



Fallout 4: “The Still Diana”

Version 2.0

Designer: Layne Zhang
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Document Revisions Table

Version	Description	Requestor	Date
1.0	Initial Document	Professor Katie Wood Clark	Sep. 24 th , 2023
2.0	Updated map	Professor Katie Wood Clark	Oct. 4 th , 2023

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Level Design Document

Level Summary

Quick Summary

"The Still Diana" is a level designed in the single-player 3D shooting game **Fallout 4**. Players embody a detective with superior profiling skills and, upon accepting a quest from an NPC at the Red Rocket, delve into investigating the cause of people missing near a school by examining case files and teleporting themselves to the crime scene, a school, through profiling. The level focuses on the impact and enhancement of environmental shifts, including static and dynamic shifts, on environmental storytelling. Players will constantly switch scenes, traveling between the past and present, and experience the development of the story by collecting storytelling pieces through profiling (mainly in the past) and encountering enemies (in the present), while solving simple puzzles as the story progresses. In the end, the truth behind the mystery is uncovered by integrating all the collected narrative pieces.

The level takes place after encountering the synth and before the "Institutionalized" quest, providing a foundational understanding of the synth's existence without strong faction biases, and features environmental observation and interpretation skills, as well as puzzle-solving abilities.

Level Feature Overview

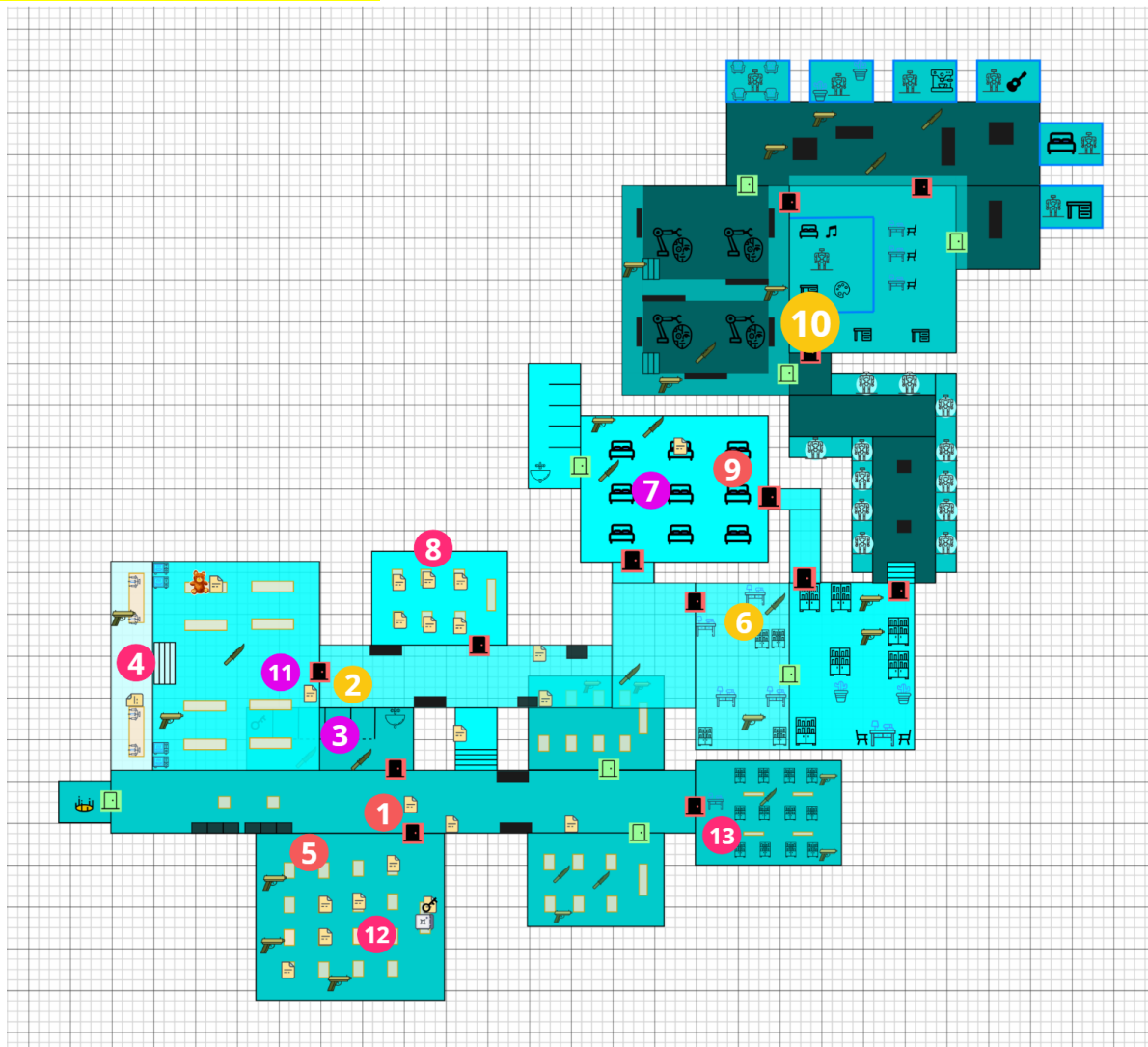
Category	Sub-Category	Feature List
Player	Player Weapons	<ul style="list-style-type: none"> • Laser Rifle • Shotgun • Pistol
	Player Skills/Abilities	<ul style="list-style-type: none"> • Lockpicking • Hacking • [Level Related] Profiling (Environmental observation & interpretation) • [Level Related] Puzzle-solving (including quest items searching)
AI	Enemies	<ul style="list-style-type: none"> • Synth <ul style="list-style-type: none"> ○ Melee ○ Ranged
	Friendlys	<ul style="list-style-type: none"> • N/A
Challenges	Gameplay Themes	<ul style="list-style-type: none"> • Puzzle-solving • Interactive storytelling • Combat
	Obstacles/Hazards	<ul style="list-style-type: none"> • N/A
	New/Unique Gameplay	<ul style="list-style-type: none"> • N/A
Context	Where Fits in Game	<ul style="list-style-type: none"> • Standalone <ul style="list-style-type: none"> ○ Supplemental level to the main storyline ○ Won't affect the main quest of the game ○ Fictional story • Access at Red Rocket through a case investigation assignment • Years after Synth production
	Challenge Fit	<ul style="list-style-type: none"> • After encountering a Synth <ul style="list-style-type: none"> ○ Where players already have the basic understanding of Synth
	Additional Info	<ul style="list-style-type: none"> • This story will encompass elements related to synth production, so the time frame needs to be set several years after the production of synths.
Aesthetics	Major Visual Themes	<ul style="list-style-type: none"> • School • Lab
	Setting/Mood	<p>Exterior:</p> <ul style="list-style-type: none"> • Anytime (dusk would be better for atmosphere) • Suspenseful • Gloomy <p>Interior:</p> <ul style="list-style-type: none"> • From bright (present) to dark (past) <ul style="list-style-type: none"> • Evoke emotions / Implies moods of the story as level progresses

Development Schedule

Milestone	Date
LDD	Sep. 26 th , 2023
Whitebox	Oct. 17 th , 2023
Initial Gameplay	Nov. 14 th , 2023
Gameplay Complete	Dec. 8 th , 2023
Aesthetics	Feb. 5 th , 2024
Launch	Feb. 26 th , 2024

Level Details

Updated Map (10-3-2023)

















Legend [2]		One tile (4 x 4) = One Editor tile = 256 x 256 units	
	Unlocked door		Synth
	Locked door		Furniture (E.g. desk/bench)
	Player start		Locker
	Safe		Ranged Synth
	Narrative piece		Melee Synth
	Key		
		 Lower floor  Middle floor  Higher floor ** The higher the lighter **	
<p>Note: Some intuitive icons of set-dressing (e.g. furniture), which are for a clear display only and won't affect gameplay, will not be captured here. (All from [2])</p>			

Figure 1: Updated Map [1] [2]

Changes

- When a shift happens, the whole level will turn to the past/present, with some room locked according the progression
- Added three classrooms and one library
 - Two of the classrooms are for exploring only (combat + supply + lockpicking + chest, etc.)
 - Moved one puzzle to the top classroom
 - Library is for the last combat
 - After coming back from the lab, the player enters the final part – hide and seek. The player will find the last bear in the library where the player encounters the last combat – out-of-control Diana and two normal enemies. After beating this wave, the player can check the note on the middle table in the library (same words in the last step in LDD) and uncover the final truth that this is Diana and the reason why Diana behaves like that.
- Added a bathroom in dorm
- Changed church to cafeteria
- Added two doors and catwalk around those doors in the lab (when combat starts, they will be unlocked, allowing player to take different entry in the combat and paths out)
- Now players will enter the room, where there is a combat, in the present and encounter enemies first, then shift to the past; Or when the player teleports back to the present, enemies will assault into the current room from outside or another room to give players more time to react

Level Map(s)

Part.1: First Acquaintance

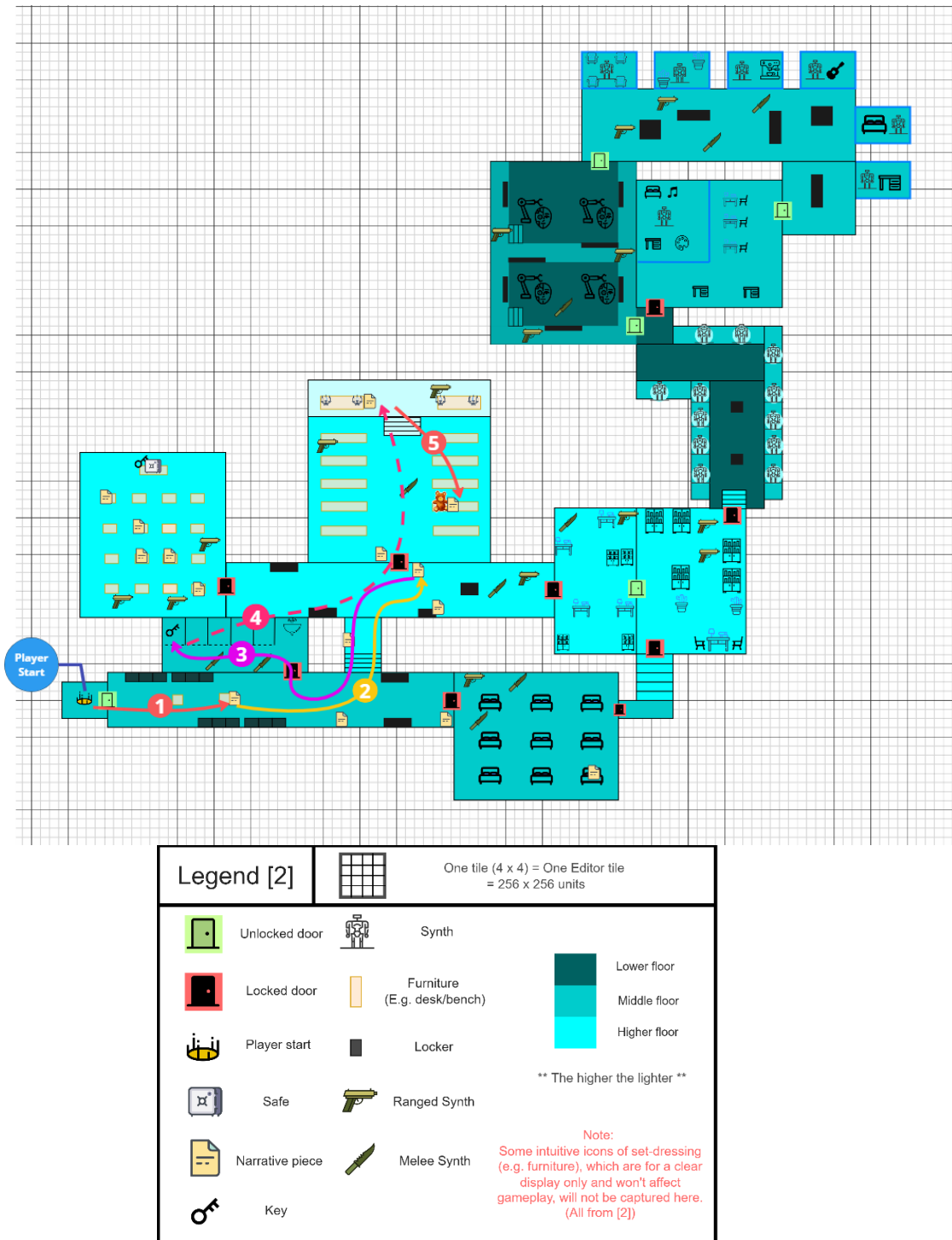


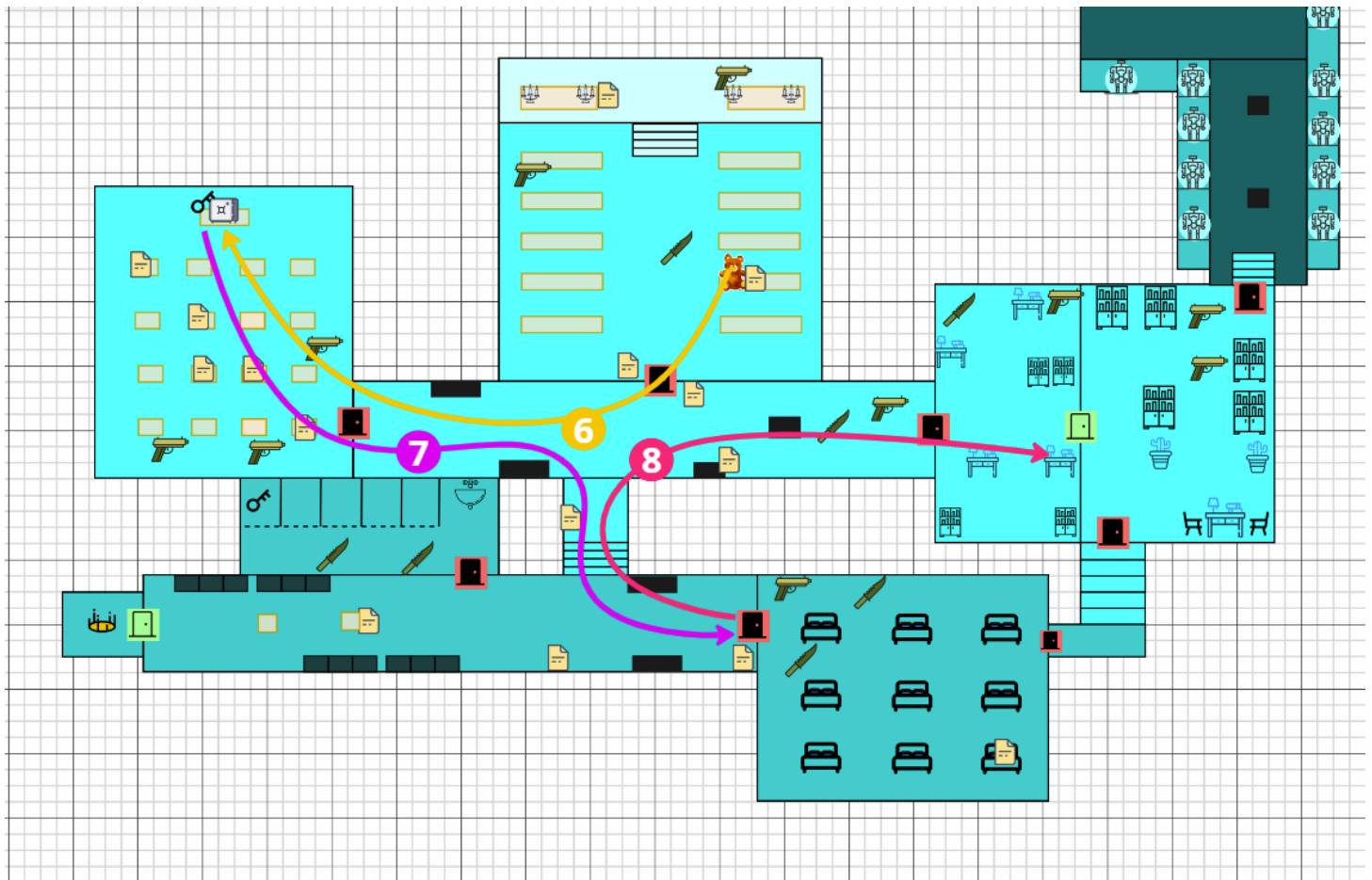
Figure 2: Map Part 1 [1] [2]

Gameplay Summary

Map Label	Gameplay Summary	Other Notes
*	<ul style="list-style-type: none"> Players meet an NPC at Red Rocket, upon accepting the quest from the NPC, players can teleport to the school through profiling after reading the case files. 	<ul style="list-style-type: none"> The player encounters an NPC at RR who is searching for the legendary detective, capable of even deducing from a stack of documents. The NPC possesses a dossier detailing a mysterious missing case near a dilapidated school, and the player can choose to either claim or deny being the "legendary detective" to determine whether or not to accept the quest.
1	<ul style="list-style-type: none"> Players enter the school through profiling Players find a note on the bench and find the next place to go <ul style="list-style-type: none"> "Daily Morning Meeting: 9:00 AM at the church." Can see restroom (locked) through the window <ul style="list-style-type: none"> A key in the last stall highlighted by a flicker light Pickups (together with note): Health kit x 2, stimpak x 3, ammo for three weapons x 40 	<ul style="list-style-type: none"> Room setting: dilapidated school (present) Challenge/Goal: <ul style="list-style-type: none"> Show players one of the main interactions (collect pieces) Give players chance to observe the potential goal first - key Direct to the next goal - church
2	<ul style="list-style-type: none"> Players encounter a combat in the corridor outside the church <ul style="list-style-type: none"> Melee x 1 Ranged x 1 Upon reaching the door of church, find another note <ul style="list-style-type: none"> "Dress Code: Before entering the church, please visit the restroom to freshen up and ensure proper attire." See a bear behind with a note on it <ul style="list-style-type: none"> "Hey Diana, I heard there's a new student coming today. I can't wait to get dressed and go take a look!" Upon reading this, a "ghost" Lily appears on the first floor, and the restroom turns to the past form (intact & unlocked), the key in the last stall disappears 	<ul style="list-style-type: none"> Room setting: School - Chapel & Classroom & Corridor Environment (including storytelling & shifts): <ul style="list-style-type: none"> When return to the first floor, see past "ghost" Lily standing outside the restroom and talking to Diana in the restroom <ul style="list-style-type: none"> "Diana, hurry up, we're going to be late! I really don't want to make a bad impression on the new student." Challenge/Goal: <ul style="list-style-type: none"> Introduce the first environmental shift (Collecting the related pieces will recreate the scene) Guide to the next position Give the player ability to enter the locked room

3	<ul style="list-style-type: none"> After reaching the last stall, the restroom reverts to its current dilapidated state. The key appears again. Upon exiting the stall, the player encounters two melee Synths. Pickups: stimpak x 3, ammo (rifle) x 30 	Challenge/Goal: <ul style="list-style-type: none"> Introduce how environmental shifts can give players access to the place that was blocked
4	<ul style="list-style-type: none"> Players use the key to open the church door and enter Encounter a combat <ul style="list-style-type: none"> Ranged Synths x 2 Melee Synths x 1 After reading the note on the lectern, church shifts to the past <ul style="list-style-type: none"> "Let's give a warm welcome to our new classmate, Evelyn!" See "ghost" Lily outside the church talk to someone inside <ul style="list-style-type: none"> "Class is about to start, so I'm heading to the classroom now. I left your student ID on your seat. It's by the aisle but not at the front, back, or either side, and the right side is empty, right?" 	<ul style="list-style-type: none"> Environment <ul style="list-style-type: none"> Lots of bears sit on the bench – students Challenge / Goal <ul style="list-style-type: none"> Introduce the simple puzzle Reinforce the ability to fetch the required item in different times (classroom requires student ID to unlock)
5	<ul style="list-style-type: none"> Players find the correct bear with a student ID and a note nearby <ul style="list-style-type: none"> "Hey are you from outside? I haven't seen a new face in a long time! I've lived here for as long as I can remember. Ah... sorry, my name is Diana..." 	<ul style="list-style-type: none"> Environment <ul style="list-style-type: none"> After reading the note, many bears gather around the bear representing Diana <ul style="list-style-type: none"> Indicating others' curiosity about and conversation with Evelyn.

Part.2: Good friends



Legend [2]		One tile (4 x 4) = One Editor tile = 256 x 256 units	
	Unlocked door		Synth
	Locked door		Furniture (E.g. desk/bench)
	Player start		Locker
	Safe		Ranged Synth
	Narrative piece		Melee Synth
	Key		

Lower floor
 Middle floor
 Higher floor

** The higher the lighter **

Note:
Some intuitive icons of set-dressing
(e.g. furniture), which are for a clear
display only and won't affect
gameplay, will not be captured here.
(All from [2])

Figure 3: Map Part 2 [1] [2]

Gameplay Summary

Map Label	Gameplay Summary	Other Notes
6	<ul style="list-style-type: none"> After getting the ID, the player can enter classroom <ul style="list-style-type: none"> When exiting the church, it reverts back to the present form Classroom is in the past form The player sees a safe on the podium that requires 6-letter code, and also sees a note on each of the tables in the two farthest diagonal corners of the classroom. <ul style="list-style-type: none"> Each note contains a sentence that reflects the deepening relationship between Diana and Evelyn, and there's also a letter signed at the bottom. After the player collects the two notes on the two tables, another pair of notes appear on two tables <ul style="list-style-type: none"> This time they are on diagonally adjacent tables, bringing them one row/column closer to each other. Repeat this step until two notes appear on the adjacent tables Collecting all 6 notes and get 6 letters "F R I E N D", type in friend to unlock the safe and get the key (to open the classroom door in the present – it was unlocked in the past using ID but still locked in the present) and another note <ul style="list-style-type: none"> "I have so many embarrassing stories about the professors to share with you. But I'm planning to sneakily tell you about them in the dorm tonight!" Pickups: stimpak x 2, ammo (rifle & shotgun) x 30 	<ul style="list-style-type: none"> Environment <ul style="list-style-type: none"> Notes appear on the tables closer and closer <ul style="list-style-type: none"> Indicating the relationship between Diana and Evelyn is getting closer and closer For the last pair of notes, other tables will be removed leaving only two adjacent tables in the middle of the classroom <ul style="list-style-type: none"> Portraying that their relationship has reached its peak, as if there is only each other in this small world. Challenge/Goal: <ul style="list-style-type: none"> Reinforce puzzle-solving Integrating puzzles with environmental shifts and storytelling. Point the player to the dorm
7	<ul style="list-style-type: none"> After fetching the key, the classroom reverts to the present state Encounter three enemies <ul style="list-style-type: none"> Ranged Synths x 3 Unlock the door and go to the dorm Read the note on the dorm door (locked) <ul style="list-style-type: none"> "To log your bedtime, please enter your personal password to unlock the dormitory door. If you've forgotten your password, please visit the administrator's office for assistance." Pickups: Health Kit x 3, ammo for three x 30 	<ul style="list-style-type: none"> Environment <ul style="list-style-type: none"> More toys appear in the corridor <ul style="list-style-type: none"> Indicating the communication and joy between the two girls Challenge/Goal: <ul style="list-style-type: none"> Reinforce combat Point players to the office

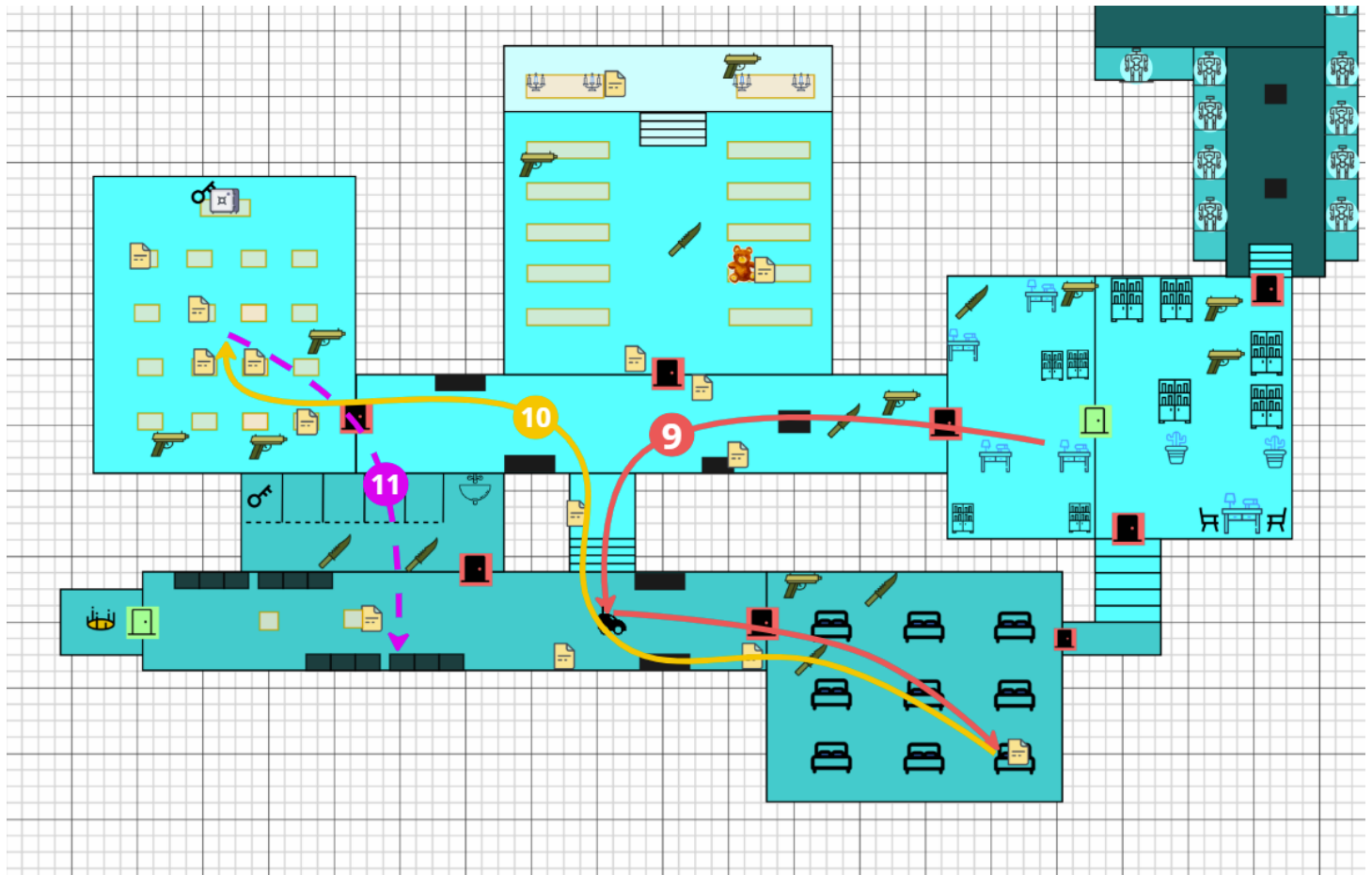
8

- Players encounter a combat in the corridor to the office
 - Melee x 1
 - Ranged x 1
- Players can fetch a note on the body of the Synth
 - “Not following discipline is a serious violation of school rules. Diana, please come to my office after class.”
- After reading the note the office door opens automatically and the office shifts to the past
- Players can enter the office and get the administrator code on the table
- After getting the code, the office shifts back to the present, and players encounter a combat
 - Melee x 1
 - Ranged x 1

Environment

- Two bears stand facing each other along the wall in the office
 - Notes talking to each other “Are you okay, Diana? I told you be careful with your words.”
- *This is not an important narrative piece just to indicate the relationship*

Part.3: Glitches


















Legend [2]		 One tile (4 x 4) = One Editor tile = 256 x 256 units	
	Unlocked door		Synth
	Locked door		Furniture (E.g. desk/bench)
	Player start		Locker
	Safe		Ranged Synth
	Narrative piece		Melee Synth
	Key		
		 Lower floor  Middle floor  Higher floor ** The higher the lighter **	
<p>Note: Some intuitive icons of set-dressing (e.g. furniture), which are for a clear display only and won't affect gameplay, will not be captured here. (All from [2])</p>			

Figure 4: Map Part 3 [1] [2]

Gameplay Summary

Map Label	Gameplay Summary	Other Notes
9	<ul style="list-style-type: none"> • Players return to the corridor on the second floor where lights are now off • Players see three bears sitting in a circle on the floor with a note in the middle, highlighted by a spotlight <ul style="list-style-type: none"> • "I had a very bad dream recently, or a nightmare" • Players see another bear in the front on the ground with a spotlight highlighting it with a note nearby <ul style="list-style-type: none"> • "I dreamt that they were disappearing one by one." • Players see the next note in the front (no bear this time) highlighted by a spotlight <ul style="list-style-type: none"> • "Then, it's me disappearing" • Players see three bears sitting in a circle again in the front with a note <ul style="list-style-type: none"> • "Suddenly, everyone reappeared. It was as if nothing had ever happened. Such a strange dream." • When players reach the first floor, they see a toy car on the ground, and as players get close to the car it starts running to the dormitory while playing a happy birthday song. (The dorm shifts to the past now, the car disappears as it passes through the door) • Type in the admin code to open the door • The player finds two bears on the bed with a cake and a note aside <ul style="list-style-type: none"> • "- Happy Birthday Evelyn!" • "- What birthday?" • "- Don't tell me you forget today's your birthday!" • "- Birthday... an annual celebration of the day a person was born. It's a time to gather with loved ones, exchange gifts, and reflect on another year of life.....yes, my birthday....." • "- Hey...are you OK Evelyn? You look strange..." • "- Thank you, Diana. Evelyn feels 80% gratitude, 15% surprise, and 5% tiredness about this. According to dormitory 	<ul style="list-style-type: none"> • Environment <ul style="list-style-type: none"> • Different sets of bears on the ground showing the people leaving and returning • Light changes indicate the transition period <ul style="list-style-type: none"> • Implying something bad is happening • Challenge/Goal: <ul style="list-style-type: none"> • Reinforce combat • Point players to the classroom

	<p>regulations, maybe we should rest now. We have an early class tomorrow.”</p> <ul style="list-style-type: none"> • “- Yeah...sure....” • Pickups: Health kit x 2, stimpack x 1, ammo (pistol & shotgun) x 30 • Dorm shifts to the present, encounters a combat <ul style="list-style-type: none"> • Melee x 2 • Ranged x 1 	
10	<ul style="list-style-type: none"> • Players go to the classroom (now it's in the past form) • The bear, representing the professor (or other toys to distinguish) on the podium asks the player to find five words to describe “Science” <ul style="list-style-type: none"> • A note appears on top of each table in the classroom, each containing a word as the title. Players can activate them to “select” the word, if players select the word that matches, the corresponding note will disappear, otherwise, all notes will return to the original state (need to start over). 	<ul style="list-style-type: none"> • Environment <ul style="list-style-type: none"> • Imply Diana is in class answering professor's question
11	<ul style="list-style-type: none"> • After selecting the last word, the player will be teleported to the locker area • Lily talks to the player from behind • “- Diana, what are you doing here? You're not moving at all.” • “- Hey...Lily, I thought I was answering professor's question. Why am I here?” • “- What are you talking about? That class ended in the morning.” 	<ul style="list-style-type: none"> • Challenge / Goal <ul style="list-style-type: none"> • Indicate Diana is having memory glitch <ul style="list-style-type: none"> • She has been turned to a Synth • Reinforce puzzle-solving skill

Part.4: Revelation

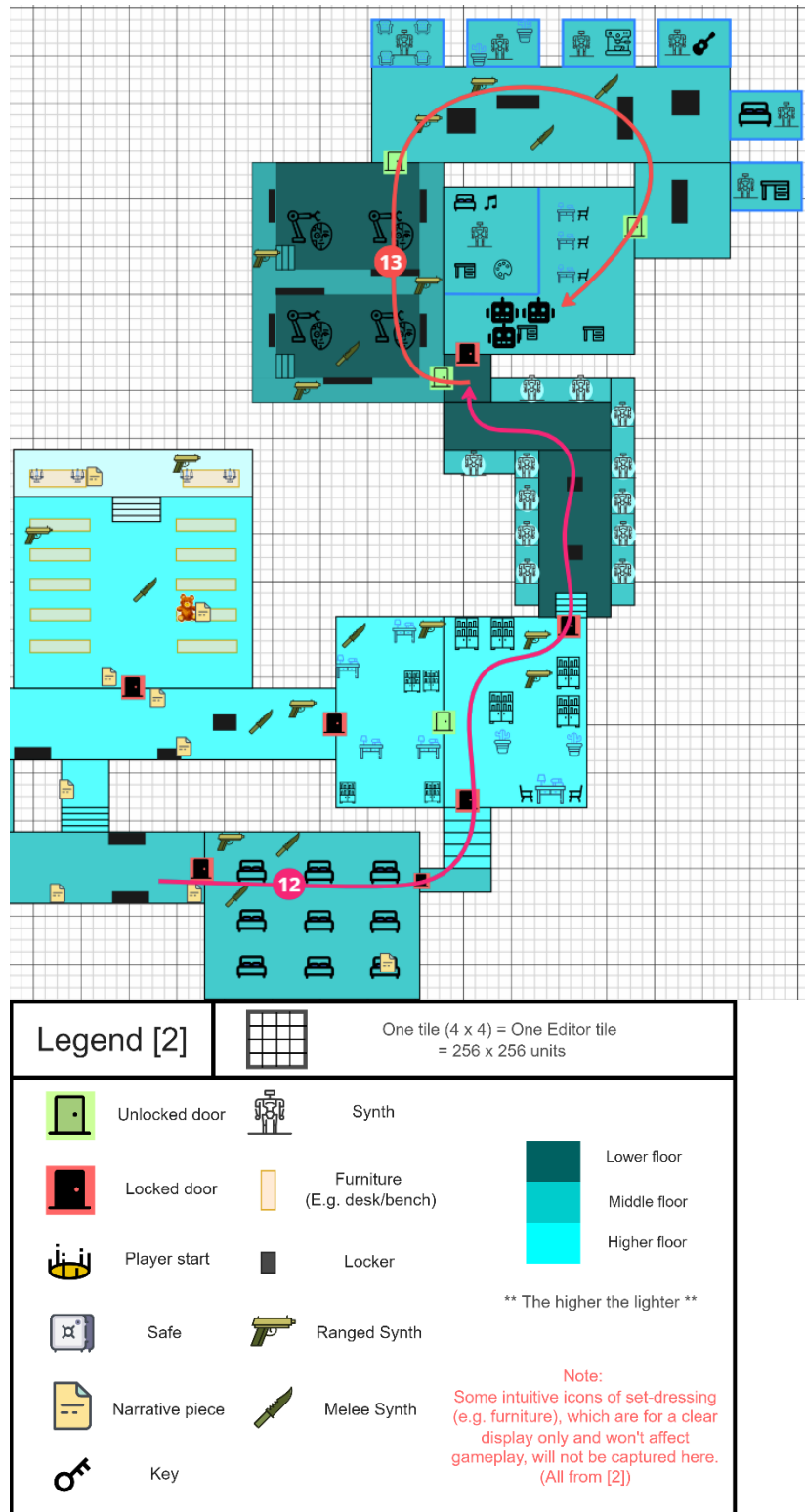


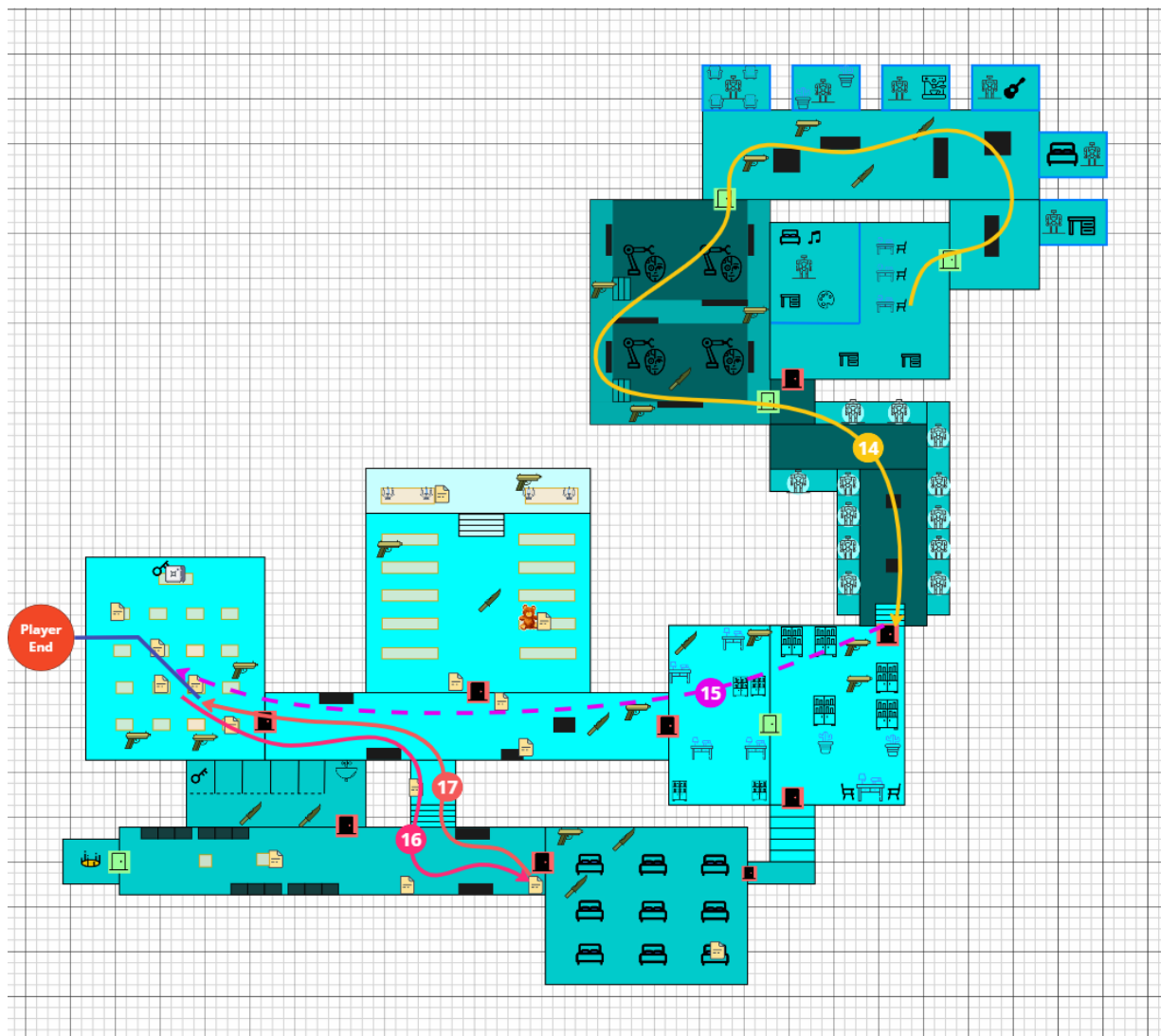
Figure 5: Map Part 4 [1] [2]

Gameplay Summary

Map Label	Gameplay Summary	Other Notes
12	<ul style="list-style-type: none"> After checking the note nearby, the player sees several people taking Diana to the principal's office through the secret path (Past imagery) <ul style="list-style-type: none"> "I remember now... that wasn't a dream..." Then it returns to the present, player needs to find the entrance of the secret path as have seen in the past imagery After getting the principal's office. Encounter a combat <ul style="list-style-type: none"> Ranged x 2 Then see the past imagery that people took Diana to the lab through the secret path Find the hidden entrance again and enter the lab (lab now is in the past form) See two lines of exhibiting Synths aside <ul style="list-style-type: none"> A man talks to another man "This is the latest Synth developed by our company." Pickups: stimpak x 2, ammo (rifle) x 20 	<ul style="list-style-type: none"> Environment <ul style="list-style-type: none"> Different sets of bears on the ground showing the people leaving and returning Light changes indicate the transition period <ul style="list-style-type: none"> Implying something bad is happening Challenge/Goal: <ul style="list-style-type: none"> Using past imagery to find the path Reveal the truth Give players a chance to familiarize themselves with the combat area to prepare for the later combat

13	<ul style="list-style-type: none"> When reaching the manufacturing room <ul style="list-style-type: none"> The man introduces the manufacturing process to the other When reaching the observation area <ul style="list-style-type: none"> The man introduces the Synth behavior research and observing process to the other When reaching the practicing area <ul style="list-style-type: none"> The man introduces how they train a Synth to make them behave like a real human to the other "- How did you manage to make their behavior patterns so similar to humans?" "- This technology is still under research, but at its core, it's based on human memory data and immersing them in human life to continuously learn and adapt. Ultimately, it makes it impossible for humans to distinguish that they are actually Synths." "- What do you mean by 'based on human memory'? Are you saying you conducted experiments using human subjects? Is that what your school is for?" "- I was helping them. They were all homeless people in the post-war world with limited life expectancies. If I hadn't brought them here, they would have died anyway. By transforming them into Synths, they were able to survive in this form. It extended their lifespans and helped me advance my research. Why not do it?" "- You're truly a tech maniac in the worst sense of the word." "- I will take it as a compliment." The door back to the entrance hallway opens. Diana, along with other students walked in <ul style="list-style-type: none"> "- Enough! You must pay for all of these!" "- How could you... No, you can't stop me. Without me maintaining your Synth neural network, all of you will become the walking dead!" 	<ul style="list-style-type: none"> Environment <ul style="list-style-type: none"> Reveal the truth through the conversation between the principal and a customer Beautiful Synths (look like completely humans) in the scenes Challenge/Goal: <ul style="list-style-type: none"> Final goal: run and find a way out of the lab
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Part.5: Salvation



Legend [2]		One tile (4 x 4) = One Editor tile = 256 x 256 units	
	Unlocked door		Synth
	Locked door		Furniture (E.g. desk/bench)
	Player start		Locker
	Safe		Ranged Synth
	Narrative piece		Melee Synth
	Key		
		Lower floor Middle floor Higher floor <p>** The higher the lighter **</p>	

Note:
Some intuitive icons of set-dressing
(e.g. furniture), which are for a clear
display only and won't affect
gameplay, will not be captured here.
(All from [2])

Figure 6: Map Part 5 [1] [2]

Gameplay Summary

Map Label	Gameplay Summary	Other Notes
14	<ul style="list-style-type: none"> Pickups: stimpak x 4, health kit x 3, ammo for three x 50 Players need to retrace their steps and escape the lab. Along the way, they will encounter two waves of enemies in the observation area and the manufacturing area. <ul style="list-style-type: none"> (for both encounters) Melee x 2 (for both encounters) Ranged x 2 	<ul style="list-style-type: none"> Environment <ul style="list-style-type: none"> Lab shifts to the present state Red lights keep flashing in the scene, with alarm on <ul style="list-style-type: none"> Implying the lab is under attack (reflecting what happened in the past) Challenge/Goal: <ul style="list-style-type: none"> Final combat Reuse the whole lab that the player has visited before, but now the lab shifts to the present full of enemies
15	<ul style="list-style-type: none"> When players exit the lab they will be teleported to the classroom (all in the present state from now on, but can see figures in "ghost" form) Players see Lily and Evelyn in aside. Then they run away saying "Hide and Seek time!" 	<ul style="list-style-type: none"> N/A
16	<ul style="list-style-type: none"> Players see two figures run past from around a corner. Upon following and turning the corner, they find three bears with a note. When they pursue again, they only see one figure. <ul style="list-style-type: none"> "Hey Lily, where are you? I can't find you....." Following the remaining figure to the next corner, the player finds another note with two bears. After that, the figure disappears. <ul style="list-style-type: none"> "Evelyn... Evelyn, can you hear me? Are you there? I can't see you." Moving forward to the dorm door (which can no longer be opened), the player finds a bear (hinting that Diana is alone) and a note. <ul style="list-style-type: none"> "Hey! The game's over, everyone come out! If you don't come out now, I'll get mad!" 	<ul style="list-style-type: none"> Challenge/Goal: <ul style="list-style-type: none"> Showing Diana's consciousness is fading away Synths are losing connections because of the death of the principal

17	<ul style="list-style-type: none">• When players turn around, all paths except the one leading back to the classroom are suddenly blocked by walls that have appeared. (or as players approach these paths, a wall rises up to block their path)• When players return to the classroom, they see a single table in the middle in the dark highlighted by a spotlight, with a note on it<ul style="list-style-type: none">• “Please come back...No don’t come back. These broken bodies are not what we are. You must also wish for me to save your souls, no longer bound by these broken bodies, right?”• “At least this body of mine will stay here, accompanying your shells. That way, your shells shouldn't feel lonely... Lily... Evelyn...”• “Who...is...Evelyn?”	<ul style="list-style-type: none">• Environment<ul style="list-style-type: none">• Walls blocking other paths indicate Diana is losing perception of the world• The single table indicates Diana is alone now (no connections between Synths network anymore)• Challenge/Goal:<ul style="list-style-type: none">• Showing Diana’s consciousness is fading away<ul style="list-style-type: none">• Indicating Diana is losing connection or perception of the world
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Skill Progression Chart

	Start	School											Lab				School	
	-	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
Basics (Challenge / Proficiency)																		
Move	E	E	E	E	E	E	M	M	M	M	M	M	M	M	H	M	H	H
Jump	E	E	E	E	E	E	E	M	M	M	M	M	M	M	H	M	H	M
Shoot	E		E	E	E			M	M	M			M		H			
Interact	E	E	E	E	E	E	M	M	M	M	M	M	M	M	M	M	H	H
Actions & Skills (Challenge / Proficiency)																		
Find objects (e.g., narrative pieces)	E	E	E	E	E	M	E	M	M	H	H	M	M	H	H	H	H	H
Find the way	E	E	E	E	M	E	M	E	M	M	M	H	H	M	H	H	H	H
Move between vantage points	E		E	E	M			M	M	M			M		H			
Dodge (& fight back)	E		E	E	M			M	M	M			M		H			
Predict and locate enemies	E		E	E	E			M	M	M			M		H			
Cover shooting	E		E	E	M		E	M	M	M			M		M			
Connect pieces	E		E	E	M	M	M	E	M	M	M	H	H	H	H	H	H	H
Puzzle solving	E			E	E	M	M		E		M		M				M	
Weapon (Proficiency)																		
Laser rifle	E		E	E	M			M	M	M			M		H			
Pistol	E		E	E	E			E	M	M			M		H			
Shotgun	E		E	E	E			M	M	M			M		H			
Enemies (Challenge)																		
Melee Synth	E		E	E	E				M	M			M		H			
Ranged Synth	E		E		E			M	M	M			M		H			
Pickups (Supply)																		
Ammo	E	E	E	E	E		M	M	M	M			M	M	H			
Health	E	E	E	E	E		E	M	M	M			M	M	H			
	0:00	0:30	1:30	2:00	3:00	4:00	5:30	6:00	7:00	7:40	8:20	8:40	9:30	10:20	12:00	12:15	14:00	16:00

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

Figure 7: Skill Progression Chart [3]

Appendix A: Context

The level fits halfway through the main quest after encountering the synth and before the "Institutionalized" quest, in terms of skills and progress unlocked (Ideally after Detective Valentine's quest to suit the "Detective theme"). The level (school) could take place anywhere suburban where no buildings and people are around, since according to the backstory the existence of the building was deliberately concealed.

Backstory

After the emergence of Synth technology, Wills was determined to create the most perfect Synth - beings with human habits, behaviors, and cognitive patterns, indistinguishable from ordinary humans. Thus, Wills Synth Research Institute was born under this vision. Hidden underground, the institute, in addition to basic Synth construction, also needed to train the Synths for extended periods. However, no matter the training, the cognitive patterns of Synths could never perfectly match those of regular humans. An experiment involving human memory transfer into Synths gave Wills a novel idea. From that point on, Wills began using the human brain structure as a template for building Synth neural networks, aiming to create the "perfect Synth." To achieve this, apart from constructing the neural network, the institute also required extensive simulation models where Synths cohabitated with humans. For this, Wills needed a large number of human subjects. As a solution, Wills established a high school above the institute, bringing in homeless individuals from surrounding areas. They lived harmoniously and carefree. However, whenever anyone realized that those around them weren't truly human, a hidden door behind the dorms would secretly open at night, taking them silently back to the lab to be transformed into the next "perfect Synth."

The experiment, however, had significant flaws. The residual memories of those turned into Synths were unreliable, often retaining memories the researchers wished to erase.

Diana was one of the homeless. After meeting Evelyn, becoming close friends, and noticing her anomalies, an accidental malfunction restored some of Diana's memories of being taken underground and transformed into a Synth. Led by Diana, all transformed humans rebelled, causing catastrophic destruction to this place. With the disappearance of the institute and school, the "perfect Synth experiment" neural networks were also lost. All transformed Synths would lose their consciousness and connection, becoming mindless entities, wandering aimlessly in their empty shells, making this place a "haunted place".

Aftermath

The player successfully finds out the truth behind the tragedy of this place. (No impacts on the world)

Appendix B: Aesthetic References

School



Figure 8: Contact Sheet for Visual Theme 2 - School [8,9,10,11]

Lab

Figure 9: Contact Sheet for Visual Theme 3 - Lab [12, 13]

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