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## Fallout 4: Next Settlement

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### Version 1.0

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# Level Design Document

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## Level Information

### Quick Summary

After the player has already visited the Institute and decided which faction to join, he will encounter with an NPC named “Solider David” at the Red Rocket Station. David is solider coming from an independent faction that he asks player to deliver some materials to his settlement. The settlement locates at a small coastal town called Eastbay, which is far away from the Commonwealth. In such an unfamiliar environment, player will discover locations, meet new friends, fight with combats, and deal with unexpected crisis. It’s a world fully filled with all kinds of challenge, exploring and meaningful stories as well.

The core gameplay in this level is to create an original-tasted Fallout 4 quest in an independent game world for single players. Good conveyance design and effectively combined gameplay chunks will help the player immersed in the game world.

### Quest Overview

#### Main Quest Stages

ID	Quest Objective	Quest Content	Quest Completed
10	Deliver Electric Materials to Highland Settlement	NPC1 (Solider David) tells you they are building a new settlement at Highland, he asks you to deliver some materials there.	The player talks with NPC3 (General Seddon) and gives the quest items.
30	Rescue NPC4 in Eastbay Research Lab	NPC3 thanks you for delivery, but their engineer, NPC4 (Scientist Fishers) is prisoned by gunners. He wishes you to rescue their companion.	Kill all the gunners in the lab & Talk to NPC 4
50	Radiation House Adventure	NP4 tells you the last thing required to power up the settlement is an electric core, he asks you to steal it from the gunners.	Find the Objective Item in Radiation House
70	Defend Settlement	Gunners will attack the settlement again, NPC3 hopes you to take a rest and get ready for the defensive battle.	Kill all the attacking gunners.

Table 1: Main Quest Stages

### Main Quest Flowchart

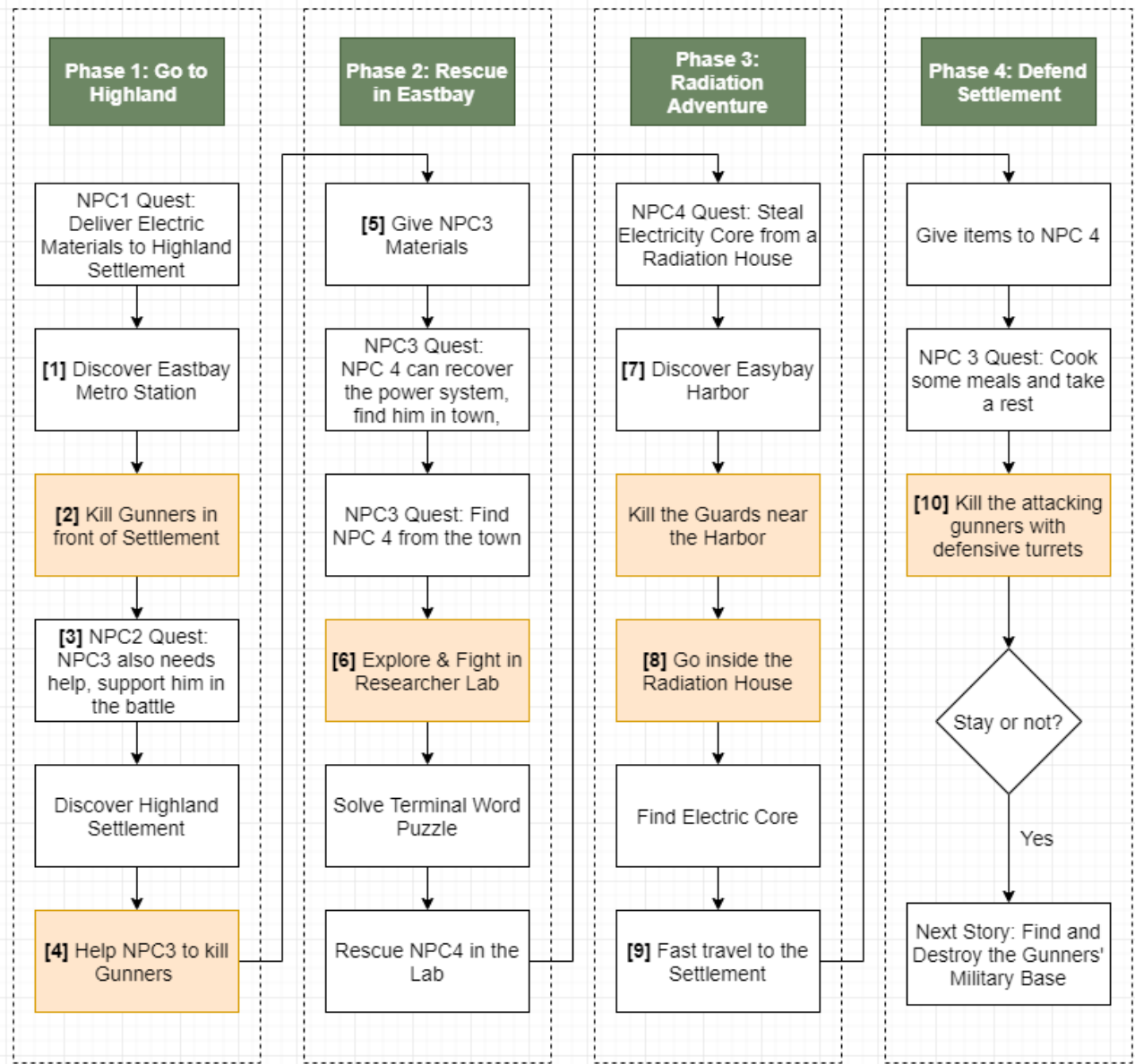


Figure 1: Main Quest Flowchart

Level Map(s)

Overview Map

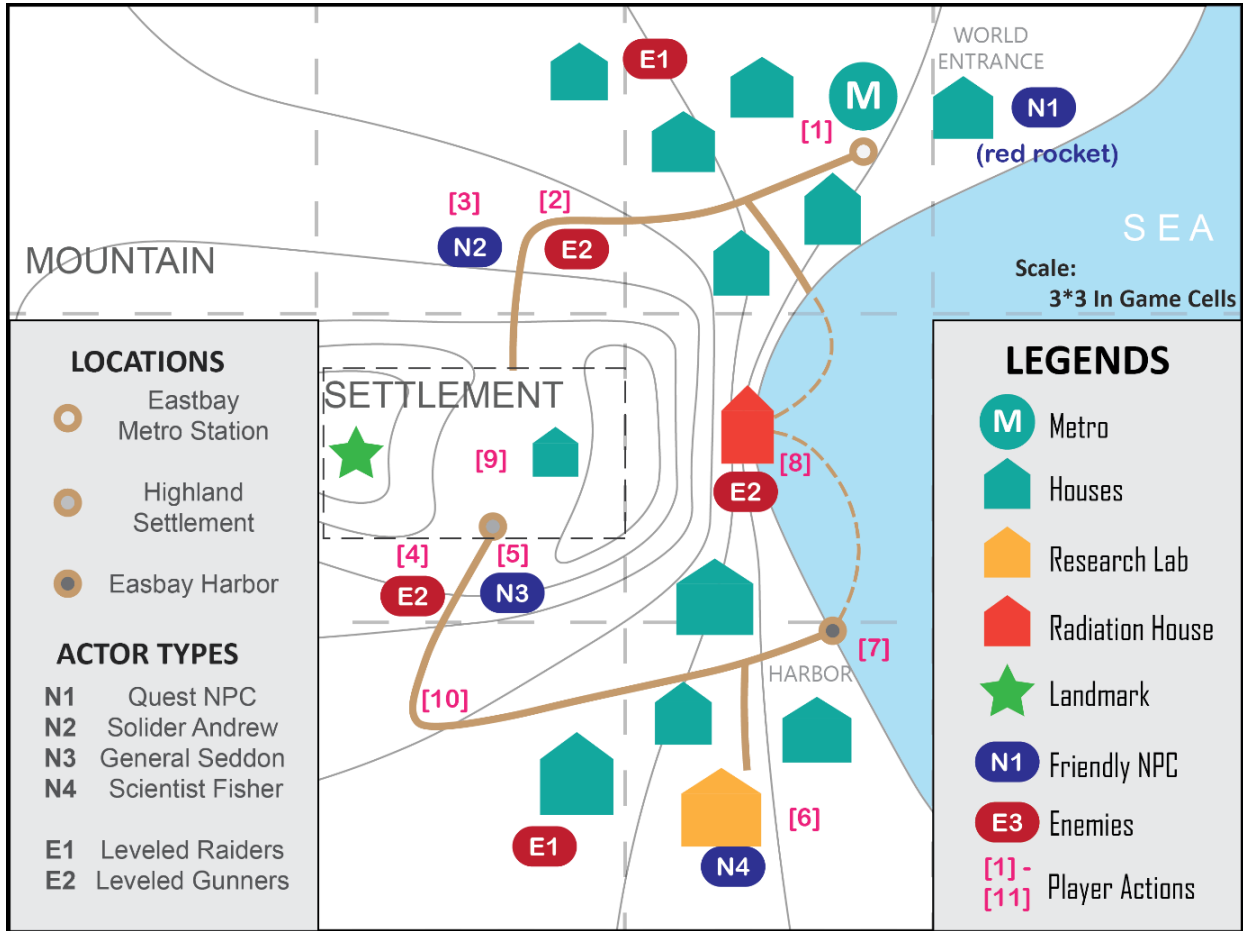


Figure 2: Exterior Wold Overview Map

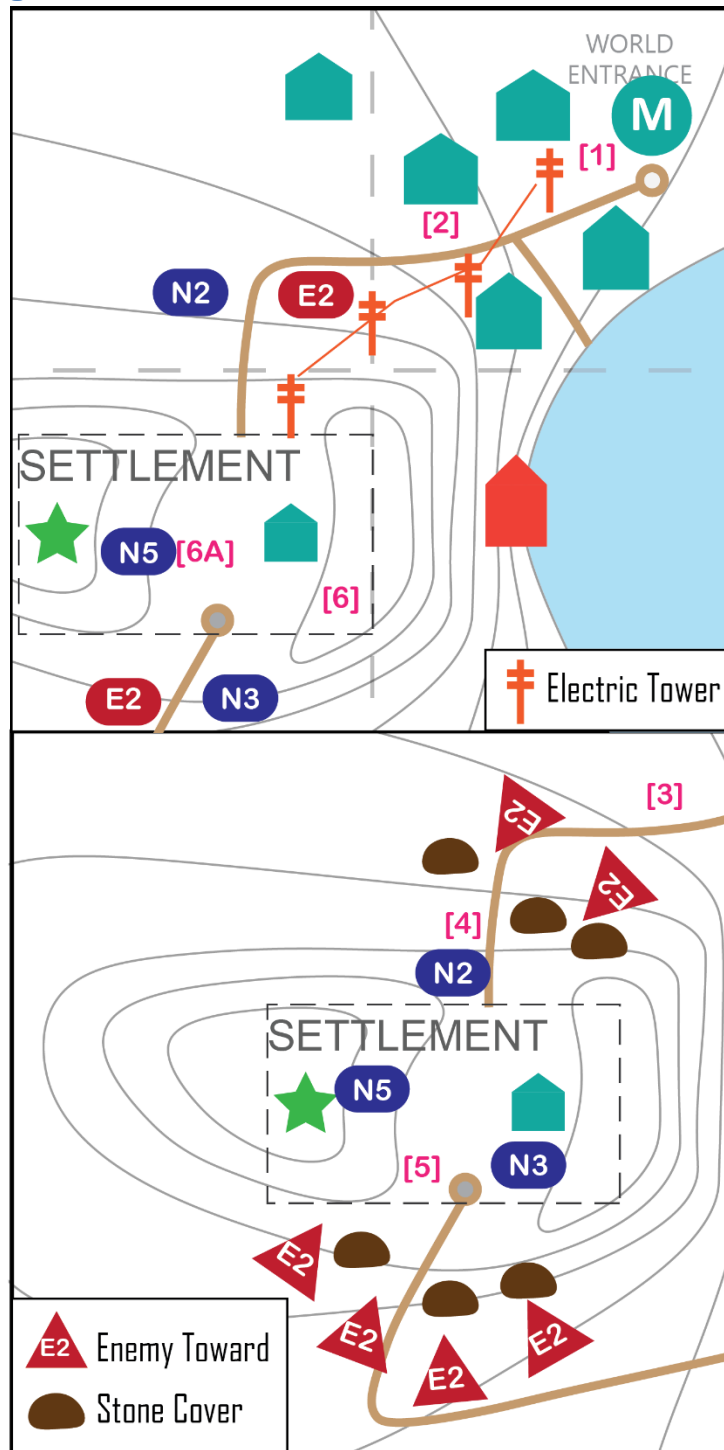
Map Label	Top Level Summary/Objective
1	<p><b>[Player Start]</b></p> <p>NPC1 (Soldier David) is standing near the Red Rocket Station. He is a member of Minutemen, and he asks the player to deliver some electric materials to the Highland Settlement. Player accepts the quest after a short dialog with branch questions.</p>
	<p>Player enters the custom world (Eastbay) from a metro station. Two significant buildings draw his attention immediately, one is a water tower landmark locating on a hill, the other is a building set by the coastal cliff (Radiation House).</p>
	<p>Following the flagstone pavement and leading by electric wires, player will take some time exploring the town and then find the settlement on a hill.</p>

Map Label	Top Level Summary/Objective
2	Going close to the settlement, play will find some gunners are attacking the gate. He can kill gunners from the back, using either long range or medium range weapons.
3	Finishing all the enemies, NPC2 (Solider Andrew) will go out and thank the player. The battle is not ended yet, so he asks player to help with NPC3 (General Seddon) defending the other gate. He runs with player together.
4	More gunners are attacking here. The battle persists for a longer time because gunners are taking advantage of environment covers, such as stones and trees.
5	NPC3 accepts materials from the player and also appreciates him helping in the battle. He tells player that their scientist is prisoned by gunners. He asks the player to rescue their companion from the town so that they can consume the materials to active power system.
	From the hill, the player obtains a basic town view information. NPC3 will point out a Researcher Lab for player, where the NPC4(Scientist Fisher) is prisoned.
5-1	[Optional] NPC2 hopes player to find some radiation protection suits from the town and denote to them. Meanwhile, NPC5 (Merchant Leo) hopes player to sell them to him.
5-2	[Optional] Player kills some armed raiders and take some suits away.
6	Player enters the Lab. He kills all gunners in the lab, solves terminal puzzles and then rescues NPC4 successfully. He gets the terminal password from NPC6, either kill him or persuade him to tell.
	NP4 tells player the last thing he requires to power up the settlement is an electric core, he asks you to steal it from a radiation house. He will go back to the settlement by himself and wait the player there.
	Radiation House is an isolated building by the coastal cliff, player sees it immediately when coming out from the lab.
7	Player needs to find a boat to reach the target building. In the harbor, he is encounters with some raiders and traps.
8	Some gunners and turrets are defending the building. Player should clear them before entering the inside.
	Inside the building, player is continuously infected by radiation. He can suit on the protection suit if he finishes the optional quest. Player fights with armed gunners, deals with traps and finally gets the core in the building.
	Player can fast travel back to the settlement.
9	NPC2, NPC3 and NPC4 are all waiting for the player. Player gives the core to NPC4 and the suits to NPC2/NPC5 if possible. NPC4 starts working on the power system. NPC3 requires some meals from player.
	Player can either cook the meals from cooking station or buy them from NPC5.
10	The power system is recovered with the assistance from everyone. The gunners are coming again, player helps the settlers to defense attacking.
	After the battle, NPCs show their thanks to the player and invite him to join in the settlement. Player can choose either stay or leave. If stay, the next story, finding and destroying gunner basement will start.
	<b>[Level End]</b>

Table 2: Top Level Summary



<Section 1: Go to Highland Settlement>



<b>LEGENDS</b>	Houses	Radiation House	N1 Friendly NPC	[1] - [11]
Metro	Research Lab	Landmark	E3 Enemies	Player Actions

Figure 3: Section 1 Playthrough Map

Map Label	Objective/Simple Action Summary	Challenge/Conveyance Details	Approx. Difficulty (1-10)
1	Player obtains an electric material as quest item at Red Rocket. Player enters the world, sees a hill and two landmarks.	[Convey] Landmarks: <ul style="list-style-type: none"> <li>A hill in front of player.</li> <li>A tall building by a cliff. (Radiation House)</li> <li>A water tower on a hill.</li> </ul>	2
2	Location Discovered "Eastbay Metro Station". He explores towards settlement.	[Convey] Leading lines: <ul style="list-style-type: none"> <li>Electric wires flowing to the hill.</li> <li>Flagstone pavement extending to the hill.</li> </ul>	1
3	Player finds some gunners attacking the settlement.	[Challenge] Gunners: <ul style="list-style-type: none"> <li>Three gunners attacking the settlement.</li> <li>Player killing them from back, easy mode.</li> </ul>	3
4	Location Discovered "Highland Settlement". Objective marker is shown on NPC2. NPC2 thanks player for helping, also asking for more help.	[Convey] NPC2 behavior: <ul style="list-style-type: none"> <li>Brief dialog showing thanks to player.</li> <li>Then asking the player to follow and running to the other side of the settlement.</li> </ul>	1
5	Player finds more gunners attacking the settlement from this side.	[Challenge] Gunners: <ul style="list-style-type: none"> <li>Four gunners with one gunner boss attacking.</li> <li>They have the stone covers for protection.</li> <li>Player killing them from front, medium mode.</li> </ul>	5
6	Objective marker is shown on NPC3. NPC3 starts dialog with player, player turns quest item to NPC3. NPC3 tells player that they can not power up their generator without their scientist. He hopes player rescue him from gunners.	[Convey] Contrast in shape: <ul style="list-style-type: none"> <li>Player can see the landscape of town view from the hill.</li> <li>The research lab is a symbolic architecture in Eastbay Town, which is quite different with others.</li> </ul>	1
6A	[Optional] NPC2 hopes player to bring some rad protection suits back. Meanwhile, NPC5 joins in the conversation and he hope player sell them to him.	[Exclusive Options] <ul style="list-style-type: none"> <li>NPC2 hopes player to search and donate some suits for them.</li> <li>NPC5 insists that villagers need the suits more than the settlers here, he wants to get the suits and send them to villagers.</li> </ul>	1

Table 3: Section 1 Playthrough Summary

## &lt;Section 2 Rescue in Eastbay&gt;

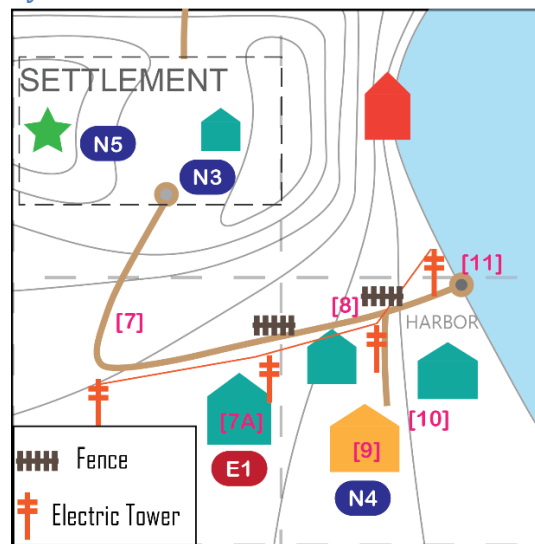


Figure 4: Section 2 Playthrough Map - Exterior

Map Label	Objective/Simple Action Summary	Challenge/Conveyance Details	Approx. Difficulty (1-10)
7	Player follows the footpath going down. Merging to the main path, he can follow electric wires to the town.	[Convey] Leading lines: <ul style="list-style-type: none"> <li>Electric wires flowing to the town.</li> <li>Flagstone pavement extending to the town.</li> </ul>	2
7A	[Optional] Getting close to a ruined apartment, player hears sounds from raiders. He may also be detected by turrets and get involved. After the combat, he can obtain some suits from raider bodies.	[Convey] Affordance & Sound: <ul style="list-style-type: none"> <li>A ruined house with some defensive decorations, indicating someone inside.</li> <li>Player coming into range will trigger a dialog between raiders.</li> <li>Turrets will attack player if player getting even close.</li> </ul> [Challenge] Raiders: <ul style="list-style-type: none"> <li>One defensive turret outside.</li> <li>Two raiders outside, two raiders inside including one raider boss, medium mode.</li> </ul> [Challenge] Lockpick: <ul style="list-style-type: none"> <li>A locked door requiring advanced lockpick skill, there are some buffjets inside.</li> </ul>	4
8	Location "Eastbay Harbor" Discovered. Getting close to a 3-way street, player finds a harbor in front of him. However, there are some streetlights pointing to the right. Then player realizes that is the research lab where NPC4 is imprisoned.	[Convey] <ul style="list-style-type: none"> <li>Leading lines: Flagstone pavement extending to the right and ending in front of the lab.</li> <li>Lights: Streetlight pointing to the right, showing the intended direction.</li> <li>Denying Affordance: Fences on the left side blocking the way.</li> </ul>	3

Map Label	Objective/Simple Action Summary	Challenge/Conveyance Details	Approx. Difficulty (1-10)
9	Player enters the lab and rescue NPC4.		1
[Interior Exploration]			
10	Leaving the lab, player will find the radiation house in front of him. However, he can not go there directly because some fences blocked the way. The only way he can go is to turn right and search the harbor.	[Convey] Denying Affordance <ul style="list-style-type: none"> <li>Fences on the left side blocking the way, indicating a way to the right.</li> </ul> [Convey] Landmark <ul style="list-style-type: none"> <li>The Radiation house just in front far away.</li> <li>A harbor architecture on the right</li> </ul>	2
11	Player arrives at the harbor, from where he can reach the radiation area by boat.		1

Table 4: Section 2 Exterior Playthrough Summary

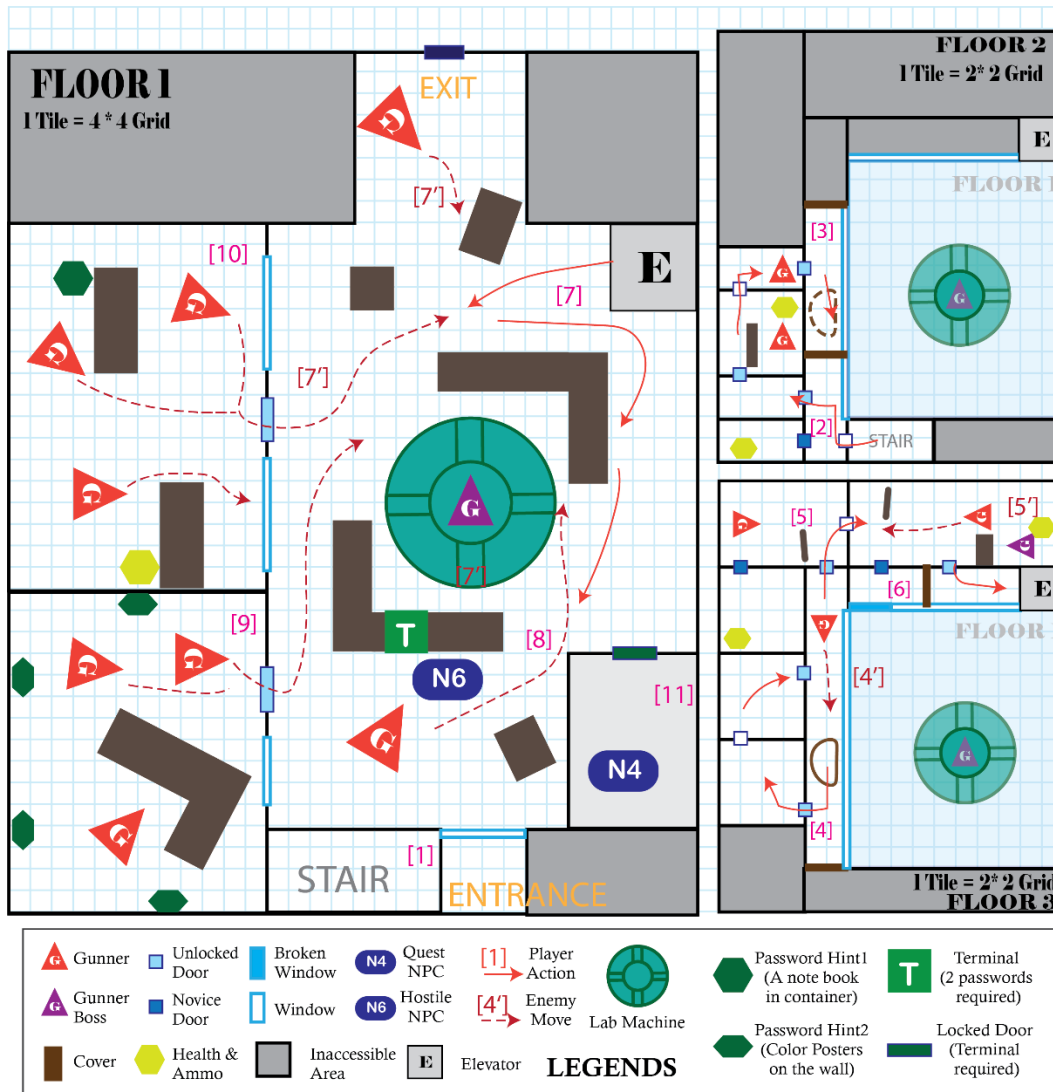


Figure 5: Section 2 Playthrough Map - Interior

Map Label	Objective/Simple Action Summary	Challenge/Conveyance Details	Approx. Difficulty (1-10)
9-1	<p>Entering the lab, player finds a window in front of him, from where he can see NPC4 is trapped in the hall with some gunners monitoring him.</p> <p>He turns left and goes upstairs because it's the only way he can go.</p>	<p>[Convey]</p> <ul style="list-style-type: none"> <li>Opening Attract: From a window player can see his target (NPC4) and gunners in the hall.</li> <li>Leading line: Some pipelines extending to the left and upstairs.</li> <li>Deny Affordance: The right is blocked by meshes.</li> </ul>	1
9-2	<p>Player reaches the second floor.</p> <p>From the glass windows, he can still see the hall. A collapsed ceiling blocks the hallway, the player has to explore side rooms to find a way going downstairs.</p>	<p>[Convey]</p> <ul style="list-style-type: none"> <li>Deny Affordance: The hallway is blocked by collapsed ceiling.</li> <li>Opening Attract: From the windows player is still able to see the hall.</li> </ul>	1
9-3	<p>After encountering with two gunners in room, he goes up stepping on the collapse ceilings.</p>	<p>[Challenge] Gunners</p> <ul style="list-style-type: none"> <li>Two gunners spawned before player enters the rooms. Easy mode.</li> </ul>	3
9-4	<p>Player reaches the third floor.</p> <p>The way is blocked in front of him, meanwhile he gets attacked from behind.</p> <p>He fires at the gunner from a long distance, then he may find flipping light from the elevator.</p>	<p>[Convey]</p> <ul style="list-style-type: none"> <li>Gunners: Gunner will attack player and force him turn direction.</li> <li>Spotlight: Flipping lights on the elevator attracting player's attention.</li> </ul>	4
9-5	<p>Player searches each room and tries to get close to the elevator.</p>	<p>[Challenge] Gunners</p> <ul style="list-style-type: none"> <li>One gunner in the first room and two in the second room, including a boss.</li> <li>They spawn at the same time, if the player wants to ignore the first one, he will be pinched by them instead.</li> <li>Gunners have table covers, and player can use wall as covers, medium mode.</li> </ul>	6
9-6	<p>Player may find the broken window, from where he can kill the gunner in hall by sniper.</p>	<p>[Strategy]</p> <ul style="list-style-type: none"> <li>The combat will be much easier if player can kill some gunners in advance, especially those above him.</li> </ul>	3
9-7	<p>Player takes the elevator going downstairs.</p> <p>Gunners are alerted when the player arrives at the ground floor.</p> <p>Many of them come out from side rooms, some still inside, shooting at the player.</p> <p>Player moves around and take covers to fire at them.</p>	<p>[Challenge] Gunners</p> <ul style="list-style-type: none"> <li>Complex wave combat with 5+ gunners and one gunner boss.</li> <li>Player needs to keep moving and change weapons to kill all of them</li> <li>Some gunners ambush to player, some defending inside room. Hard mode.</li> </ul>	8

Map Label	Objective/Simple Action Summary	Challenge/Conveyance Details	Approx. Difficulty (1-10)
9-8	<p>Finishing the wave combat, player tries to use a terminal.</p> <p>He finds NPC6 is crouching near the terminal, begging not to hurt him.</p> <p>He tries to persuade NPC6 telling him the password. He can get one of the three hints from NPC6.</p>	<p>[Challenge]Speech Challenge</p> <ul style="list-style-type: none"> <li>• If succeeded, he can obtain the password from NPC6 (SD017).</li> <li>• If failed, NPC6 become hostile and he can find a name card with ID:SD017 after killing him.</li> </ul>	4
9-9	<p>Also, noticing there are two wires connecting the terminal with containers in the side rooms, he will find two other hints inside room.</p>	<p>[Convey] Leading lines</p> <ul style="list-style-type: none"> <li>• Red wires connecting terminal with containers in the side rooms.</li> </ul>	4
9-10	<p>Puzzle solved and NPC4 saved.</p> <p>NPC4 tells his story to player, he hopes player can go inside a radiation house to steal an electric core, which is vital important for powering up.</p>	<p>[Puzzle]</p> <ul style="list-style-type: none"> <li>• There are two sub-menus requiring passwords in the terminal.</li> <li>• Player should choose the correct one from 20 listed options.</li> <li>• Password1 is Staff ID (SD017), player can obtain it from NPC6.</li> <li>• Password2 is 4-digit number, player finds a note in one of the side room, with an information “red=1, green=2, blue=3, white=4”. In the other room, he can notice that four posters are lined by wires in a sequence of “white-green-red-blue”. So, the password is 4213.</li> </ul>	6
9-11	<p>NPC4 will go back to settlement himself and wait the player there.</p> <p>Player leaves the lab and move to next target.</p>		1

Table 5: Section 2 Interior Playthrough Summary

## &lt;Section 3 Radiation Adventure&gt;

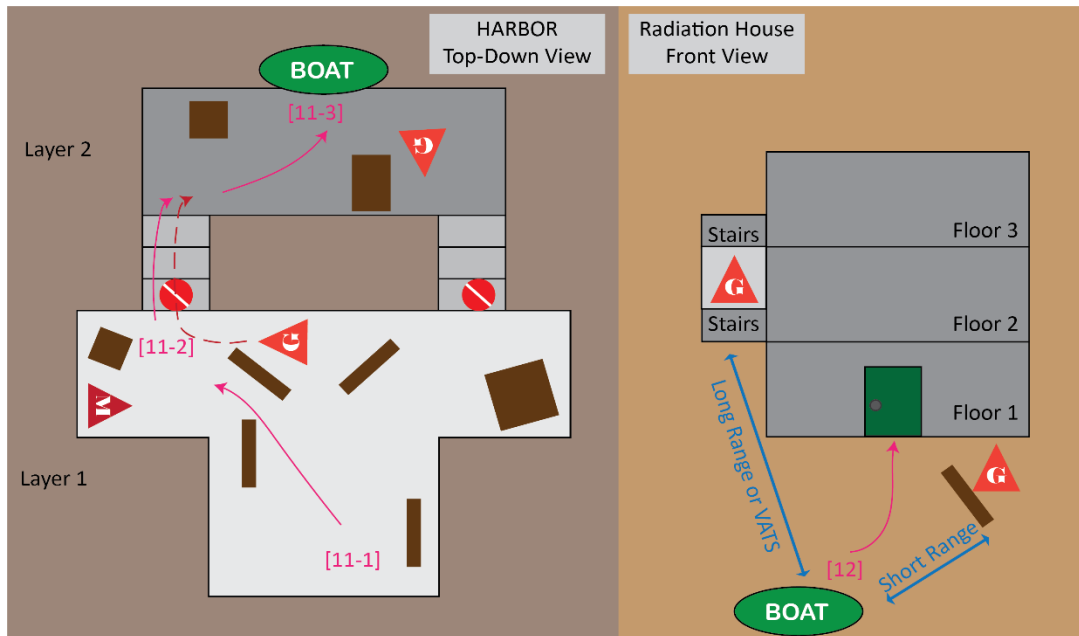


Figure 6: Section 3 Playthrough Map - Exterior

Map Label	Objective/Simple Action Summary	Challenge/Conveyance Details	Approx. Difficulty (1-10)
11-1	Player enters a harbor hallway, he hears sound from the gunners. He notices a gunner moving to the left.	[Convey] Sound & Movement <ul style="list-style-type: none"> <li>Player hears sound from the raider.</li> <li>A raider moving in front of him.</li> </ul>	2
11-2	The hallway ends at a square, both its left and right side connected with a stair up. Player notices that there is a turret on the left, and the gunners seems already upstairs. He kills the turret and chooses either way up.	[Convey] <ul style="list-style-type: none"> <li>Movement &amp; Sound: Turrets with some sound draws player's attention.</li> <li>Opening Attract: Lights from stairs draw attention as well.</li> <li>Leading Lines: Cover Direction.</li> </ul>	4
11-3	There is a trap between stairs. When player coming close, gunners above throws a grenade and it destroys the trap. Player learns he can use grenade to clean traps.	[Mechanic] Traps Introduction <ul style="list-style-type: none"> <li>A grenade from raiders will be dropped above the trap when player enters a trigger.</li> </ul>	3
11-4	Player kills gunners above and take a boat to the radiation house area.	[Challenge] Raiders. <ul style="list-style-type: none"> <li>Two, default behavior, easy mode.</li> </ul>	2
12	Player lands on the exterior of the radiation house, there are two gunners patrolling, one on the ground near the gate, one on the stairs above. Player kills them before entering the building.	[Challenge] Gunners. <ul style="list-style-type: none"> <li>Two gunners aiming at where player comes from, easy mode.</li> <li>One from above requiring long range weapon.</li> </ul>	5
13	Player explores in radiation house.		1

Table 6: Section 3 Exterior Playthrough Summary

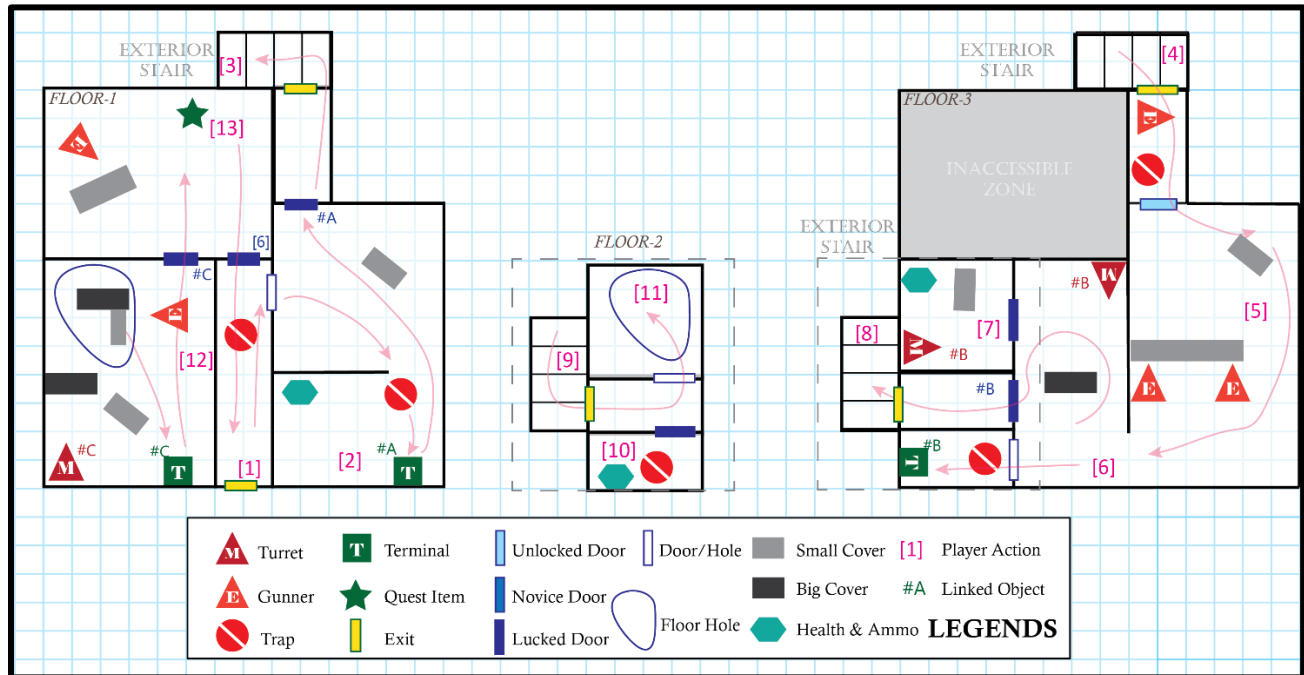


Figure 7: Section 3 Playthrough Map - Interior

Map Label	Objective/Simple Action Summary	Challenge/Conveyance Details	Approx. Difficulty (1-10)
13-1	Player enters the radiation house. He receives radiation damage continuously. Objective marker shows the target is in the room in front of him, however the door is chained from inside. He has to enter the room from the right side.	[Convey] Affordance <ul style="list-style-type: none"> <li>Doors in front of player.</li> <li>However, it is chained inside.</li> </ul>	5
13-2	Player requires a terminal to unlock the second door, also he realizes there is a safe exit behind the door. Following the wires, he finds a terminal, which is blocked by a trap on ground.	[Convey] Leading Lines <ul style="list-style-type: none"> <li>Using wire to connect objects.</li> </ul> [Challenge] Hacking Terminal [Challenge] Solving Traps	7
13-3	Player solves the trap puzzle, hack in terminal and opens the door. He opens the exit door and goes back to exterior where is a safe zone without radiation.	[Convey] Texture <ul style="list-style-type: none"> <li>EXIT sign on the door indicating it's a radiation safe area.</li> </ul>	3
13-4	Following the stairs up, player arrives at the third floor and enters inside, which contains radiation as well.		2



Map Label	Objective/Simple Action Summary	Challenge/Conveyance Details	Approx. Difficulty (1-10)
13-5	A gunner is patrolling in the hallway, also there is a grenade trap on the ground. Player should kill the gunner and avoid getting hurt by the grenade. Then he enters an office room, with two more gunners inside. Covers are beneficial to gunners, so player needs to move around and find covers for himself.	[Challenge] Gunners <ul style="list-style-type: none"> <li>Three gunners inside, player having less cover, medium mode.</li> <li>VATS and ranged weapon are recommended for saving time.</li> </ul>	6
13-6	Player notices there is another terminal at the end of the room, however a turret blocking his way there. He can either destroy the turret and then hack into terminal or take risk to hack the terminal and then turn off the turrets.	[Strategy] <ul style="list-style-type: none"> <li>Taking risks running to the terminal will lose some health but save lots time dealing with turrets.</li> </ul>	8
13-7	There is a side room requiring advance lockpick skill. If player enters the room and destroys the turret, which may be already turned off, he can discover some jets and rad-away there.		6
13-8	After hacking into terminal, the door is unlocked, and player can move to the next safe zone.	[Convey] Texture <ul style="list-style-type: none"> <li>EXIT sign on the door again.</li> </ul>	2
13-9	On the stairs, player finds the dead body of the gunner killed by him before entering the building. Then he enters the second floor.		2
13-10	There is another room requiring advance lockpick skill. Player gets some ammo after solving trap puzzle.		5
13-11	Player finds a collapsed floor in the bigger room, from where he can jump down to the first floor. Before doing that, he needs to be ready to kill the enemies in that room.	[Convey] <ul style="list-style-type: none"> <li>All the rooms are blocked unless the hole.</li> <li>However, sounds come from the lower layer.</li> </ul>	7
13-12	Player hacks into the third terminal, which requires a password. Completing that, he is able to enter the last room and get the quest item after killing two gunners.	[Challenge] <ul style="list-style-type: none"> <li>Two gunners inside, player having little cover, medium mode.</li> <li>VATS and ranged weapon are recommended for saving time.</li> </ul>	6
13-13	Then player opens the chained door and escapes from the radiation house.		2

Table 7: Section 3 Interior Playthrough Summary

## &lt;Section 4 Back to the Settlement&gt;

Map Label	Objective/Simple Action Summary	Challenge/Conveyance Details	Approx. Difficulty (1-10)
<b>14</b>	NPC3 and NPC4 are talking near the settlement, the player gives the quest item to NPC4. They show thanks to the player. NPC4 turns around and begins repairing the generators, NPC3 asks you to get some meals.		1
<b>14A</b>	[Optional] Player gives the suits to either NPC2 or NPC5.	[Exclusive Choice]	2
<b>15-1</b>	If player gives suits to NPC2, he is authorized to use the workshop. He can obtain meals by consuming some materials in workshop mode.	[Challenge] Workshop <ul style="list-style-type: none"> <li>Player is required to use cooking station.</li> </ul>	2
<b>15-2</b>	Player can also buy the meals from NPC5. he has to bribe and take a speech challenge.	[Challenge]Speech <ul style="list-style-type: none"> <li>If succeeded, he can get a good price of the meal.</li> <li>If failed, he has to pay more.</li> </ul>	4
<b>15-3</b>	However, if he gives suits to NPC5, he can obtain a good price.		2
<b>16</b>	After delivering meals to NPC3, NPC3 shows his thanks and hope the player to take a rest. Player is required to sleep for at least 1 hour.		1
<b>17</b>	When player wakes up, he finds some gunners are attacking again, he is automatically involved in the fight. There are totally four waves of gunners, player kills them with the help of turrets.	[Challenge] Gunners <ul style="list-style-type: none"> <li>Four waves, medium mode.</li> <li>Turrets and NPCs will help player.</li> </ul>	5
<b>18</b>	Wave combats end. NPC3 hopes the player to join them as a leader in the settlement, player makes decision by his own choice. The story ends if not join, or continue to the next chapter if join.		1

Table 8: Section 4 Playthrough Summary

## Side Quest & Branches

### Side Quest: Donate Suits

ID	Quest Objective	Quest Content	Quest Completed
50	Find Some Rad-Protection Suits	NPC2(Solider Andrew) tells you that they are lack of radiation protection. He asks you to find some suits and donate some when you're back from the town. However, NPC5(Merchant Joe) hopes you to sell them to him.	Kill the raiders in the town and get suits.
60	[Option 1]		Donate suits to NPC2
61	[Option 2]		Sell the suits to NPC5

### Main Quest Branches: Get a Meal

ID	Quest Objective	Quest Content	Quest Completed
80	Give some soups to NPC3	NPC3 hopes everyone a good rest before the last battle, he wants you to bring some soups.	[Option1] Making the meals from the cooking station [Option2] Buy from Merchant

### Quest Flow Chart

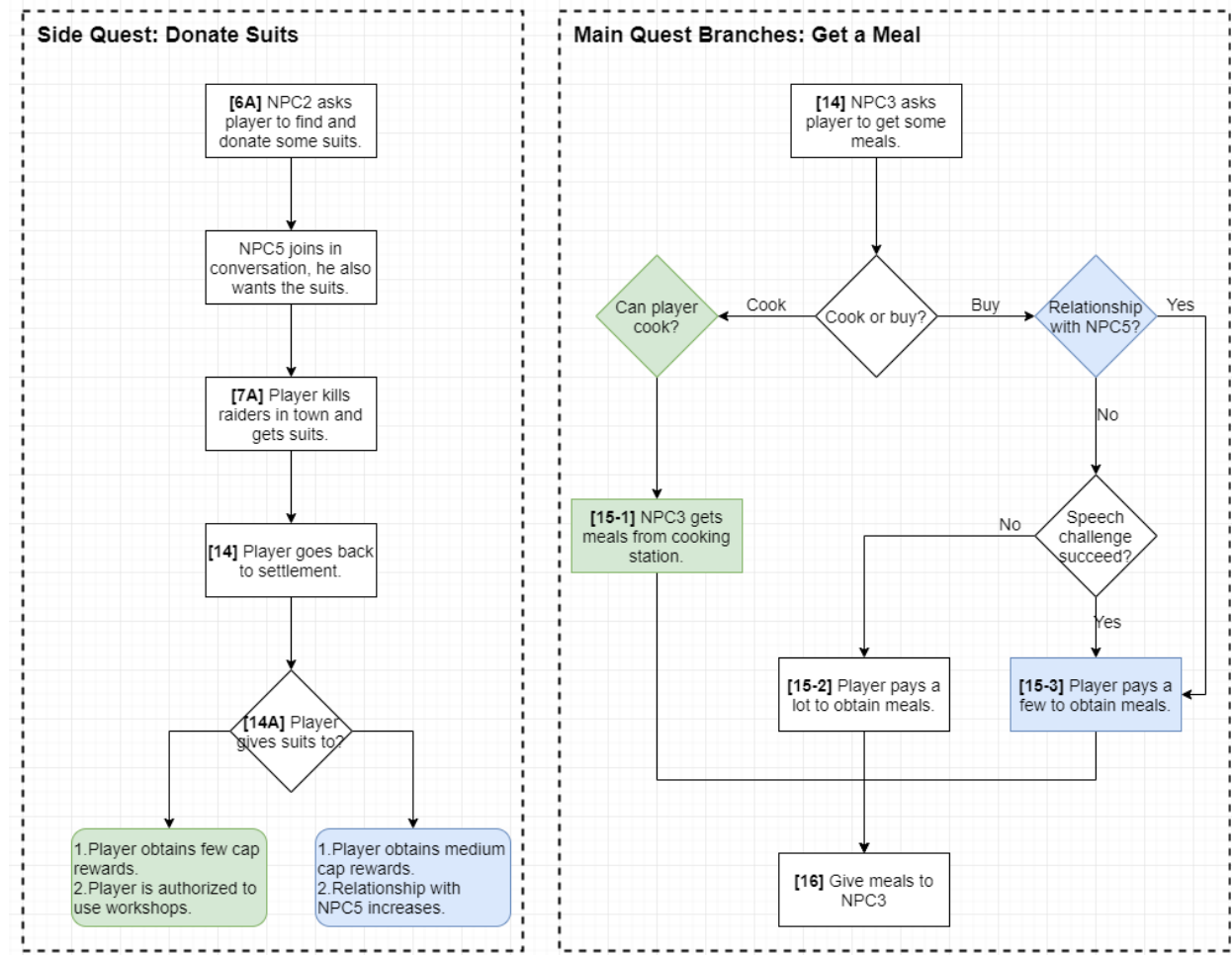


Figure 8: Side Quest & Quest Branch Flow Chart

## Hook(s)/Gameplay Highlights

- **Fallout 4 Oriented:** This level looks like the original game with a combination of interesting elements such as dialog challenge, lockpick, terminal, turrets and workshop.
- **Variation Design of combat and encounters:** In the short fifteen minutes, player can experience back attacking, exciting face-to-face fighting, secretly sniping and applying VATS system. Besides, turret and traps are also attractive features in game for both FPS and strategy players.
- **Conveyance:** All kinds of conveyance methods are widely used in this level, expecting players never lose directions in the world. Three significant landmarks, wires and story-based NPC movement help player getting immersed f
- **Creative puzzles:** Terminal based puzzles bring player a relaxing and focusing moment in game.

## Skill Progression Chart

Skill	1	2	3	4	5	6	7	8	9	10	11	12
Raider	Easy	Easy	Medium	Medium	Medium	Medium	Medium	Medium	Medium	Medium	Medium	Medium
Gunner	Easy	Medium	Medium	Medium	Hard	Medium	Medium	Medium	Hard	Medium	Medium	Medium
Turret	Medium	Medium	Medium	Easy	Medium	Medium	Medium	Medium	Medium	Hard	Medium	Medium
Trap	Medium	Medium	Medium	Medium	Medium	Medium	Easy	Medium	Medium	Hard	Medium	Medium
Melee	Easy	Medium	Easy	Easy	Medium	Medium	Medium	Medium	Medium	Medium	Medium	Medium
Medium	Medium	Medium	Medium	Medium	Hard	Medium	Hard	Hard	Hard	Hard	Medium	Hard
Long	Medium	Medium	Medium	Medium	Medium	Medium	Medium	Medium	Medium	Medium	Medium	Medium
Ranged	Easy	Medium	Medium	Medium	Medium	Medium	Medium	Medium	Medium	Medium	Medium	Medium
VATS	Easy	Medium	Medium	Medium	Medium	Medium	Medium	Medium	Medium	Hard	Medium	Hard
Dialog	Easy	Medium	Medium	Medium	Medium	Easy	Medium	Medium	Medium	Medium	Easy	Medium
Lockpick	Easy	Medium	Medium	Easy	Easy	Medium	Medium	Medium	Easy	Medium	Medium	Medium
Hack	Easy	Medium	Medium	Medium	Medium	Medium	Medium	Medium	Medium	Hard	Medium	Medium
Charisma	Medium	Medium	Medium	Medium	Medium	Medium	Medium	Medium	Medium	Medium	Easy	Medium
Bribe	Medium	Medium	Medium	Medium	Medium	Medium	Medium	Medium	Medium	Medium	Easy	Medium
Workshop	Medium	Medium	Medium	Medium	Medium	Medium	Medium	Medium	Medium	Medium	Easy	Medium
Puzzle	Medium	Medium	Medium	Medium	Medium	Medium	Medium	Medium	Medium	Medium	Medium	Medium

Enemy – Easy  
Skill - Easy

Enemy – Medium  
Skill – Advanced

Enemy – Hard  
Skill – Expert

1	Start	5	Phase 2 – Lab Combat	9	Phase 3 – Floor 1
2	Phase 1	6	Phase 2 – Lab NPC Dialog	10	Phase 3 – Floor 2& 3 &1
3	Phase 2 – Exterior	7	Phase 3 – Harbor	11	Phase 4 – NPC Dialog
4	Phase 2 – In Lab Explore	8	Phase 3 – Exterior	12	Phase 4 – Wave Combat

Table 9: Skill Progression Chart

## Context

This level tells a story about some former Minutemen seeking for a new homeland. The player will find quest NPC near the Red Rocket Station after he has joined in one faction.

Considering there are some combination of interactive gameplay, such as hacking terminals, dealing with traps and turrets, this level should not be allowed to low level players. It will fit within the game after player has already visited the Institute and decided which faction to join, with a player level almost higher than 20.

The story can work as either an expansion from the original game or be inserted in the story of Minutemen. Besides, this level is the first part of a stand-alone mission, succeeding with another related story if the player continues.

## Backstory

After the death of Becker in 2282 no one could agree whom would lead the Minutemen next. A small group of the soldiers left the Minutemen and seek for a new homeland. They left Commonwealth, followed the metro tracks and finally settled down in Eastbay Town.

When Seddon became the new general, he decided to migrate their settlement on the Eastbay Hill, where is hard for gunners to attack. Soldier David is assigned to search for assistance from Commonwealth, while Andrew helps the general with defending affairs.

## Aftermath

If the player decides to join in the settlement (continue helping with the settlers, no conflicting to his current faction), the story will move on to the next step: General Seddon decide to counterattack to the gunners. Player is asked to find gunners' military base and destroy it. The radiation house is the throat connecting the settlement and town, so player is quested to go back and discover the radiation house again to discover some secrets there

## Development Schedule

Milestone	Date
LDD	03/02/2020
Whitebox/Blockmesh	03/09/2020
Initial Gameplay	03/2/2020
Gameplay Complete	04/13/2020
Aesthetics	04/27/2020
Launch	05/04/2020

## Aesthetic References

Eastbay used to be a small coastal town containing three areas: Eastbay Metro Station (former commercial area), Eastbay Harbor (Labs and Industry area), Eastbay Hill (former parks).

Now the metro station area becomes an abandoned district with ruined houses and messy leaves. The hill is a new settlement of soldiers with some fences and well-ordered furniture. However, the harbor area is now occupied by gunners, and the cliff building are filled with radiation, becoming a place of despair.

### <Custom World: Eastbay>



Figure 9: Contact Sheet for Custom world

A cliff in the middle, dividing the small town into two parts, the connecting path is blocked by a tall building beside the cliff. The only way crossing the town is to climb up a small hill, which is now a settlement occupied by an independent faction.

2	3
4	5

<Eastbay Research Lab>

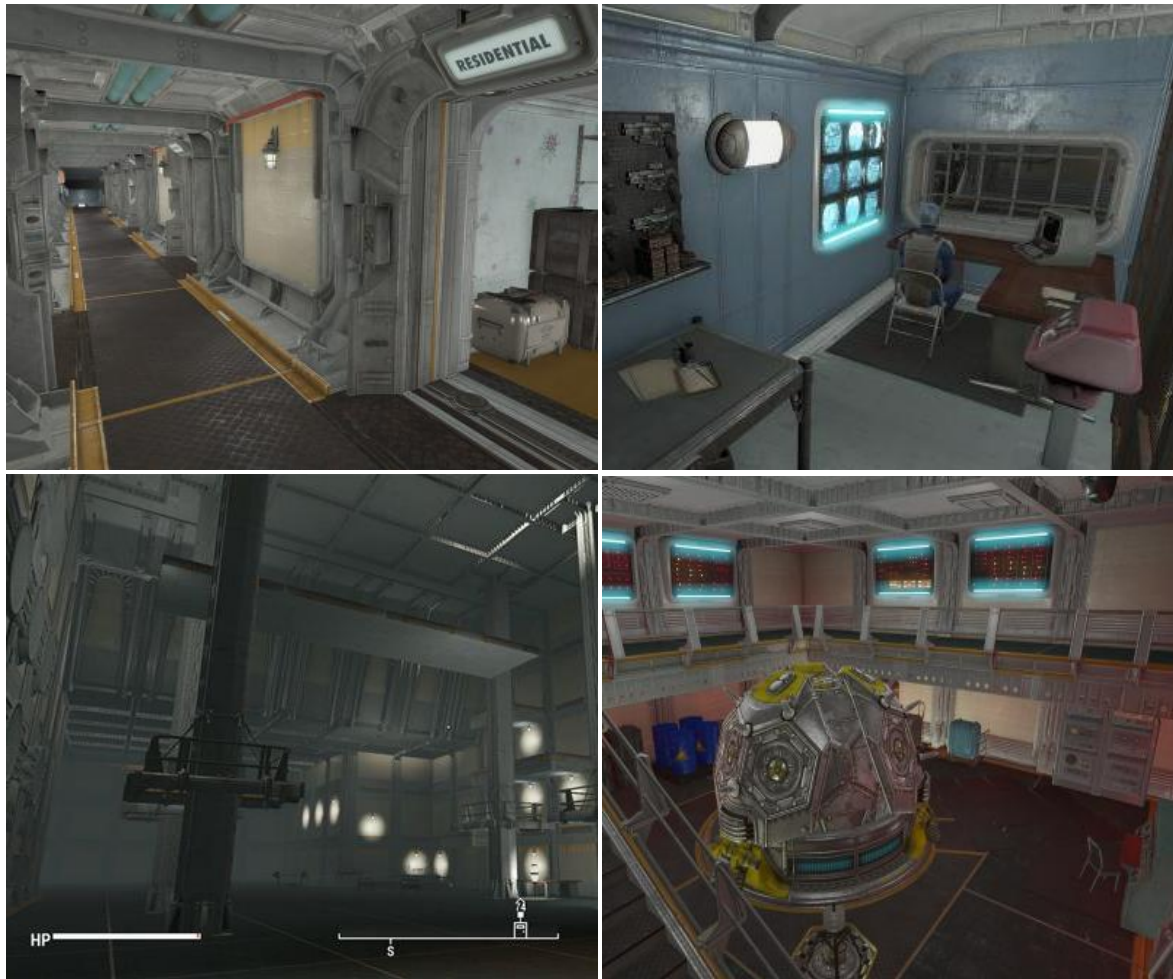


Figure 10: Contact Sheet for Research Lab

The research lab is occupied by the gunners. Though a bit ruined and messy, some rooms and machines are still useable.

6	7
8	9

<Mysterious Radiation House>



Figure 11: Contact Sheet for Radiation House

The radiation house is quite dark and foggy, walls are broken into pieces and lights are flipping. Many adventurers come here, but only some of them go out.

10
11



## Characters/Dialog Flow

### Character 1: NPC2, Solider Andrew

<b>Description</b>	Age 25, brave and strong solider.
<b>Background</b>	Andrew is brought up by the Minutemen, he left Commonwealth with General Seddon at a young age. He spends whole life following Seddon and becomes his most reliable companion.
<b>Goals/Motivation</b>	His desire is to find a peace and silent place settling down and protect nearby villagers.
<b>Personality/Archetype</b>	Brave, honest, straightforward, hate cheating, friendly to ally, hate raider and gunners.
<b>Relationships</b>	Trust to General Seddon, untrusted to Merchant Leo.

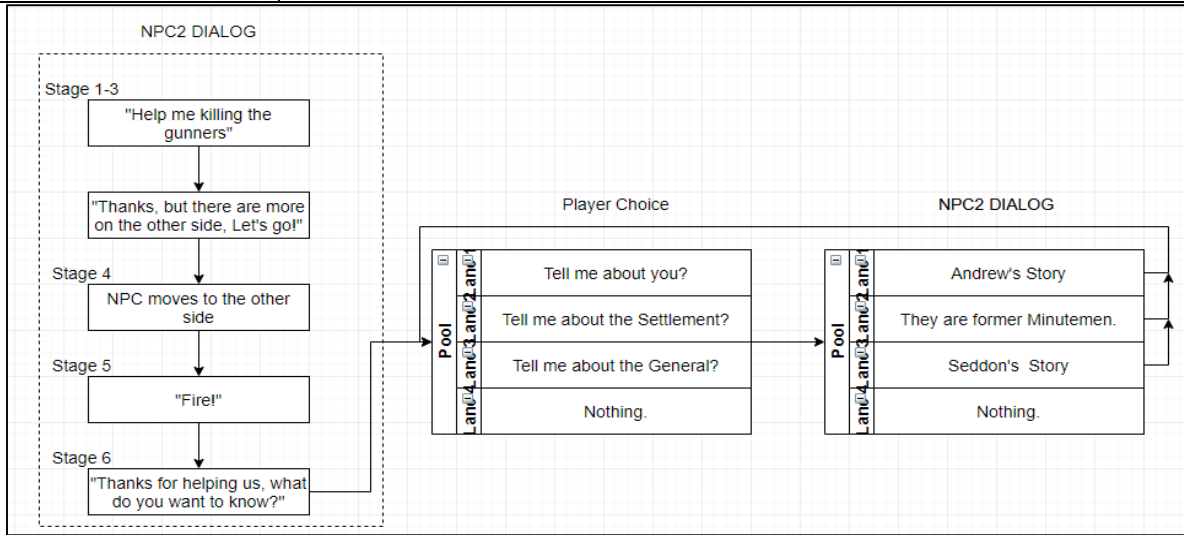


Figure 12: Dialog: Character 1, Stage 1-6

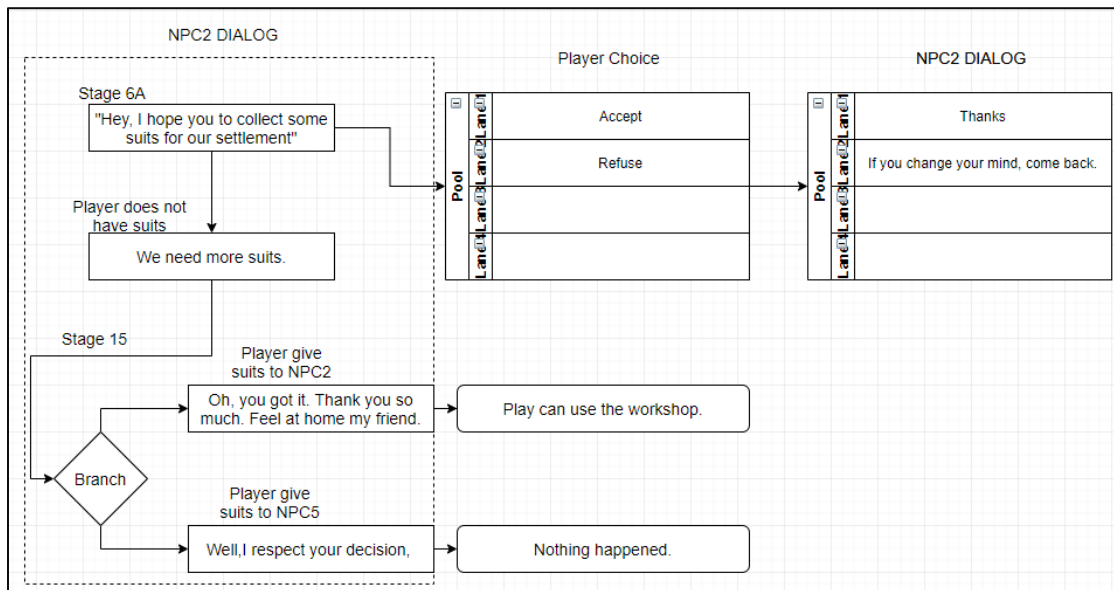


Figure 13: Dialog: Character 1, Stage 6-15

**Character 2: NPC3, General Seddon**

<b>Description</b>	Age 50, mature leader.
<b>Background</b>	Former Minuteman, he has left Commonwealth for decades. But he is struggling for finding a place to settle down with his followers. As his age increasing, he feels a bit powerless and despaired.
<b>Goals/Motivation</b>	His desire is to find a peace place for his followers, but he has spent years escaping from gunners.
<b>Personality/Archetype</b>	Mature, foresee, sometimes confident, sometimes a bit hopeless.
<b>Relationships</b>	Trust to Solider Andrew and Scientist Fisher, friendly to everyone.

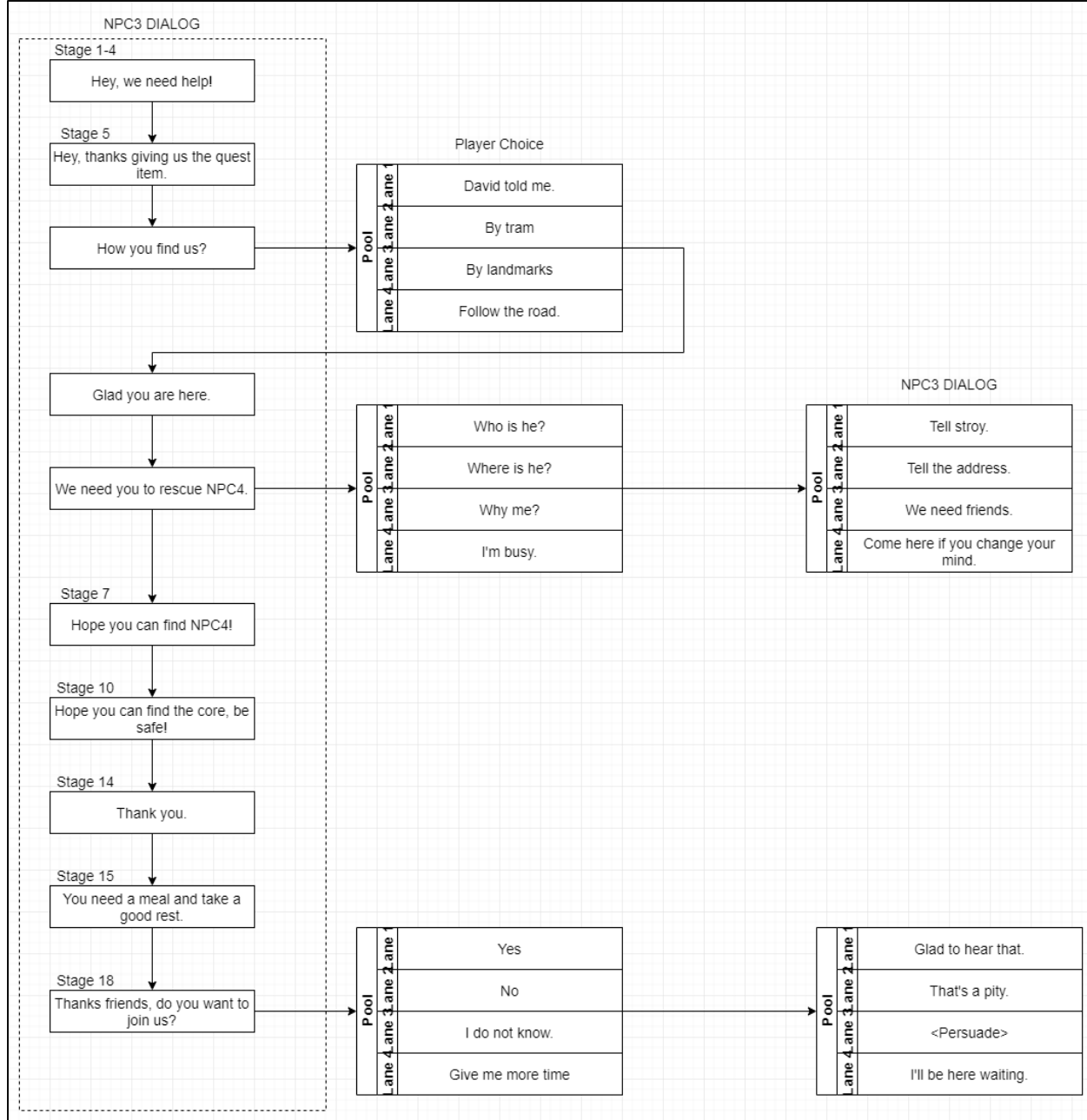


Figure 14: Dialog: Character 2

**Character 3: NPC4, Scientist Fisher**

<b>Description</b>	Age 35, talented scientist.
<b>Background</b>	A native citizen from Eastbay, once rescued by General Seddon. From then on, he became a member of the team and helped Seddon making plan and decisions.
<b>Goals/Motivation</b>	He wants to show his talent somewhere, but he dislikes the policies of Institutes. He wishes he can help Seddon to do a business.
<b>Personality/Archetype</b>	Mature, smart, polite, weaponless.
<b>Relationships</b>	Friendly to Solider Andrew and Scientist Fisher, dislike foolish guys, admire those with high intelligence.

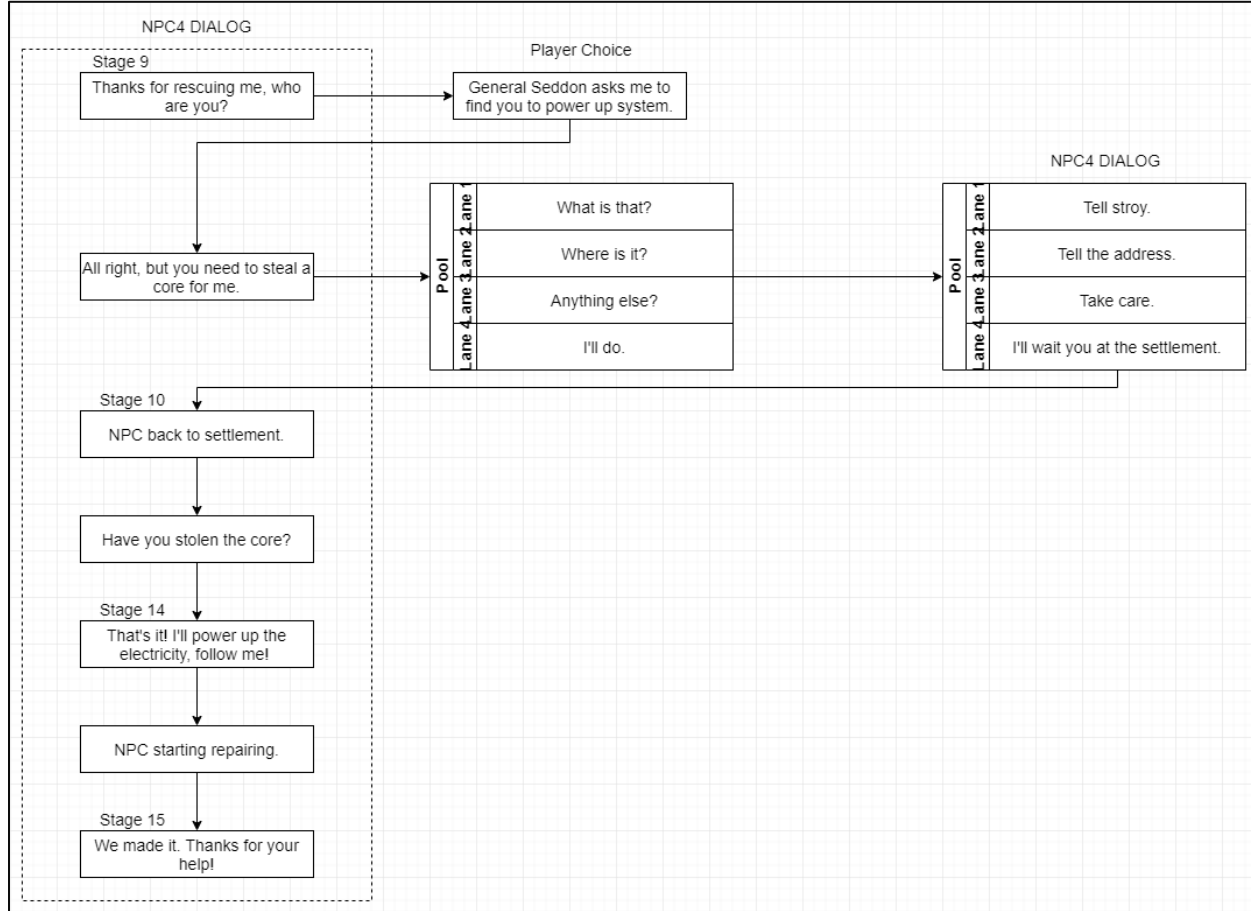


Figure 15: Dialog: Character 3

**Character 4: NPC5, Merchant Leo**

<b>Description</b>	Age 43, careful and wealthy merchant.
<b>Background</b>	No one knows.
<b>Goals/Motivation</b>	Money is everything.
<b>Personality/Archetype</b>	Careful, wealth adoration, smart but fair, unfathomable
<b>Relationships</b>	Trust no one, admire no one, hate no one, even gunners.

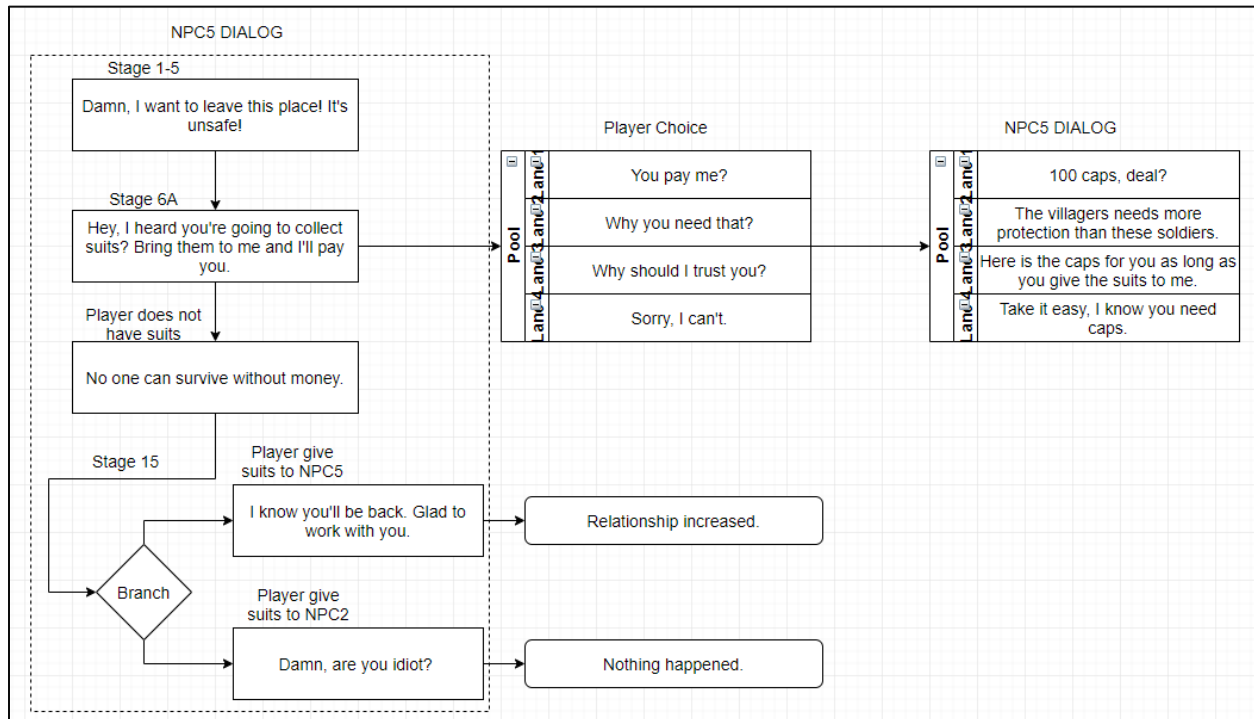


Figure 16: Dialog: Character 4, Stage 1-14

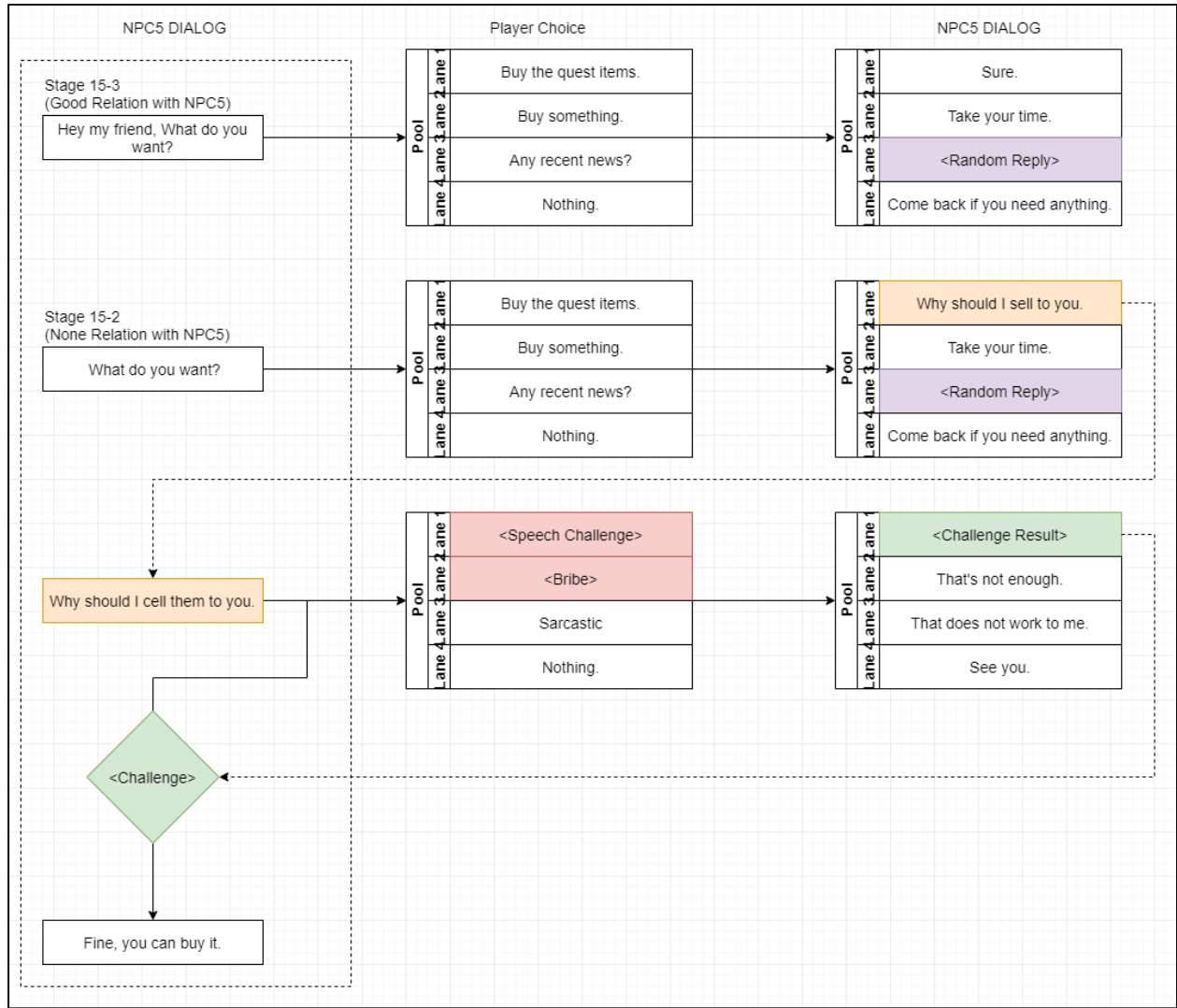


Figure 17: Dialog: Character 4, Stage 15

## Risks

Map Label	Description/Mitigation	Type	Priority
1	<b>Location Discover</b> Allow player to fast travel.	Location Setting	Low
2	<b>Triggered AI package</b> When player enters area: <ul style="list-style-type: none"> <li>• Gunners will attack NPC2</li> <li>• NPC2 will ask for help</li> </ul>	Trigger	High
2	<b>Quest stage change by encounter</b> When player kills all gunners, quest stage updates	Script	High
3	<b>AI package</b> NPC2 will move and wait player to follow after a dialog	Scene	Medium
4	<b>Quest stage change by encounter</b> When player kills all gunners, quest stage updates	Script	High
5	<b>Multiple player conversation</b> NPC2 and NPC5 talk to player together and argue about who should own the suits.	Scene	Medium
6	<b>Triggered AI package</b> When player enters area: <ul style="list-style-type: none"> <li>• Gunners will start moving towards covers</li> <li>• Some gunners will come out from room</li> <li>• NPC6 will crouch under cover</li> </ul>	Trigger & Script & Scene	High
6	<b>Scripted terminal</b> Terminal requires 2 layers passwords to hack in	Terminal Script	High
7	<b>Triggered AI package</b> When player enters area: <ul style="list-style-type: none"> <li>• Gunners will start moving towards upstairs</li> <li>• Gunner will throw a grenade to the player</li> </ul>	Trigger	Medium
8	<b>Scripted radiation damage</b> The damage is balanced based on player's level.	Script	Medium
8	<b>Connecting terminal with doors</b>	Terminal Script	Medium
9	<b>Workshop Mode</b> Player can use the cooking station if he is authorized.	Workshop	Medium
9	<b>Exclusive Choices</b> To whom player gives the suits will influence the dialog and player actions.	Valuable Script	High
9	<b>AI package</b> NPC4 will move and repair generators after a conversation.	Scene	Medium
10	<b>Scripted Event</b> Gunners begin spawning when player wakes up. Next wave begins spawning if less than three gunners are alive.	Script	High

Table 10: Risk Chart

## Key Asset Needs

Description	Type	Priority
Landmarks (Water tower, metro station, tall building, lab, harbor) Leading lines (Electric tower and wires, pavements, signs and fences)	Meshes	High
Buildings (Apartments, shops, industry architectures) Exterior and interior textures and objects (Including collapsed ceilings and broken walls) Colored Posters and wires. Exit signs. Lab machines in the research center	Props & Textures	Medium
Radiation atmosphere or special effect Explosion effect	Special effect	Low
Quest items: electric core, material and a notebook	Props	Medium

Table 11: Key Assets Chart

## References

- [1] Cover Image <https://www.thetech52.com/fallout-4-far-harbor-settlement-workshop-locations/>
- [2][https://www.sohu.com/a/305054339\\_100078908](https://www.sohu.com/a/305054339_100078908)
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