Fallout 4: Battle of Dunwalsh

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Document Revisions Table

Version	Description	Requestor	Date
1.0	Initial Document	Professor Stephens	5/30/2023

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Level Summary

Quick Summary

The "Battle of Dunwalsh" is a single player level for *Fallout 4*, taking place shortly after the Survivor has entered Diamond City. The setup is that the Minutemen are currently in a tense battle to take back the city of Dunwalsh from the Brotherhood of Steel. On the verge of defeat, Commander Richard asks the Sole Survivor to infiltrate the Brotherhood of Steel's camp and defeat their leader General Peter. The goal of the level is to encourage multiple playstyles; beginning with close to midrange combat, transitioning to medium to long range, and the final area allowing the player to use which playstyle they prefer.

Level Feature Overview

Category	Sub-Category	Feature List
Player	Player Weapons	• Melee weapons (light and heavy) • Pistol • Machine gun • Silenced pistol • Combat Shotgun • Snipper Rifle • Stealth Boy
	Player Skills/Abilities	• Stealth
AI	Enemies	• Triggerman (melee) • Triggerman (pistol) • Triggerman (Machine gun) • Triggerman (shotgun) • Triggerman (Sniper Rifle)
	Friendlies	• Commander Richard
Challenges	Gameplay Themes	• Verticality • Encouraging different combat styles
	Obstacles/Hazards	• Explosive barrels • Mines • Ghouls in barred cages
	New/Unique Gameplay	• Ghouls in barred cages
Context	Where Fits in Game	• After the quest "Jewel of the Commonwealth"
	Challenge Fit	• After "Jewel of the Commonwealth" • Gives the player experience exploring urban environments
	Additional Info	• N/A

Category	Sub-Category	Feature List
Player	Player Weapons	• Melee weapons (light and heavy) • Pistol// • Machine gun// • Silenced pistol// • Combat Shotgun// • Snipper Rifle// • Stealth Boy//
	Setting/Mood	• Gloomy • Destroyed • War torn

Development Schedule

Milestone	Date
LDD	5/30/2023
Whitebox	6/6/2023
Initial Gameplay	6/20/2023
Gameplay Complete	7/3/2023
Aesthetics	7/11/2023
Launch	7/18/2023

Level Overview

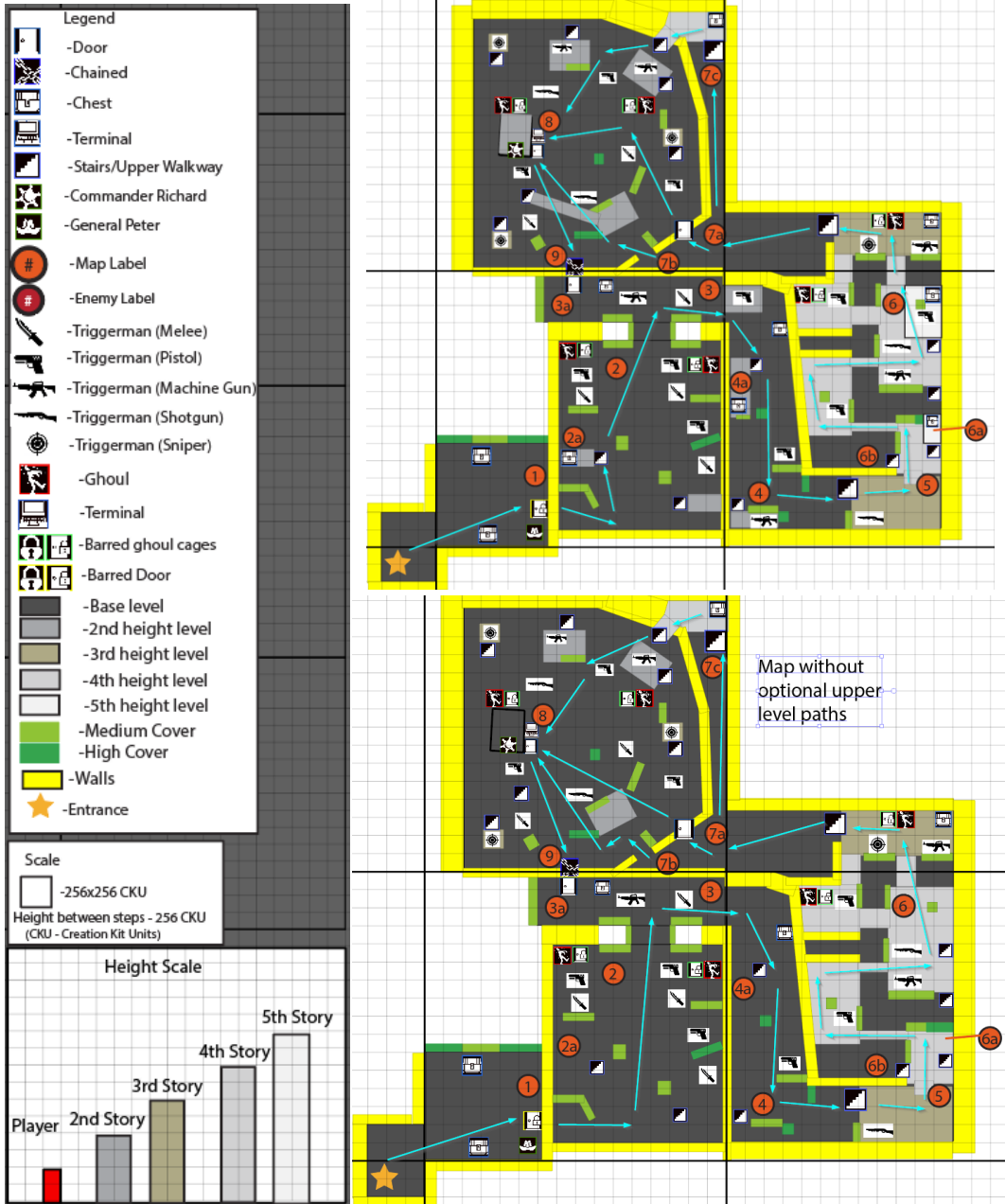### Overview Map

Figure 1: Overview Map (w/ optional upper path on the bottom) [1] [2] [3]

Map Label	Gameplay Summary
1	Go to Billy near the Red Rocket Gas station to accept the quest. Once done, enter the car to get to Dunwalsh City. In the city over to Commander Richard on the far side of the wall, after talking to Richard, he will give you a key to enter the Battlefield.

2	In the Battlefield there will be 6 triggermen (3 pistol, 3 melee). There are 2 ghouls in barred cages at the back, these can be shot open to attack enemies, however the ghouls can attack you as well. Use any means to eliminate the enemies.
2a	Exploring the battlefield, you can find hidden stim packs in addition to a silenced pistol.
3	Once all the enemies are defeated, head North to take out 2 triggermen (1 machine gun and 1 melee). Take a right and defeat the pistol triggerman on the 2nd story scaffolding.
3a	Taking a left there will be a sniper rifle and the door to the Outpost will be chained up.
4	Continue forward and fight 2 triggerman (1 pistol and 1 machine gun).
4a	Going on top of the scaffolding allows the player to use a long-distance playstyle.
5	Go up the destroyed debris to the top of the building. Eliminate the shotgun triggerman at the top
6	Navigate through the building rooftops and eliminate the 6 triggermen (2 pistol, 2 machine gun, 1 shotgun, 1 sniper) on the rooftops.
6a	Taking the upper path will allow you to use a long-range playstyle. There will also be a chest with full body armor.
6b	Going backdown the street level and following the road will allow you to collect various items including a combat shotgun. There will also be another pile of destroyed debris to the next building allowing stealth player to take out triggerman without being seen.
7	At the entrance to the Outpost you can choose one of three routes, each with different playstyles. You'll have to eliminate 11 triggermen (2 melee, 3 pistol, 2 shotgun, 3 sniper, 3 machine gun).
7a	Going through the front gate will encourage the player to play more upfront, useful when play run and gun or melee.
7b	Going to the left of the gate will reveal a hole on the left side of the wall. Crough through it and this can be used to take out the enemies with more stealth oriented playstyle.
7c	Going to the right of the gate will lead to be a path towards a mountain. This can be used to play a long-distance play style and used to get on the enemy sniper towers.
8	Once all the enemies are eliminated go to the building with the antenna on it and access the terminal to unlock the door. Talk to General Peter inside and after the dialogue kill him. Exploring the building will reveal hidden armor, bottle caps and health pickups.
9	After eliminating General Peter, break the chains to head back the minutemen camp and talk to Richard to finish the quest.

Level Details

Detail Maps

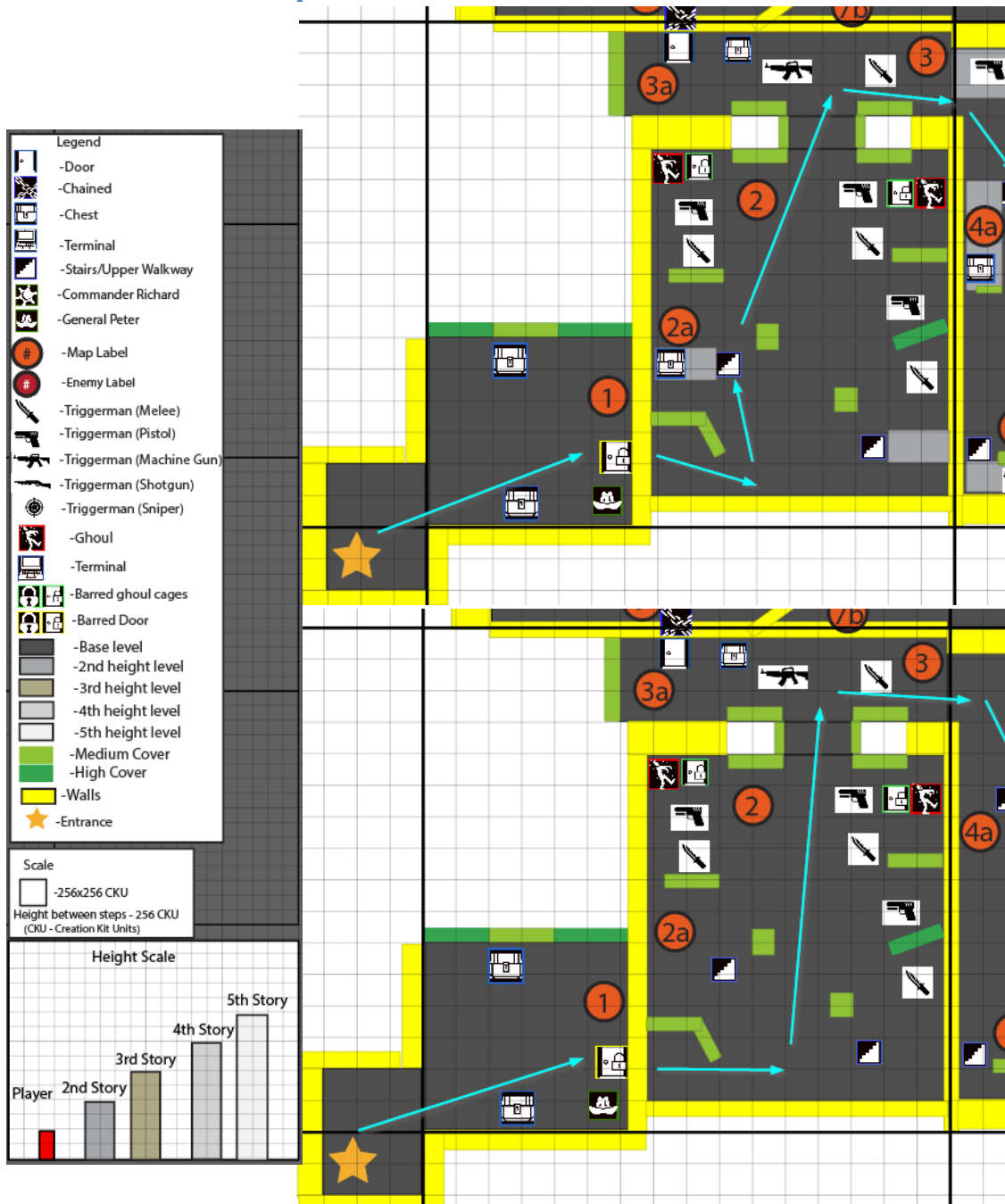### Minuteman Camp and Battlefield

Figure 2: Minuteman Camp and Battlefield Map (w/ optional upper path on the bottom) [1] [2] [3]

Map Label / Stage	Event Summary	Event Details
1	Accept the quest at Red Rocket and talk to Commander Richard for more information.	Go to Billy near the Red Rocket Gas station to accept the quest. Once done, enter the car to get to Dunwalsh City. In the city over to Commander Richard on the far side of the wall, after talking to Richard, he will give you a key to enter the Battlefield.
2	Go through the door and eliminate all the enemies. Caged ghouls are introduced as well as early combat.	In the Battlefield there will be 6 triggermen (3 pistol, 3 melee). There are 2 ghouls in barred cages at the back, these can be shot open to attack enemies, however the ghouls can attack you as well. Use any means to eliminate the enemies.
2a	Explore the Battlefield and find a silenced pistol.	Exploring the battlefield, you can find hidden stim packs in addition to a silenced pistol.
3	Continue forward and eliminate the all the enemies.	Once all the enemies are defeated, head North to take out 2 triggermen (1 machine gun and 1 melee). Take a right and defeat the pistol triggerman on the 2nd story scaffolding.
3a	Acquire the sniper rifle.	Taking a left there will be a sniper rifle and the door to the Outpost will be chained up.

City Ruins

Figure 3: City Ruins Map (w/ optional upper path on the bottom) [1] [2] [3]

Map Label / Stage	Event Summary	Event Details
4	Continue down the corridor to get to the city.	Continue forward and fight 2 triggerman (1 pistol and 1 machine gun).
4a	Use the scaffolding for range builds.	Going on top of the scaffolding allows the player to use a long-distance playstyle.
5	Continue upwards to the top of the buildings.	Go up the destroyed debris to get on top of the building. Eliminate the shotgun triggerman at the top
6	Traverse the building rooftops while eliminating enemies. Combat difficulty is increased, along with more varied geometry being introduced.	Navigate through the building rooftops and eliminate the 6 triggermen (2 pistol, 2 machine gun, 1 shotgun, 1 sniper) on the rooftops.
6a	Use the scaffolding on the roof to use a long-range playstyle.	Taking the upper path will allow you to use a long-range playstyle. There will also be a chest with full body armor.
6b	Go down the upper path to find pick ups and eliminate enemies using stealth.	Going backdown the street level and following road will allow you to collect various items including a combat shotgun. There will also be another pile of destroyed debris to the next building allowing stealth player to take out triggerman without being seen.

Enemy Outpost

Legend

- ☐ -Door
- -Chained
- -Chest
- -Terminal
- -Stairs/Upper Walkway
- -Commander Richard
- -General Peter
- ⊕ -Map Label
- ⊕ -Enemy Label
- -Triggerman (Melee)
- -Triggerman (Pistol)
- -Triggerman (Machine Gun)
- -Triggerman (Shotgun)
- -Triggerman (Sniper)
- -Ghoul
- -Terminal
- -Barred ghoul cages
- -Barred Door
- -Base level
- -2nd height level
- -3rd height level
- -4th height level
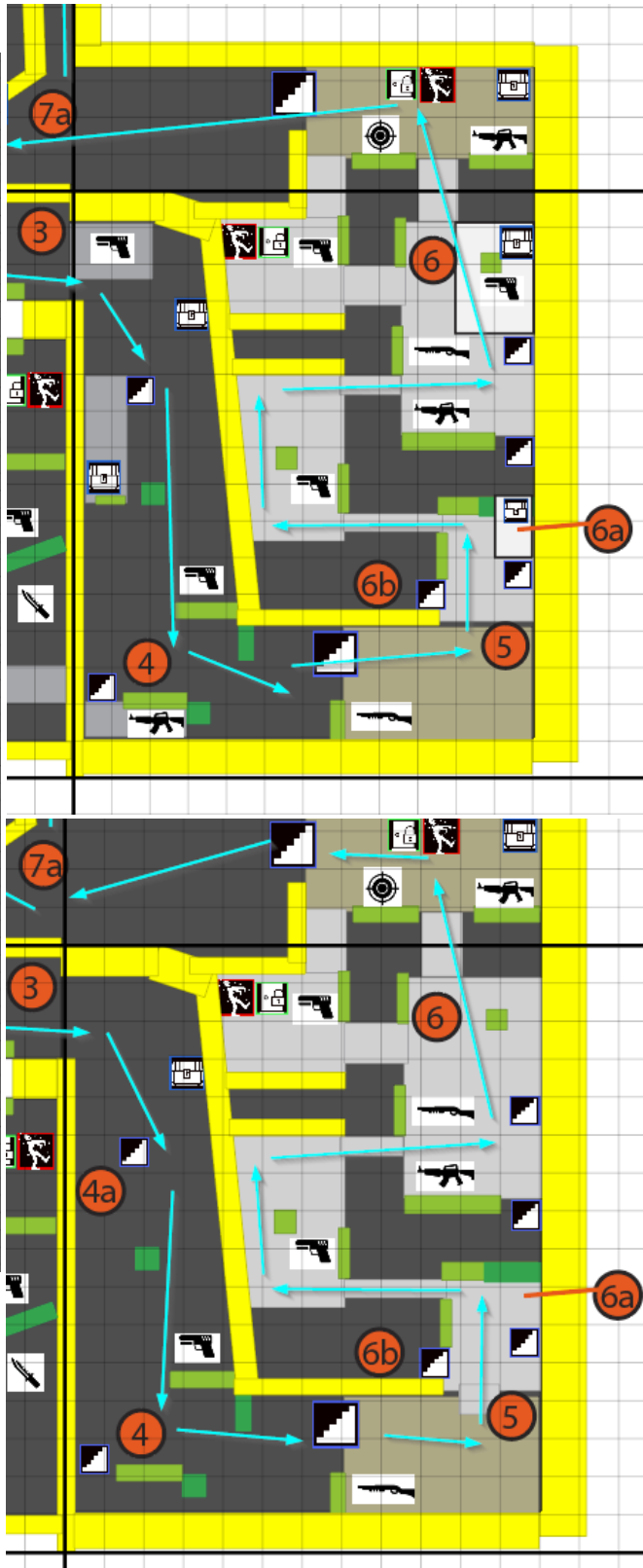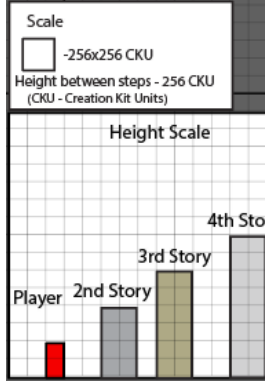- -5th height level
- -Medium Cover
- -High Cover
- -Walls
- ★ -Entrance

Scale
- ☐ -256x256 CKU
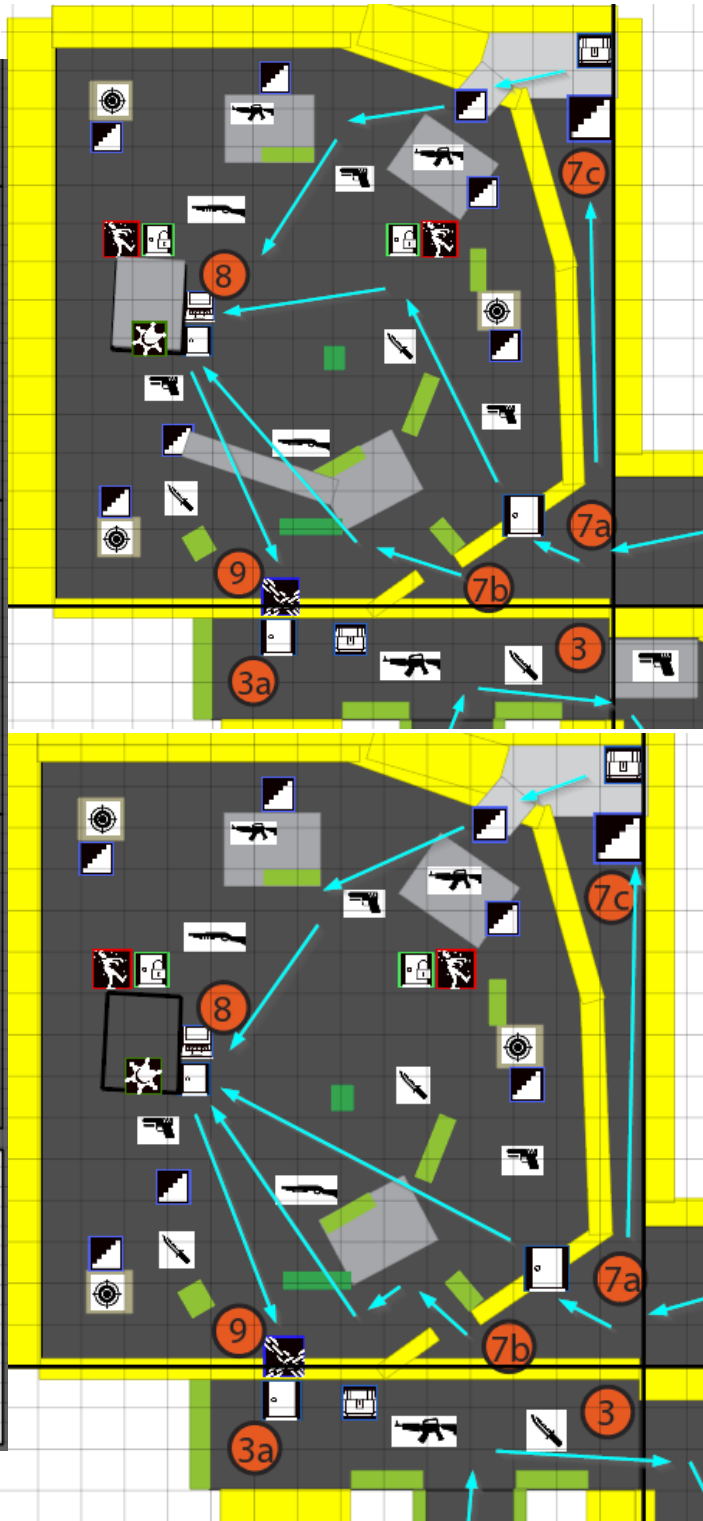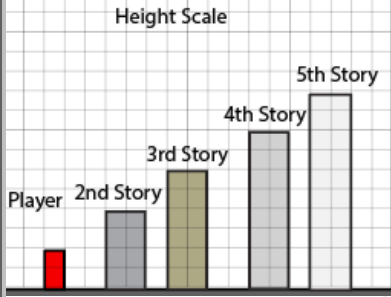- Height between steps - 256 CKU
  (CKU - Creation Kit Units)

Height Scale

Player | 2nd Story | 3rd Story | 4th Story | 5th Story

Figure 4: Enemy Outpost Map (w/ optional upper path on the bottom) [1] [2] [3]

Map Label / Stage	Event Summary	Event Details
7	Walk through the entrance of the outpost and take out all the enemies. Outpost is introduced, allowing the player to take use multiple playstyles.	At the entrance to the Outpost, you can choose one of three routes, each with different playstyles. You'll have to eliminate 11 triggermen (2 melee, 3 pistol, 2 shotgun, 3 sniper, 3 machine gun).
7a	Go through the gate and take out the enemies using run and gun tactics.	Going through the front gate will encourage the player to play more upfront, useful when play run and gun or melee.
7b	Go through the hole in the wall and take out the enemies using stealth.	Go to the left of the gate will reveal a hole on the left side of the wall. Crough through it and this can be used to take out the enemies with more stealth oriented playstyle.
7c	Go to the higher-level path and use a long-distance playstyle.	Go to the right of the gate, there will be a path leading to a mountain. This can be used to play a long-distance play style and used to get on the enemy sniper towers.
8	Unlock the door using a terminal. Take to General Peter and then kill him.	Once all the enemies are eliminated go to the building with the antenna on it and access the terminal to unlock the door. Talk to General Peter inside and after the dialogue kill him. Exploring the building will reveal hidden armor, bottle caps and health pickups.
9	Head back through the chained door and report back to Richard.	After eliminating General Peter, break the chains to head back the minutemen camp and talk to Richard to finish the quest.

Aesthetic References

The beginning and ending of the level centers around an exterior war theme with temporary buildings and the cover surrounding the area.

The middle of the level is based around destroyed city streets and destroyed buildings. In addition, there will be scaffolding and debris to get from each of the buildings.

Exterior War and Campsites

Hastily built control tower and barracks, Army airbase near Harvard, Ne, NSHS.

Figure 5: Contact Sheet for Exterior War and Campsites [4, 4, 4, 5, 6]

Destroyed Buildings and Streets

Figure 6: Contact Sheet for Destroyed Buildings and Streets [7, 8, 9, 10, 11]

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apps | Game-icons.net," game-icons.net. https://game-icons.net/. [Accessed: 26-May-2023].

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[11]   A. Akacha, Destroyed building with broken walls · Free Stock Photo - PEXELS,
https://www.pexels.com/photo/destroyed-building-with-broken-walls-6489765/ (accessed May 29,
2023).

Appendices

## Appendix A: New Skills / Gameplay Mechanics

Caged Ghouls
- Zombies trapped in barred cages can be opened to attack other enemies.
- The cages will use barred locks, which stand out visually as well as allowing the player to shoot them open in addition to opening the door.
- The player will shoot/activate the barred door, causing the bar to open with a noise and in the process opening the door. This will allow the ghouls to run around freely.
- Allows the player to use ghouls to distract other enemy types and potentially kill each other.
- The player will have to be cautious as the ghouls can attack the player as well.

Appendix E: Development Risks

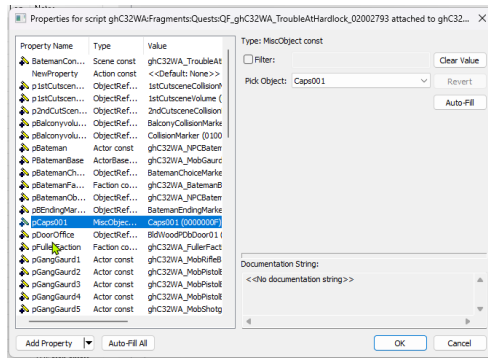| Map Label	Description/Mitigation	Type	Priority
2, 7	Caged ghouls, might not go out of the cage as intended.	Mesh/NPC	Medium

pSarahObject.IgnoreFriendlyHits(true)
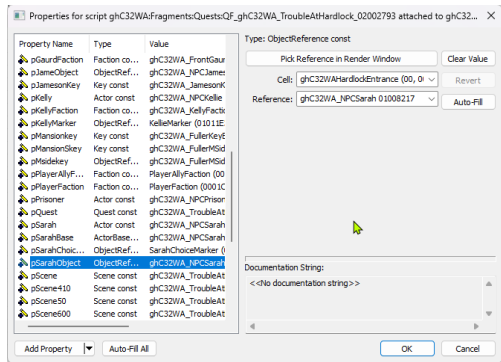
pSarahBase.setEssential(true)

pQuest.SetActive()

Game.GetPlayer().AddItem(pCaps001, 500)

Appendix F: Key Asset Needs

Description	Type	Priority
CITAddMetalWall01	Decoration	Low
BldgMetal1x1SideA	Decoration/architecture	Low
ChargenPrivetHedge01	Decoration	Low
APC02	Teleport/Door	Medium
Bld01AddCarport02	Architecture	Medium
DiamondCorrugatedWalkway01	Architecture	High
FenceWlRailingDamFree01	Decoration/Conveyance	low
RoadAlley (used to make the street for the city section)	Road/Conveyance	low
SWcurb (used to make the street for the city section)	Road/Conveyance	low
StreetLamp	Decoration	low
BldgShellBrickWall	Architecture	High
BldgShellFloorConcrete01	Architecture	Medium
Bld02CornerBrickACom01RR01 (city section traversal)	Architecture	Medium
TPSet_Tall_TwoWay_03 (electricity poles)	Conveyance	Medium
DiamondRedTarp	Decoration	Low
CovWallExLrg01	Cover	Medium
ScaffPlat (used for scaffolding areas)	Architecture	Medium
ConstructionBarrier	Cover	Medium
JerseyBarricade (Cover)	Cover	Medium
DebrisPile (used to go between the different stories in the city section)	Architecture	High
ExtRubble_Plain	Architecture	Medium
BldgShellFloorConcreteCornerDam01	Architecture	Medium
Bld02FrontSidingACom03	Architecture	Medium
Bld03CornerBrickACom01	Architecture	Medium
Bld03Angle45tBrickBCom01	Architecture	Medium
CulvertMetalCut01	Cover	Medium
ScaffSupport1x2SStr01	Architecture/Support	Low
ScaffFrame1x1Brace01	Architecture/Support	Low
Vault_Crate_04_Steel	Cover	Medium
PickUpTruck03A_Static	Cover (high)	Medium