bubble turrets** inside the room |
| S4 | * **Side Quest Stage 200** * **Narrative Beat (Optional)** * The player finds the **legendary weapon (magic stick)** on the **shelf**, and uses the **terminal** to unlock the elevator * There are some additional resources for the player to pick up * The player can learn info about Nathan through his **terminal** and his room |
| S5 | * **Side Quest Stage 280** * The player takes the **elevator** to return to the third floor |
| 22 | * The player enters the **catwalk area** with **3** **ranged synths (Medium), and 1 melee synth (Medium)**, and there are **2 bubble turrets** on each side of the wall |
| 23 | * **Stage 1550** * **Narrative Beat 10** * The player enters the red **control room**, and meet with courser and Nathan * It is revealed that **Nathan had control over the courser**, but not anymore. The courser goes on to actually **bomb** the facility * Nathan tells the player that his plan and the cause of the synth attack is just that he could **act like a hero in front of the villagers** |
| 24 | * **Stage 1650** * The player enters the room to investigate the **terminal**, and finds out it requires **Control Room** **Admin Holotape (password)** |
| 25 | * **Stage 1700** * **Narrative Beat (Optional)** * The player talks to Nathan about the **holotape** for the terminal * The player has a chance to **persuade** Nathan to help the player locate the password * The player will find the **holotape on the shelf with statues and figurines** |
| 26 | * **Narrative Beat (Optional)** * The player uses **terminal** to unlock the **control room gates** * The player can read **terminal logs** to learn more about than * Courser activates the self-destruction sequence, and the room goes **red** |
| 27 | * **Stage 2500** * The player leaves the control room and enters the catwalk section on the right * **2 ranged Synth (1 Medium, 1 Hard)** and **1 melee Synth (Medium)** rush out from the left to ambush the player * The player can hack the **bubble turret** on the ceiling to help |
| 28 | * The player takes the catwalk down and meet **2 groups of synths** at different level, each group has **1 melee synth (Medium)** and **1 ranged synth (1 Medium/1 Hard)** * Also, there are **4 bubble turrets** on the central pillar for the player to hack |
| 29 | * **Stage 2700** * The player enters the reactor room to fight **2 Ranged** **synths (Hard), 2 melee synth (Hard), 1 tripod turret, and 2 bubble turrets on each side of the wall** * The player can **deactivate** the tripod turret through the terminal |
| 30 | * **Stage 2800** * **Narrative Beat 11 (Minor)** * Nathan talks to the player about **the courser** |
| 31 | * The player hacks the **terminal (Novice)** to unlock the door to courser’s cell |
| 32 | * **Stage 3000** * **Narrative Beat 12 (Minor)** * The player and Nathan find the **courser** in the room that is previously locked and starts the final scene before the final fight |
| 33 | * **Stage 3050** * In the **final fight**, **3 unconscious bubble turrets** (1 in front, 1 on the left, and 1 on the right) **activate** and start shooting at the player, the player fights, takes advantage of the turrets, and defeats courser with Nathan |
| 34 | * **Stage 3100** * The player **stops the explosion** through **terminal on the platform** in the room |
| 35 | * **Stage 3200** * The player uses the **terminal on the desk** in the room to open the **exit gates** |
| 36 | * **Stage 3500** * **Narrative Beat 13 (Minor)** * The player **leaves** the facility with Nathan after talking to him |
| 37 | * **Stage 4000** * **Narrative Beat 14** * On the way returning to the village, Nathan wants the player to **hide the truth** about what he did * The player has a chance to learn deeper about Nathan’s **motive** with **Kelly’s story** |
| 38 | * **Stage 4500** * The player and Nathan return to **Tatoville** * **Narrative Beat 15** * When the villagers inquire about **how things went and what was the cause**, the player could either **tell or hide the truth** about what Nathan did in front of the people |
| 39a | * **Stage 5000-6500** * **Narrative Beat 16a** * **If telling the truth**   + - **Nathan** will be **beaten** by villagers and **killed**     - **Allie** is **sad** about Nathan’s death, gets **angry** at the player     - The player talks to **Cathy,** who continues to **blame** Nathan, to **complete** the quest |
| 39b | * **Stage 6700-8000** * **Narrative Beat 16b** * If telling the **lie**   + Cathy invites Nathan for a **celebration meal**   + The player takes the **noodles**   + Allie is **happy**   + The player talks to Nathan, who appreciates player’s help but somehow still **wants to play hero even after all this**   + The player talks to **Cathy** to **complete the quest** |
| S6 | * **Side Quest Stage 300** * **Narrative Beat (Optional)** * The player shows the weapon to **Allie**. Allie is excited and thanks the player   + If **Nathan is dead**, Allie is angry, **blames** the player, and **takes away** the weapon from the player * The side quest is **completed** |

### Tatoville 1

Diagram

Description automatically generated

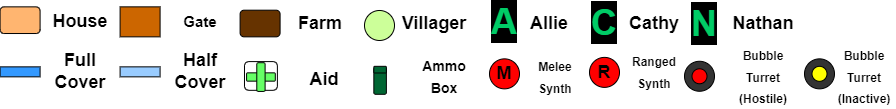


Figure 2: Exterior Overview Map. [2]

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Map Label | Event Summary | Event Details | Approx. Difficulty (1-10) | Approx. Time | Wow? |
| 1 | * **Stage 100** * **Narrative Beat 1 (Minor)** * The player finds a **car crash scene** with a **dead body** * The player picks up **a letter from Cathy** on the body to learn about **Synth attack in Tatoville** to start the quest at **Red Rocket Truck Stop** * Player uses the car to teleport to **Tatoville** | * The player sees a **car is crashed** on the road near the **truck stop** * The player sees a **dead body** in the car with a letter dropped out * The letter is sent by **Cathy** complaining to his brother, **Willy** (the dead drunk driver of this vehicle), about aggressive synths’ recent intrusion on **Tatoville (a village near the Institute)** * The letter’s purpose is to tell Willy about the situation and want Willy to get help for the village   + Letter’s postscript warns Willy not to drunk drive     - Build up the “not-very-serious” tone of the quest * The player loots **equipment** from the dead body to prepare for fight against synths   + All equipment are leveled   + **10mm pistol** and **double-barrel shotgun** as the ranged option   + **Combat knife** as the melee option   + **Leathered armor** **pieces** * **Conveyance**   + Car being red   + Dead body   + Broken signs   + Streetlamp light   + Fire and smoke   + Dirty decals | 1 | 0:30 |  |
| 2 | * **Stage 200** * Arriving at the **Tatoville**, the player sees a man fighting against **3 synths (2 ranged, 1 melee)** and helps him out | * The player gets **rolling pin** as the melee option * **Encounter**   + **Ally**     - **Nathan**   + **Enemies**     - 1 Melee Synth     - 2 Ranged Synth   + Flat ground with basic cover   + Player has good sightlines   + All enemies visible   + **Introduction to Synth** * **Conveyance**   + Movement in the fight   + Covers/houses for framing | 4 | 1:00 |  |
| 3 | * **Stage 300** * **Narrative Beat 2** * After defeating those synths, the player meets **Nathan** who introduces himself as **a local hero** and tells the player where to find Cathy | * **Narrative**   + Build Nathan with characteristics   + Player feels Nathan as a self-named hero, a showy person   + Makes player want to learn about him | 1 | 1:30 |  |
| 4 | * **Stage 350** * **Narrative Beat 3** * The player talks to **Cathy** about the **Synth attack** and learns about the village | * **Narrative (Optional)**   + Learns that Cathy’s husband, Allie’s dad, **Davy**, is killed due to one of those synth attacks   + Learns that villagers like Nathan   + Learns more about the village | 1 | 2:30 |  |
| S1 | * **Side Quest Stage 50** * **(Optional Narrative)** * When talking with **Allie**, Allie wants the player to find **a legendary weapon** somewhere inside the facility. The player could accept this **side quest** | * **Narrative (Optional)**   + **Allie** considers Nathan the biggest **hero** for protecting the village, and a great **storyteller** of his adventure   + **Allie** is worried about whether Nathan and the player can make it back after going into the facility, a **persuasion** dialogue can be used to ease Allie     - **Intro to persuasion**   + Show player the relationship between Allie and Nathan   + Allie hints the **entrance to the basement** has something to do with a **hole** | 1 | (+30s) |  |
| 5 | * **Stage 400** * After the talk with Cathy, the second wave arrives **3 synths (2 ranged, 1 melee)**. The player takes them out | * **Encounter**   + Ally     - Nathan   + **Enemies**     - 3 synths (2 ranged, 1 melee)   + Flat ground with basic cover   + Player has good sightlines   + All enemies visible | 4 | 3:30 |  |
| 6 | * **(Stage 510)** * **Narrative Beat 4** * The player talks to Nathan about the facility and gets ready to leave for the facility * After picking up resource in the tent, the player and Nathan walk to **facility** | * **Narrative**   + Nathan tells the player there are **supplies** in the **tent**   + Nathan tells the player some **information about the facility**, the enemies in it, and Eco, the evil courser   + Nathan joins the player as a **follower** after the conversation * The supplies include a leveled **submachine gun** as another ranged option | 1 | 4:00 |  |
| 7 | * **Stage 540** * **Narrative Beat 5** * Nathan gives the player the **hack rifle** and teaches the player how to use it against **bubble turrets** * The player takes out **4 synths (1 Melee, 3 Ranged)** in the distance at a higher platform by taking advantage of **2 hostile and 2 inactive bubble turrets** | * **Narrative**   + How to use the hack rifle * **Encounter**   + **Enemies**     - 4 synths (1 Melee, 3 Ranged)     - 2 hostile and 2 inactive bubble turrets   + Introduction to verticality     - Enemy at higher place   + Basic cover   + Introduction to hack rifle   + Enemies do not notice the player at the begin     - Allow * More details about how the weapon works in the gameplay mechanics section | 3 | 5:30 | wow |
| 8 | * **Stage 560** * **Narrative Beat 6 (Minor)** * The courser shows up and claims to **bomb** the facility | * **Narrative**   + Courser shows up, greets Nathan and the player, and threatens to bomb the facility   + Set up as a sketchy villain with cringy conversation with Nathan, which hints the later revelation   + Build up Eco as a character, so that the player has time to connect with him and make the final battle more exciting | 1 | 6:00 | wow |
| 9 | * **Stage 600** * The player and Nathan march toward and **enter the facility** | * **Conveyance**   + The facility is well lit, partially colored in red, and at a higher place, which is visible and draws attention from the player since the player arrives at Tatoville, which makes sure that the player can find the way to the objective | 1 | 6:30 |  |

### First Floor

Diagram, schematic

Description automatically generatedChart

Description automatically generated with medium confidence

Figure 3: First Floor. [2]

* Width – 15 tiles, Length 9 tiles

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Map Label | Event Summary | Event Details | Approx. Difficulty (1-10) | Approx. Time | Wow? |
| 10 | * **Stage 700** * **(Optional Narrative)** * In the lobby, the player and Nathan fight **5 synths (2 Melee, 3 Ranged)**, the player can hack **2 bubble turrets** in the lobby to help out the fight | * **Encounter**   + **Enemies**     - 2 Melee Synth     - 3 Ranged Synth     - 2 Bubble turrets   + 2 Melee Synths and 1 ranged Synth **patrolling** on the back of the lobby   + 2 Ranged Synths **rushing down** the stairs   + Player has good sightlines   + All enemies visible   + Some enemies have height advantage   + **Reinforce verticality**   + **Reinforce hack rifle** * **Narrative (Optional)**   + In the terminal log in the terminal in the central lobby, the player more about the products of the facility | 5 | 7:30 |  |
| 11 | * There is an **extra encounter** in the **optional room** on the first floor to the **right** with a **tripod turret** and a **ranged synth** * The player can **deactivate** the tripod turret through terminal * After the encounter, the player can **lockpick (Novice)** the nearby room (restroom) to gain extra resources | * **Exploration (Optional)**   + The player can find some resources on the left side of the entrance   + The player can see through the window of the room with broken door on the left. The room has an **opening** with an objective marker from the side quest Player will start to think how to enter that location. If the player is observant, the player will find another opening on the ceiling, which builds up anticipation   + The player can **preview** the restroom on the right through the window frame and see the supplies * **Encounter (Optional)**   + **Enemies**     - 1 Ranged Synth     - 1 Tripod Turret   + Good full cover   + The player could **sneak attack** those enemies outside of the room   + The player could **deactivate** the turret using terminal * **Exploration (Optional)**   + The player finds some **bobby pins** on the terminal table   + The player **lockpick**s the locked room with a lot of resources including an armor piece * **Conveyance**   + The player can preview the resources and potential enemies before entering those rooms   + By observing the terminal, the wire, and the turret, the player, the player may learn that turrets are controlled by terminal | 4 | (+60s) |  |

### Second Floor

Diagram, schematic

Description automatically generated

Chart

Description automatically generated with medium confidence

Figure 4: Second Floor. [2]

* Width – 17 tiles, Length 11 tiles

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Map Label | Event Summary | Event Details | Approx. Difficulty (1-10) | Approx. Time | Wow? |
| 12 | * **Stage 800** * **Narrative Beat 7** * Nathan talks to the player near the **big window** on the **second floor**. He tells the player to go to **control room** before the courser to stop him from bombing the facility | * **Conveyance**   + This set up is to preview the **final goal (reactor)** as well as the **intermediate goal (control room)**, and the reason why the player should go through the **catwalks** | 1 | 8:00 |  |
| 13a | * **Stage 900** * On the **second floor**, the player opens the locked door on the right by **terminal hacking (Novice)** | * Some **bobby pins** are available on the **second floor** * Introduction to terminal hacking in this level * **Conveyance**   + The colored light near the locked door as well as the spotlight should draw player’s attention | 4 | 8:30 |  |
| 13b | * The player opens the locked door on the right by **lockpicking (Expert)** | * This is to reward the player invested in lockpicking * **Reinforce FO4 skills** | 7 | 8:30 |  |
| 14 | * The player takes out **2 tripod turrets, 1 bubble turret, 2 ranged synths** either by fighting directly or hacking stealthily | * This **reinforces/introduces** that terminal can be used to **deactivate** the **tripod turrets** * **Encounter**   + **Enemies**     - 2 tripod turrets     - 1 bubble turret     - 2 ranged synths   + Good covers   + Player could take them out without entering the room * **Exploration**   + Med kit * **Conveyance**   + Turrets should emit red light, easy for player to locate   + Should change color to yellow when disabled   + Should change color to green when taking control | 5 | 9:30 |  |
| 15 | * Stage 1200 * **Narrative Beat 8 (Minor)** * The player enters the room with Synth pods * The player meets the **courser** again who appears to be **unstable** | * **Narrative**   + Courser appears to be **unstable** * This scene **reinforces courser’s presence** * The instability of courser may make the player think that **something is not right** | 1 | 10:30 |  |
| 16 | * After the scene, the player gets **ambushed** by **3 ranged synths** and **1 melee synths (Medium)** waking up from the pod | * **Encounter**   + **Enemies**     - 3 Ranged Synths     - 1 Ranged Synth   + Lots of half covers   + **Introduction to ambush**   + Player needs to adapt as the player may not expect this   + Player can take advantage by shooting at the synths as they slowly wake up * **Exploration**   + Ammo box and med kit | 5 | 11:30 | wow |
| 17 | * **(Optional Narrative)** * Entering the next room, the player can read the **notes in the terminal** | * **Narrative**   + Through the log, the player learns that the **courser** is a **project** of the facility | 1 | 12:00 |  |
| 18 | * **Stage 1300** * Entering the **hallway**, there is a **1 ranged synth (Hard), 2 bubble turrets** and **1 tripod** **turret** * After the player enters the room and advances forward, **2 ranged synths** and **1 melee synth** will rush out from the left to attack the player | * **Encounter**   + **Enemies**     - 1 ranged synth (Hard)     - 2 bubble turrets     - 1 tripod turret     - 2 ranged synths (Ambush)     - 1 melee synth (Ambush)   + Long Hallway   + Basic covers   + Ambush appears after the player gets about ¼ way into the hallway   + Turret is far away   + **Reinforce** using terminal to **deactivate tripod turret**   + **Reinforce hack rifle** * Exploration   + Ammo box | 6 | 13:00 |  |
| 19a | * The player lockpicks the **exit door (Advanced)** | * This allows the player to utilize **FO4 skill - lockpicking** | 5 | 13:30 |  |
| 19b | * The player finds the **hallway key** from **Ranged Synth (hard)’s corpse**, and opens the door to next room | * **Exploration**   + The hallway key is on **Ranged Synth (hard)’s corpse**, who is **dressed differently** from other synths | 4 | 13:30 |  |
| 20 | * **Stage 1500** * In the next room, there is another scene with the **courser** who seems to be **grateful** to Nathan * The player feels something is not right with Nathan, but **Nathan ran away** after the courser | * **Narrative**    + The player learns that there are some hidden connections between Nathan and the courser   + **(Optional)** By reading terminal notes, the player finds that the malfunction of the courser caused the **incident in the facility**, and the death of the doctor in the room * **Exploration**   + Ammo box and med kit | 1 | 14:00 | wow |
| 21 | * **Narrative Beat 9 (Minor)** * The player enters the room with a **hole** in the middle * There is a terminal with some side information for the player to discover | * **Narrative**    + **(Optional)** If the player reads terminal notes, the player learns that Nathan is the one who **reprogrammed the courser** after the incident * **Exploration**   + Ammo box | 1 | 15:00 |  |
| S2 | * **Side Quest Stage 100** * The player finds the **entrance to the basement (the hole)** * The player **drops down** from the opening to the first floor | * **Verticality** in exploration * **Conveyance**   + The opening and the red create nearby attract the player   + The objective marker for side quest updates when the player gets close | 1 | (+10s) |  |

### Basement (Optional)

Diagram

Description automatically generated



Figure 5: Security Office. [2]

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Map Label | Event Summary | Event Details | Approx. Difficulty (1-10) | Approx. Time | Wow? |
| S3 | * The player **drops down again** to enter the basement * The player takes out **1 bubble turret** on the outside, **3 bubble turrets** inside the room | * **Verticality** in exploration * **Conveyance**   + Previously previews help to set up player’s curiosity about what’s in the basement * **Encounter**   + Enemies     - 1 bubble turret (Outside)     - 3 bubble turrets   + Enemies have initiative as the player may not see them right away when entering the space | 5 | +(30s) |  |
| S4 | * **Side Quest Stage 200** * **(Optional Narrative)** * The player finds the **legendary weapon (magic stick)** on the **shelf**, and uses the **terminal** to unlock the **elevator** * There are some additional resources for the player to pick up * The player can learn **info about Nathan** through his terminal and his room | * **Narrative (Optional)**   + Through the **terminal**, the player gets to know more about **Nathan**   + Upon examining the terminal, the player finds that Nathan is aware of Synth getting out of the facility, but for some reason **never stop those attacks until they reach Tatoville**   + The player also finds that Nathan is **obsessed with being a hero**   + His log notes his **deep condole for Davy**, Allie and Billy’s father, who charged forward into the synths to protect his family, which is an accident   + His log and a letter near the terminal show his connection with a girl named Kelly   + The room shows that Nathan is a protective, nerdy person who likes to be a hero * The optional narratives help the player to learn deeper about Nathan, the cause of his action, and potentially feel more emphasize to him * **Exploration**   + 2 ammo boxes   + The player can get a lot of food items in Nathan’s room   + The player gets comic books which give player perks   + The player gets **the magic stick** as a melee weapon | 1 | (+60s) | wow |
| S5 | * **Side Quest Stage 280** * The player takes the **elevator** to return to the third floor | * This makes the side quest flow a loop and the player can continue his main quest without too much boring backtracking * **Conveyance**   + The player sees the elevator option in the terminal   + The cable from the terminal connects to the elevator   + The lights change color when the elevator is unlocked | 1 | (+30s) |  |

### Third Floor

Diagram, schematic

Description automatically generated

* Width – 11 tiles, Length 9 tiles

Chart

Description automatically generated with medium confidence

Figure 7: Third Floor. [2]

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Map Label | Event Summary | Event Details | Approx. Difficulty (1-10) | Approx. Time | Wow? |
| 22 | * The player enters the catwalk area with **3** **ranged synths (Medium), and 1 melee synth (Medium)**, and there are **2 bubble turrets** on each side of the wall | * **Encounter**   + **Enemies**     - 3 ranged synths (Medium)     - 1 melee synth (Medium)     - 2 bubble turrets   + Enemies have height advantage   + Reinforce hack rifle   + Reinforce combat with verticality   + Player has initiative * **Exploration**   + Ammo box | 7 | 15:30 |  |
| 23 | * **Stage 1550** * **Narrative Beat 10** * The player enters the red **control room**, and meet with courser and Nathan * It is revealed that **Nathan had control over the courser**, but not anymore. The courser goes on to actually bomb the facility * Nathan tells the player that his plan and the cause of the synth attack is just that he could **act like a hero in front of the villagers** | * Once the player enters the room next to Nathan’s, the door is **locked** by courser * **Narrative**   + The conversation between the **courser** and **Nathan**, and the dialogue between Nathan and the player reveals that     - Nathan repairs the courser, Eco, so that he could command Eco to **play the villain** for him     - The courser wants to the **invade the village** and send out synths in his command whereas Nathan is prepared, defeats the Synth in front of the villagers, and get **praised by the villagers** | 1 | 16:30 | wow |
| 24 | * **Stage 1650** * The player enters the room to investigate the **terminal**, and finds out it requires **Control Room** **Admin Holotape (password)** | * The player tries to log into the terminal but finds out it requires an **admin holotape** to access * The admin is called **Nathan the Noble** | 7 | 17:00 |  |
| 25 | * **Stage 1700** * **(Optional Narrative)** * The player talks to Nathan about the **holotape** for the terminal * The player has a chance to **persuade** Nathan to help the player locate the password * The player will find the **holotape on the shelf with statues and figurines** | * By persuading Nathan, the player could convince Nathan to tell **where the holotape is**   + Reinforces **persuasion** skill in the level * **Exploration**   + The player will find the **holotape under books on the shelf with statues and figurines** in the control room | 4 | 17:30 | wow |
| 26 | * The player uses **terminal** to unlock the **control room gates** * The player can read terminal notes to learn more about than * Courser activates the self-destruction sequence, and the room goes **red** | * **Narrative (Optional)**   + The terminal log reveals more information about Nathan, which is detailed in **Step S4** through Nathan’s terminal in the basement * The **red lighting** brings the player a sense of tension and emergency | 1 | 18:00 | wow |
| 27 | * **Stage 2500** * The player leaves the control room and enters the catwalk section on the right * **2 ranged Synth (1 Medium, 1 Hard)** and **1 melee Synth (Medium)** rush out from the left to assault the player * The player can hack the **bubble turret** on the ceiling to help | * **Encounter**   + **Enemies**     - 2 ranged synth (Medium) (Ambush     - 1 bubble turret     - 1 melee synth (Medium) (Ambush)   + Long Hallway   + Some full covers   + Ambush appears after the player leaves the control room   + **Reinforce hack rifle**   + **Reinforce adapting to ambush** * **Exploration**   + Ammo box and med kit | 7 | 19:00 |  |
| 28 | * The player takes the catwalk down and meet **2 groups of synths** at different level, each group has **1 melee synth (Medium) and 1 ranged synth (1 Medium/1 Hard)** * Also, there are **4 bubble turrets** on the central pillar for the player to hack | * **Encounter**   + **Enemies**     - 2 melee synths (Medium)     - 2 ranged synths     - 4 bubble turrets   + Narrow space   + Limited cover     - planks as cover   + Vertical combat with advantage * The player was never at **a height advantage**, and often in height disadvantage till this moment. This time the player can revenge by sniping those synths out from far a distance high above or hacking those bubble turrets to let those turrets to take out the synths for the player * However, if the player did not pay even attention and walk straight down, the narrow staircases could cause the player some trouble to fight | 5 | 20:00 |  |

### Reactor Room

Diagram, schematic

Description automatically generated

Figure 8: Final Room. [2]

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Map Label | Event Summary | Event Details | Approx. Difficulty (1-10) | Approx. Time | Wow? |
| 29 | * **Stage 2700** * The player enters the reactor room to fight **2 Ranged** **synths (Hard), 2 melee synth (Hard), 1 tripod turret, and 2 bubble turrets on each side of the wall** * The player can **deactivate** the tripod turret through the terminal | * **Encounter**   + **Enemies**     - 2 Ranged synths (Hard)     - 2 melee synths (Hard)     - 1 tripod turret     - 2 bubble turrets   + **Good covers**     - The giant reactor device itself is a big cover that the player could circle around   + Enemies come in two directions   + **Reinforce hack rifle**   + **Reinforce deactivating turret through terminal** * **Conveyance**   + The whole section in lower level of the reactor room is technically a **reuse of space** as the player was on the higher level previously and was able to preview it from above and through windows   + The player is able to **preview** the room multiple times as the device is the landmark in the level, and knows what to expect to in this room to some extent | 7 | 21:00 |  |
| 30 | * **Stage 2800** * **Narrative Beat 11 (Minor)** * Nathan talks to the player about **the courser** | * **Narrative**   + Nathan tells the player that he could no longer be the hero if they take down the courser   + The player could try to persuade him to light up his mood     - Reinforces **persuasion** skill in the level | 6 | 21:30 |  |
| 31 | * The player hacks the **terminal (Novice)** to **unlock** the door to courser’s cell | * **Reinforce terminal hacking** * **Conveyance**   + The locked door is connected to the terminal through cables   + Colored lights show door status | 4 | 22:00 |  |
| 32 | * **Stage 3000** * **Narrative Beat 12 (Minor)** * The player and Nathan find the courser in the room that is previously locked and starts the final scene with courser before the final fight | * **Narrative**   + Nathan tries to convince the courser to stop, but the courser refuses to do so | 1 | 22:30 |  |
| 33 | * **Stage 3050** * In the final fight**, 3 unconscious bubble turrets** (1 in front, 1 on the left, and 1 on the right) activate and start shooting at the player, the player fights, takes advantage of the turrets, and defeats **courser** with Nathan | * **Encounter**   + **Enemies**     - Courser     - 3 Bubble turrets   + The climax combat   + Some **verticality**   + A lot of half-covers   + The bubble turrets turn hostile after the scene     - Reinforces ambush   + **Reinforce hack rifle**   + The player could hack the bubble turrets to **reveal courser’s location** when the courser turns invisible as well as dealing damage to the courser | 8 | 23:30 | wow |
| 34 | * **Stage 3100** * The player **stops the explosion** through **terminal on the platform** in the room | * **Conveyance**   + The player sees the courser was using this terminal to cause trouble   + The lights return to normal after stopping the explosion | 1 | 24:00 |  |
| 35 | * **Stage 3200** * The player uses the **terminal on the desk** in the room to open the exit gates | * **Conveyance**   + The player can see the cables connecting the terminal and the doors   + The player can see the lights on the door change color   + The player can see the door opening from the place where the terminal is at | 1 | 24:30 |  |
| 36 | * **Stage 3500** * **Narrative Beat 13 (Minor)** * The player **leaves** the facility with Nathan after talking to him | * **Narrative**   + Nathan is not in a good mood and wants to talk to the player after exiting the facility | 1 | 25:00 |  |

### Tatoville 2

Diagram

Description automatically generated

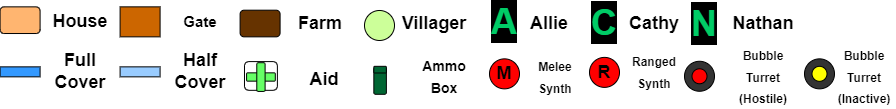


Figure 9: Exterior Overview. [2]

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Map Label | Event Summary | Event Details | Approx. Difficulty (1-10) | Approx. Time | Wow? |
| 37 | * **Stage 4000** * **Narrative Beat 14** * On the way returning to the village, Nathan wants the player to **hide the truth** about what he did * The player has a chance to learn deeper about **Nathan’s motive** with **Kelly’s story** | * **Narrative**   + **Kelly’ story**     - Kelly is Nathan’s **younger sister** who is **chronically sick**. She likes Nathan’s story and consider Nathan to be her hero     - When raider invade Nathan’s village, all med supplies are gone, and **Kelly is dead** because of it     - Nathan took this on himself and become **desperate to be a true hero**   + The story explains Nathan’s **moti**ve for his action   + The story also makes Nathan more **empathetic** about what he did   + Meanwhile the player gets to question Nathan about the **consequence of his action**, such as Davy’s death   + The scene **foreshadows the big decision** that the player has to make in the village | 1 | 26:00 | wow |
| 38 | * **Stage 4500** * **Narrative Beat 15** * The player and Nathan return to **Tatoville** * When the villagers inquire about **how things went and what was the cause**, the player could either **tell or hide the truth** about what Nathan did in front of the people | * **Narrative**   + **The climax choice**   + Choices will determine how the villagers view Nathan and how the quest’s ending plays out. Nathan’s fate is dependent on it | 1 | 26:30 |  |
| 39a | * **Stage 5000** * **Narrative Beat 16a** * If telling the **truth**   + **Nathan** will be **beaten** by villagers and **killed**   + **Allie** is **sad** about Nathan’s death, gets **angry** at the player * The player talks to **Cathy,** who continues to **blame** Nathan, to **complete** the quest | * After telling the **truth**, villagers will become **hostile** to Nathan and start to **attack** Nathan while cursing him till his death * **Nathan** will **not fight back** * **Allie** will be **sad** while watching and **pleading** the villagers to stop * After Nathan’s death, **Allie** **begs** Nathan to wake up, and eventually **gets angry at the player** for failing to protect Nathan * To **complete** the quest, the player talks to **Cathy**, Cathy will state that she could not believe that they have been fooled for so long and **praise the player as the true hero** | 1 | 28:30 | wow |
| 39b | * **Stage 6700** * **Narrative Beat 16b** * If telling the **lie**   + Cathy invites Nathan for a **celebration meal**   + The player takes the **noodles**   + **Allie** is **happy**   + The player talks to **Nathan**, who appreciates player’s help but somehow still wants to play hero even after all this * The player talks to **Cathy** to **complete** the quest | * After telling the **lie**, the villagers will be **cheerful** and grateful to Nathan * **Cathy** invites Nathan and the player to enjoy her **tato noodles** * Allie desperately wants to hear Nathan’s adventure story * Allie also thanks the player that the player made sure Nathan return safely * When talking with Nathan, **Nathan** shows his appreciation but still show hints of his hero complex when **joking to save the whole Commonwealth** * To **complete** the quest, the player talks to **Cathy**, Cathy is grateful to the player and invites the player to come often | 1 | 28:30 | wow |
| S6 | * **Side Quest Stage 300** * **(Optional Narrative)** * The player reports to Allie and show the **legendary weapon** to her * After that, the side quest is **completed** | * **Narrative**   + When the player shows the weapon to **Allie**. Allie is excited and thanks the player   + However, if **Nathan is dead**, Allie is angry, **blames** the player, and **takes away** the weapon from the player | 1 | (+30s) |  |

Skill Progression Chart

Diagram

Description automatically generated

Table

Description automatically generated

Figure 10: Skill Progression Chart. [3]

### New Skills/Gameplay Mechanics

* **Hack Rifle**
  + Can hack bubble turrets
    - One shot at hostile turret to **deactivate** it
    - A recently deactivated turret takes 2 seconds to reconfigure before it can be hacked
    - One shot at a deactivated turret to **make it an ally** to the player
    - Bubble turrets has colored lights
      * **Green** when **hostile**
      * **Yellow** when **deactivated**
      * **Green** when **hacked** (ally to player)
  + Has a scope
  + Also works as a normal laser rifle
* **Terminal-controlled Turrets**
  + Connected to terminals through cables
  + Terminal shows the status of connected turrets
  + Can be turned off through the corresponding terminal
  + A terminal could control multiple turrets
  + A hostile turret emits **red** light
  + A deactivated turret emits **yellow** light

## Hook(s)/Gameplay Highlights

* **Hack Rifle**
  + A good laser rifle in general
  + It allows the player to hack bubble turrets
    - It feels good to turn their own weapons against the enemies, and causes mayhem
    - Visual effects looks cool
  + It creates interesting choices
    - Player could either opt to shoot at a turret to hack or aim at an enemy
      * The former requires an extra shot and two seconds in between for pay off, which is a big risky, but it has better payoff in long run whereas shooting at an enemy could have immediate benefit but in a smaller degree
        + The balance between the two changes dynamically based on the situation the player is in
* **Feel like a hacker**
  + The player goes into an institute facility to hack terminal, take control over turrets with hack rifle, discovering hidden information, and eventually save the day by override the facility terminal to stop the explosion
* **Morally Ambiguous Character/interesting twists**
  + Nathan is an interesting character who appears to be a lighthearted, neighbor-friendly local hero. As the story goes on, the revelation is quite shocking that Nathan creates the crisis on the village by himself, but the player may still find him easy to empathize with
  + The intriguing thing is that both aspects of Nathan are who he is, which is connected by his lack of self-confidence, the lack of meaning in his life, and the need to prove himself as the hero
  + The player needs to piece up information found out through the level to grasp all the details of Nathan’s life

## Context

* “Favor for Favorite” is a single player standalone side quest in *Fallout 4* that takes place in Tatoville and the nearby Institute facility
* The quest starts automatically when the player gets close enough to a car accident scene on the roadside of Red Rocket Truck Stop
* 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

* Months ago, a courser prototype codenamed EC-00 malfunctioned during its development in the institute facility near Tatoville
* EC-00 went on a rampage on the workers in the facility. People in the facility either fled or killed by EC-00
* A young lab assist called Nathan is one of the workers trapped in the facility on that day
  + A few years back, Nathan lost his sister, Kelly, after a raider attack on his village when the raiders took away all the medical supplies needed for Kelly to survive
* Luckily, EC-00 went into hiatus after the chaos, giving Nathan the chance to live
* However, Nathan decided to take up the project and reprogrammed the courser with the idea that, if he has control over the courser, he could finally be the hero Kelly always wanted him to be
  + While Nathan has always been helpful to nearby villages, he thinks he could never achieve his goal by doing those trivial chores
* Nathan succeeded in his endeavor, but the courser still malfunctions often
* Nathan realizes that the courser has the control over the synths in the facility, and aggressively send them out against the villagers as they are not Synths
* Instead of stopping the courser of the Synths right away, Nathan decides to play hero in front of the villagers, so that they will celebrate him
* Over months, Nathan’s hope is fulfilled, but a man called Davy, wife to Cathy, father to Allie, is killed during one of the Synth attacks on Tatoville
  + Nathan is deeply sorry about his death, but he could not stop what he has been doing
* As his ambition grows, Nathan wishes someone to witness his awesomeness in action as he plans a great show of saving Tatoville from explosion

### Aftermath

* Nathan and the player defeat the courser and save Tatoville from facility’s explosion, but after that the player had to make a decision of whether to reveal Nathan’s plans and true intentions to the villagers or hide the truth from them instead. Depending on player’s choice there are two drastically different outcomes
* If the player tells the truth about Nathan to the villagers
  + Villagers will become hostile to Nathan and start to attack Nathan while cursing him till his death
  + Nathan will not fight back
  + Allie will be sad while watching the scene and pleading the villagers to stop
  + After Nathan’s death, Allie begs Nathan to wake up, and eventually gets angry at the player for failing to protect Nathan
  + Cathy will state that she could not believe that they have been fooled for so long and praise the player as the true hero
* If the player tells the lies about Nathan to the villagers
  + After telling the lie, the villagers will be cheerful and grateful to Nathan
  + Cathy invites Nathan and the player to enjoy her Tato noodles
  + Allie desperately wants to hear Nathan’s adventure story
  + Allie also thanks the player that the player made sure Nathan return safely
  + When talking with Nathan, Nathan shows his appreciation but still show hints of his hero complex when joking to save the whole Commonwealth
  + Cathy is grateful to the player and invites the player to come often

## Development Schedule

|  |  |
| --- | --- |
| Milestone | Date |
| LDD | 2/28/2022 |
| Whitebox/Blockmesh | 3/7/2022 |
| Initial Gameplay | 3/28/2022 |
| Gameplay Complete | 4/18/2022 |
| Aesthetics | 4/25/2022 |
| Launch | 5/2/2022 |

## Aesthetic References

**Visual Theme 1**

* Tatoville should be a village/town that heavily depends on farming. The Tato farms should be at the back of the houses. The road should have some dirt with grasses nearby. Trees grow nearby. Houses are somewhat dated, and they should be close to each other. People should be walking around talking to each other near their houses and their farms. Everything should form a drastic contrast with the Institute facility

**Visual Theme 2**

* The facility should generally feel like a mix between an Institute building and a generic factory. While some parts are relatively organized, simplistic, full of scientific equipment most other parts are rusty, full of crates, metal frames, catwalks, and industrial machines. The level also requires a large reactor as the landmark to draw player’s attention. There should be pods suggesting what the researchers have been working on. Lastly, although it is recently abandoned, the facility should show some degree of chaos and destruction, such as corpses and broken, rusty walls

### Rural Village

A picture containing ground, building, outdoor, house

Description automatically generated

Figure 11: Contact Sheet for Visual Theme 1. [4, 5, 6, 7]

### Institute Facility

A picture containing text, indoor, light

Description automatically generated

Figure 12: Contact Sheet for Visual Theme 2. [8,9,10]

## Characters/Dialog Flow

### Character 1: Nathan

|  |  |
| --- | --- |
| **Description** | White male, dark hair |
| **Background** | Lost her younger sister Kelly after a raider attack in his village, see context section for more details  Repaired the courser so that he could player the hero |
| **Goals/Motivation** | To be the hero, to prove himself, to fill Kelly’s wish |
| **Personality/Archetype** | Appeared to be kindhearted, neighborhood-friendly, heroic, but also goofy  Deep down – lack self-confidence, obsess with being a hero, childish |
| **Relationships** | Likes to tell Allie his adventure stories |

* **Stage 300**
  + Appreciate player’s help for defending the village
  + Claiming self to be the protector of Tatoville
  + Player Action
    - P - Where is Cathy?
      * A - Women in green dress
    - P - Glad to help
      * A - You are very nice!
    - P - Protector of Tatoville
      * A - I will always protect the village!
    - P - Why helping the villagers?
      * A - It’s my duty!
* **Stage 510**
  + You are back! Resources in tent!
    - Player Action 1
      * P – Ready to go!
        + A – let’s go!
      * P – leave
        + A – come on!
      * P – Why synths attack the village?
        + A - Ordered by the evil courser, Eco!
      * P – Questions about facility
        + A – okay -> Player Action 2
    - Player Action 2
      * P – Is facility dangerous?
        + A – Yes, there are synths and turrets
      * P – enough info
        + A – okay!
      * P – Where did researchers go?
        + A – they fled
      * P – How do you know?
        + A - I’ve been investigating
* **Stage 530**
  + Careful with the turrets! Let me give you this hack rifle!
    - Player Action 1
      * P – What’s this?
        + A – can hack bubble turrets!
      * P – I don’t need this
        + A – don’t get yourself killed
      * P – You don’t need this?
        + A – I’m a hero!
      * P – Where did you get this?
        + A loot from Synth
    - Player Action 2
      * P – Can it hack everything?
        + A – Only bubble turrets!
      * P – How to deactivate turret
        + A – one shot
      * P – How to hack
        + A – a second shot
      * P – how does this make sense?
        + A - I don’t know
* **Stage 800**
  + Look at the reactor, this is our goal
  + Before that we need to stop the courser at the control room
* **Stage 1600**
  + It’s all over!
  + Player Action 1
    - P - What are you hiding?
      * A - I took control over Eco. He commands the attack on village, and I defend, so I can be the hero
    - P - How can I trust you?
      * A – I never wanted any harm
    - P – Who’s Kelly
      * A – You misheard
    - P – Question about plan
      * A – Okay -> Player Action 3
  + Player Action 2
    - P – Why attack the village?
      * A – be the hero
    - P – previous question
      * A – Ok -> Player Action 1
    - P – Don’t shift the blame
      * A – I thought it would be safe
    - P - Why bring me here?
      * A – I need someone to watch
  + Player Action 3
    - P – You had control over Synths?
      * A – Courser has control over them
    - P – enough info
      * A – Ok -> Player Action 1
    - P – bomb was fake?
      * A – it’s really now
    - P – You had control over the courser?
      * A – I reprogrammed him after the incident in the facility
* **Stage 1700**
  + Do you have to use terminal?
  + Player Action
    - P – (persuasion) give me holotape
      * Success – it’s on the shelf with figurines
      * Fail – I don’t know
    - P – hurry up
      * A – I don’t know
    - P – Nathan the noble?
      * A – I don’t know what you are talking about
    - P – Need access to terminal
      * A – maybe someone put it on the shelf?
* **Stage 2800**
  + I can’t be a hero anymore if we take down the courser
  + Player Action
    - P – Stop complaining
      * Okay
    - P – Really?
      * A – urgh
    - P – (persuasion) think about villagers
      * Success – you are right
      * Fail – I can’t protect them
    - P – (persuasion) I’ll make you a hero
      * Success – really?
      * Fail – I don’t think so
* **Stage 3000**
  + Nathan – stop right now!
  + Courser – it’s an order! Can’t stop!
  + Nathan – Eco…
* **Stage 3300**
  + Eco is dead… Let’s leave this place
* **Stage 4000**
  + Please don’t tell the truth to the villagers. I had to do this for Kelly
  + Player Action 1
    - P – I’ve made my decision
      * A - Okay -> Player Action 2
    - P – Davy is dead
      * A – He is reckless
    - P – Villagers have suffered
      * A – they could suffer worse
    - P – Who’s Kelly?
      * A – right -> Kelly Story 1
  + Player Action 2
    - P – I’ll save your hero image
      * A - Thank you!
    - P – prepare your doom
      * A – please...
    - P – I’ll think about it
      * A – mercy!
    - P – we’ll see
      * A – I won’t do this again!
  + Kelly Story 1
    - Kelly is my sister. She likes my story and thinks me as his hero
  + Player Action 3
    - P – continue
      * A - Okay -> Kelly Story 2
    - P – enough
      * A – okay -> Player Action 2
    - P – that’s why?
      * A – she really thinks I could be a hero
    - P – what kind of illness
      * A – caused by radiation
  + Kelly Story 2
    - Raiders came and took medical supplies, and then Kelly…
  + Player Action 4
    - P – continue
      * A - Okay -> Kelly Story 3
    - P – enough
      * A – okay -> Player Action 2
    - P – what?
      * A – she is dead
    - P – why fight the raiders?
      * A – I have something to protect
  + Kelly Story 3
    - Kelly died…
  + Player Action 5
    - P – continue
      * A - Okay -> Kelly Story 4
    - P – enough
      * A – okay -> Player Action 2
    - P – sorry
      * A – yeah
    - P – not your fault
      * A – It’s my bad
  + Kelly Story 4
    - Kelly died, and it all because of me, I couldn’t be her hero… -> Player Action 2
* **Stage 7000**
  + Thank you for keeping it secret!
  + I can’t repay you much
  + I appoint you knight!
  + Player Action
    - P – really?
      * A – don’t be so serious
    - P – no
      * A – come on
    - P – yes, your highness?
      * A – let’s save commonwealth
    - P – should have told the truth
      * A – It’s just a joke!
* **Quest related dialogue tree**
  + \*Some situation-based dialogue line\*
  + Player Action
    - P – What should we do?
      * A – \*tell the player about the next objective\*
    - P – \*leave\*
      * A – okay
    - P – what’s our goal?
      * A – Defeat the courser
    - P – How to use hack rifle?
      * A – one shot to deactivate, and, after two seconds, another shot to hack

### Character 2: Cathy

|  |  |
| --- | --- |
| **Description** | Female, dark hair, dress as a rural lady |
| **Background** | Local farmer at Tatoville  Lost her husband in one of the synth attacks |
| **Goals/Motivation** | Want her family to be safe, want to be the best cook in Commonwealth with her tato noodle |
| **Personality/Archetype** | Cares her children, Mother |
| **Relationships** | Appreciates Nathan, loves Allie |

* **Stage 350**
  + Thank the player
  + Player Action 1
    - P - Heard synth attacking the village
      * A – We could use extra help -> Player Action 3
    - P – Leave
      * A – okay
    - P – Sorry about willy
      * A – what happened? -> Player Action 5
    - P – ask about Tatoville
      * A – okay -> Player Action 2
  + Player Action 2
    - P – tell me about village
      * A – we grow tatos
    - P – no more questions
      * A – okay
    - P - ask about life in the village
      * A - Synth and raiders come often
    - P - ask about Nathan
      * A – we love him
  + Player Action 3
    - P – How can I help?
      * A - Nathan needs a hand to take down facility
    - P – Previous
      * A – okay -> return to Player Action 1
    - P – About Payment
      * A - we have no caps
    - P – Question about Synth attack
      * A – sure -> Player Action 4
  + Player Action 4
    - P – Why Synth attack the village?
      * A – not sure, maybe command by the courser
    - P – no more questions
      * A - okay - > Player Action 3
    - P – Anyone get hurt?
      * A - My husband died
    - P – Why not fight back?
      * A – We are farmers
  + Player Action 5
    - P – Cause by drunk driving
      * A – Knew it!
    - P – I don’t know
      * A - …
    - P – Car accident
      * A – How?!
    - P – Died in glory
      * A – he is so brave…
* **Stage 4500**
  + You returned, what happened?
  + Player Action
    - P – Nathan behinds all
      * A – What?
    - P – leave
      * A - okay
    - P – Eco behinds everything (praise Nathan)
      * A – thank you! Tato noodles!
    - P – Eco behinds everything
      * A – thank you! Tato noodles!
* **Stage 6000**
  + I can’t believe this
  + Nathan deserves it
  + Allie even idolizes him
  + Thank you, you are the true hero!
* **Stage 7500**
  + How’s food?
  + Take as many tatos as you want
  + Thank you again!

### Character 3: Allie

|  |  |
| --- | --- |
| **Description** | Female, Light hair, kid |
| **Background** | Younger daughter of a local farmer at Tatoville  Lost her dad in one of the synth attacks |
| **Goals/Motivation** | Wants everyone to be safe, wants Nathan to like her  Nathan returns safely, want to hear more of Nathan’s adventure story |
| **Personality/Archetype** | Adorable, kindhearted girl, loves adventure story |
| **Relationships** | Really like Nathan, daughter of Cathy and Davy |

* **Stage 350 Side Quest Stage 0**
  + Thank you, stranger! Hope you and Nathan return safe
  + Player Action 1
    - P – glad to help
      * A – can I ask you a favor? Get me the legendary weapon in the facility basement -> Player Action 2
    - P – do you like Nathan?
      * A – Yes!
    - P – do you grow up here?
      * A – family grows tatos here
    - P – you worried?
      * A – Yes… -> Player Action 3
  + Player Action 2
    - P – interesting
      * A – Thank you!
    - P – ridiculous!
      * A – please…
    - P – how to get in?
      * A – something about a hole
    - P – Can I keep?
      * A – sure
  + Player Action 1
    - P – (persuasion) Nathan is strong
      * Success - you are right!
      * Fail – but…
    - P – I’ll take care of him
      * A – please!
    - P – if he dies, he dies in honor
      * A – …
    - P – I worry too
      * A – bad Nathan…
* **Stage 5500**
  + No
  + No…
* **Stage 5700**
  + Nathan, please wake up!
  + You promised to keep Nathan safe, liar!
* **Stage 6700**
  + Allie - Nathan, tell me your adventure story!
  + Cathy – patient!
  + Allie – okay…
* **Side Quest Stage 300** (Nathan alive)
  + Thank you!
  + This looks like my mom’ rolling pin!
  + This is your reward!
* **Side Quest Stage 300** (Nathan dead)
  + You don’t deserve this!
  + Leave me alone!

### Character 4: EC-00

|  |  |
| --- | --- |
| **Description** | Male, Courser |
| **Background** | An advance courser prototype developed in the institute facility near the Tatoville  The prototype is unstable which leads to the incident in the facility  Nathan reprogrammed the courser during the hiatus and made the courser a harmless villain actor |
| **Goals/Motivation** | Follow order, obey Nathan |
| **Personality/Archetype** | Only obeys Nathan, unstable |
| **Relationships** | Master Nathan’s servant |

* **Stage 550**
  + Courser – Greetings. I will blow up the facility
  + Nathan – I won’t let this happen
  + Courser – we will see
  + Nathan – coward!
* **Stage 1200**
  + Courser – we meet again. \*Unstable\*
  + Nathan – this is disappointing
  + Courser – I need to finish the job. Synths take the side kick down
  + Nathan – it’s a trap!
* **Stage 1500**
  + Courser - \*Unstable\* Master Nathan!
  + Nathan – you shouldn’t say this!
  + Courser – I am about to finish your order soon. Leave now before the facility blow up
  + Nathan – wait!
* **Stage 1550**
  + Courser - \*Unstable\*
  + Nathan – I’m not the village, you are!
  + Courser - Blocks Nathan’s communication, locking control room, teleporting to reactor room
  + Nathan – Wait!

### Character 5: Generic Villagers

|  |  |
| --- | --- |
| **Description** | Villagers at Tatoville |
| **Background** | Grew up in Tatoville. Farm tatos for a living |
| **Goals/Motivation** | Live safely without raiders or Synth bothering the village |
| **Personality/Archetype** | Various |
| **Relationships** | Neighborhood with other villagers |

* **Before player leaving for the facility**
  + Generic dialogues about worry about Synths
  + Generic dialogues about appreciating Nathan
* **When the player returns from the facility**
  + Generic dialogues about asking what happened in the facility
* **After the player tells the truth**
  + Combat dialogues about cursing Nathan
  + Generic dialogues about cursing Nathan
  + Generic dialogues about returning to normal life
* **After the player tells the lie**
  + Generic dialogues about praising Nathan

### Character 6: Willy

|  |  |
| --- | --- |
| **Description** | Middle-aged Male |
| **Background** | Grew up in Tatoville and left to join some local faction. Died in a car accident because of drunk driving |
| **Goals/Motivation** | Have fun everyday |
| **Personality/Archetype** | Careless, aggressive, brave |
| **Relationships** | Cathy’s brother |

* No dialogue

### Character 7: Kelly

|  |  |
| --- | --- |
| **Description** | Little girl |
| **Background** | Grew up with Nathan without parents. Sick chronically. Likes Nathan’s story, considers Nathan as a hero to her. Died due to lack of medication after raider’s attack in the village |
| **Goals/Motivation** | Make Nathan believes himself to be a true hero, live with Nathan |
| **Personality/Archetype** | Cheerful, kindhearted |
| **Relationships** | Nathan’s younger sister |

* No dialogue

## Risks

|  |  |  |  |
| --- | --- | --- | --- |
| Map Label | Description/Mitigation | Type | Priority |
| 7 | The hack rifle system may seem quite complicated, which may confuse the player on how it works   * **Mitigation**   + Let it be part of the narrative. Nathan could explain to the player on how the weapon works, and make the dialogue available through out the level for the player to review   + Improve the conveyance. Add scripts to make sure the color changes color when the turret is hit and have colored hit effects for each state | Gameplay | High |
| 1-40 | As it current is, there are a lot of narrative pieces, character dialogues needed for this level. Also, based on how the story works currently, a lot of narrative information need to be conveyed to the player, for the player to fully understand the story   * **Mitigation**   + Simplify the main story (the story that the player who skips all optional narrative gets) while maintaining its flavor, so that it is okay for the player to skip and still understand the story. Meanwhile, it put less burden on me as less narrative will be required for the quest   + Could potentially reduce the amount of optional narrative in the quest, which could potentially break the quest flow | Dialogue/Narrative pieces | Medium |

## Key Asset Needs

|  |  |  |
| --- | --- | --- |
| Description | Type | Priority |
| Modular set of Institute Facility – tiles/doors | Meshes | High |
| Modular set of farmhouses – tiles/doors | Meshes | High |
| Factory Objects – Industrial machines, crates & containers, toolboxes, most medium/large object could act as covers in the level | Meshes | High |
| Institute equipment – larger reactor, pods, devices, anything related to Institute experiment/production | Meshes | High |
| Institute office objects – office chairs, desks, terminals, beds, | Meshes | High |
| Farm clutter – boxes, tatos, farming tools, cooking station, anything that makes Tatoville more realistic | Meshes | High |
| NPCs – Nathan, Allie (kid model), Cathy, Villagers | NPCs | High |
| Enemies - Synth, Tripod turret, Bubble turret, Courser | NPCs | High |
| Hack Rifle Script | Script | High |
| Cables | Mesh | Medium |
| Terrain | Terrain/Meshes | Medium |
| Quest Start letter | Notes | Medium |
| Terminal logs/narrative pieces | Terminal | Medium |
| Turret Lights | Light | Medium |
| Turret Light Script | Script | Medium |
| Elevator | Mesh | Medium |
| Key | Keys | Medium |
| Terrain Textures | Texture | Low |
| Decals – Stains, blood | Decals | Low |
| Visual Effects – Fire, smoke | Effects | Low |

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