

Dining on the Dead

Fallout 3

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Revision Notes

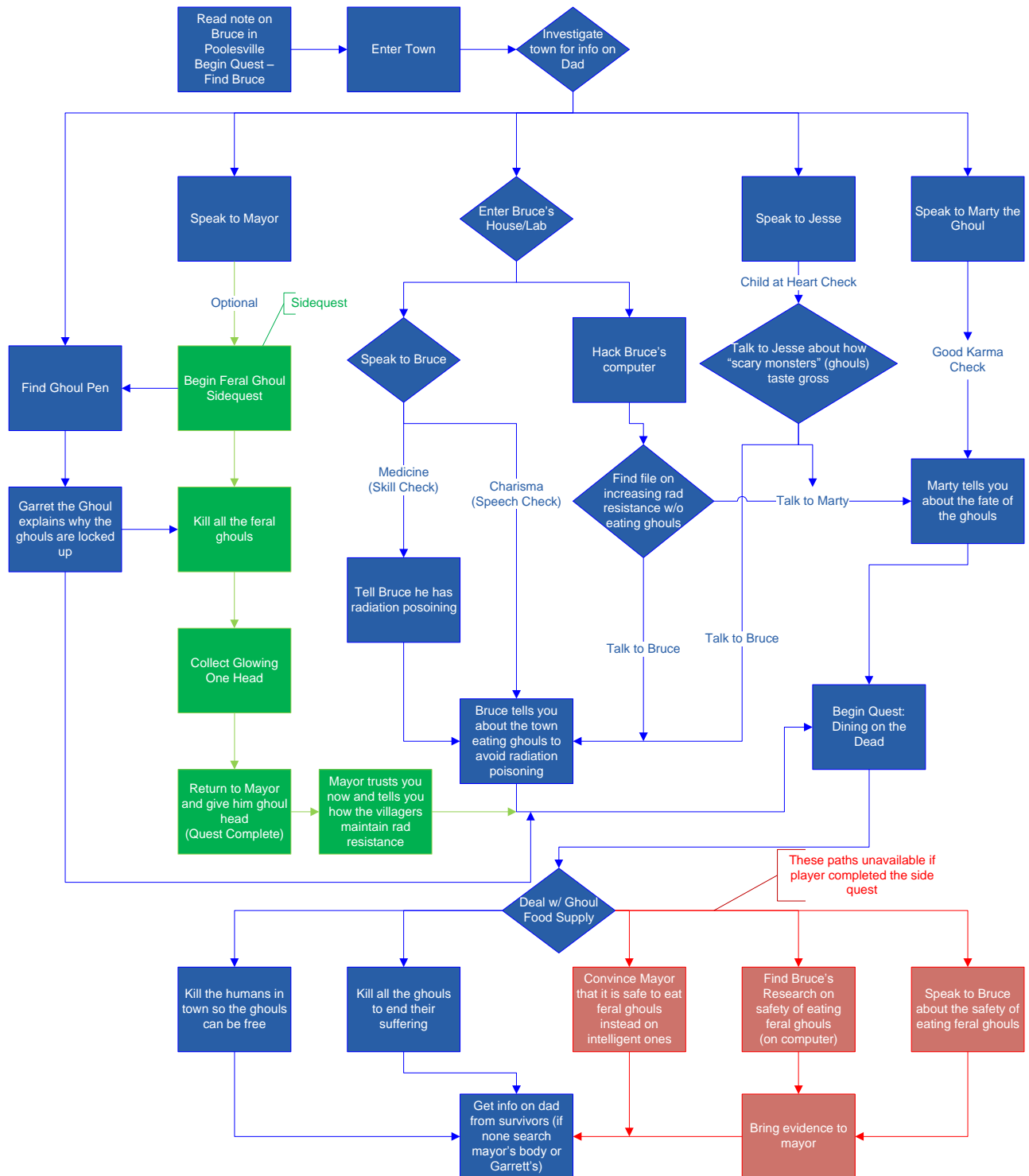
11/12/09 - Initial version of document

Quick Summary

The Lone Wanderer enters Poolesville looking for his/her father. In the town, the Lone Wanderer finds that the humans developed immunity to radiation by eating ghouls. The Lone Wanderer must solve the situation in favor of the humans, the ghouls, or find an even balance. The Wanderer can also attempt a side quest for the mayor of the town. The side quest involves killing the feral ghouls and bringing the mayor the head of a Glowing One. This is a single-player role-playing/shooter quest.

Gameplay Overview

General Game Flow



Major Elements

- Hook – Discovering a town full of cannibals
- Wow moments
 - Seeing a town at almost pre-war quality
 - Well-maintained houses
 - Grass lawns
 - Discovering that the Lone Wanderer is in a town of cannibals

Major Objectives

- Find Bruce
 - Search through the town to locate Bruce the scientist
 - Talk to Bruce about the Lone Wanderer's dad
 - If Bruce is dead, search Bruce's body for notes on the Lone Wanderer's dad
 - Player fails if the Lone Wanderer dies in some way before meeting Bruce (combat, rad poisoning)
- Kill the feral ghouls
 - Kill all the feral ghouls in the cave
 - Kill the Glowing One
 - Take the Glowing One's head
 - Present the head to the Mayor
 - This is an optional side quest that doesn't need to be completed to advance the main quest
- Dining on the Dead
 - Kill the human inhabitants
 - Kill the human's so the ghouls can live in peace
 - Receive negative karma for killing the townspeople
 - Kill the ghouls
 - Kill the intelligent ghouls to end their suffering
 - Neutral Karma (balance between killing ghouls but for a humanitarian reason and because they asked the Lone Wanderer to do it)
 - Work out a peaceful resolution
 - Use Charisma to persuade the mayor of the horror of their ways and convince the townsfolk to eat feral ghouls instead
 - Find the evidence on safety of feral ghouls consumption on Bruce's computer
 - Get the information on safety of feral ghouls consumption by speaking to Bruce
 - Can't work out a peaceful solution if feral ghouls are all dead (side quest completed)

Technical Overview

Campaign

- This quest takes place in the secluded town of Poolesville deep in the DC wastes. It can be either:
 - A) a standalone quest the Lone Wanderer when stumbling into town and investigating OR
 - B) tie into the *Scientific Pursuits* quest line in the main campaign.
- Level Position in Campaign
 - Before this quest: Dr. Li instructs the Lone Wanderer to look for dad in the control room of Project Purity. Here the Lone Wanderer finds a project purity journal saying dad was headed to Poolesville.
 - After this quest: The Lone Wanderer finds information that dad has left for Vault 112. The Lone Wanderer enters the vault and sits in a lounge to complete *Scientific Pursuits* and begin *Tranquility Lane*.

Mission Location

- Setting: Poolesville - A small suburb of DC before the war, now a small secluded town in the wastes. The townspeople have restored the houses to pre-war conditions including grass growing on the lawns. There are five houses, an unused gas station, and a small ghoulish cave nearby.
 - Exteriors:
 - Five houses on a street
 - A small park in front of the mayor's house
 - Interiors:
 - Mayor's house
 - Bruce's House/Lab
 - The Ghoulish Cave
- Time of Day: 24 hour day/night cycle
- Season: Auto Set
- Weather: Auto Set

Mission Difficulty

- Starting: 1 of 5 (the player simply has to search the town to locate Bruce)
- Middle: 2.2 of 5 (in order to advance the player must enter the cave and fight feral ghouls to find the ghoulish pen OR pass a hacking challenge to get information from the user OR pass a proper speech, skill, or karma check to begin getting information on what is happening in town.)
- Ending: varies from 1.5 to 2.5 of 5 (the player may fight with the townspeople who are armed, take out the defenseless ghouls in the pens, or figure out how to get the townspeople to eat the feral ghouls instead of the smart ones)

Mission Metrics

- Play Time: 1-2 hours
- Physical Area: 100 yards x 100 yards
- Critical Path Length – Include units
- New Characters – All characters built using existing character assets
 - Mayor
 - Jovial
 - Strong proponent of hunting feral ghouls
 - Marty the Ghoul
 - Raised in captivity
 - Works as a servant to the townspeople
 - Kept in the dark about his ultimate fate
 - Feels that something is off
 - Wants the lone Wanderer to investigate for him
 - Bruce (scientist)
 - Hacking cough
 - Has radiation poisoning because he refuses to eat intelligent ghouls
 - Researching how to get the same rad resistance benefits without eating intelligent ghouls
 - Jesse
 - Bruce's daughter
 - Scared of "monsters" (ghouls)
 - Garrett the Ghoul
 - Trapped in the ghoul pen
 - Formerly Dr. Bruce's assistant
 - Transformed into a ghoul thanks to Dr. Bruce's experiments
 - Still believes in Dr. Bruce
 - Wants to die
 - Hasn't told other ghoul prisoners why they are there
- Visual Themes
 - Town exterior
 - Well maintained houses
 - Grass lawns
 - Kids playground
 - Bruce 's House\Lab interior
 - Living room
 - 2 Upstairs bedrooms
 - Kitchen
 - Bathroom
 - Basement Lab
 - Mayor's house interior
 - Living room
 - Dining room
 - Kitchen
 - Office
 - 2 Bedrooms
 - Ghoul Cave
 - Main Cave
 - Surgery/Butcher Room
 - Ghoul Pen
 - Feral Caves

Details

Theme/Mood

This quest world places the player in an environment as close as possible to pre-war while in the wastes. The town itself looks like it should make the player feel at ease but the dissonance of seeing a town with well-maintained houses and grass lawns in the wastes makes the player feel that something is off-kilter. The player feels that something mysterious is afoot thanks to the inhabitants over exaggerated sense of friendliness and the behavior of the ghoul servants.

- Poolesville
 - Exterior (Makes the player feel a sense of wonderment and ease, here is an example of civilization still thriving)
 - The five houses comprising the town have immaculately maintained exteriors
 - The people in the town are wearing high-quality pre-war clothing
 - Maintains the feel of a 1950's small, American town, giving the player a sense of familiarity and home
 - The small playground in front of the mayor's house puts the player at ease because the town even provides for its children
 - The grass texture on the lawns makes the player feel awed at the ability to have growing grass in the wasteland; the grass also contributes to the sense of familiarity as the green lawns fit precisely with expectations of pre-war, suburban living
 - The broken down gas station maintains the connection to the current wasteland and reminds the player that there has been a war (there's no reason to maintain it since even with the town being well-maintained, the cars still don't run)
- Bruce's House/Lab
 - Interior (Gives the player a sense of disorder and intense work, contrasts with the order of the town outside making the player feel that Bruce is somehow different from the other residents)
 - Living room
 - Dark, not well lit
 - has junk scattered around, spilling out from the lab
 - Fusion cells
 - Beakers
 - Hot plates
 - Conductors
 - Other assorted junk
 - Med station next to door to lab
 - Lab
 - Metallic feeling, dark, shows a man tied to his work
 - Very small and crowded
 - Shelves piled high with scientific apparatus
 - Computer equipment crowds in the work space
 - Desk strewn with clutter
 - Reports
 - Pencils
 - Other junk
 - Kitchen

- Food products left out on the counters and the table
 - Dishes piled around the sink
- Bruce's bedroom
 - Blinds closed, lights off
 - Clothes strewn about
 - Bed unmade
- Jesse's room
 - Lots of light from outside (if daytime)
 - Orderly
 - Toys lined up on the shelves
 - Bed neatly made
 - Ball on the floor
- Mayor's Residence
 - Interiors (give the player the feeling of a small-town "bossman". The residence feels large and ostentatious, giving the sense that the mayor feels powerful. The house contains areas for entertaining giving the player the sense that the mayor is a showman.
 - Living room
 - Bright, well lit
 - Large comfortable couches for entertaining
 - Large bar in the corner for entertaining folks
 - Beer, wine, vodka neatly organized on the shelves
 - Serving glasses
 - Food neatly lined up on shelves
 - Jukebox for listening to music
 - Large empty area near jukebox could serve as a dancefloor
 - Dining room
 - Bright, well lit from chandelier above table
 - Large dining room table for entertaining
 - Laid out with fine silverware and plates
 - Serving dishes, plates, silverware stacked neatly on shelves in corner
 - Serving cart in other corner shows that the mayors dinners are catered (gives a sense of his attempt for power and showmanship)
 - Kitchen
 - Bright fluorescent lights, not a fun place to be, for work
 - Multiple stoves and refrigerators show the power of the mayor and his attempts to show off through dining. No place to sit makes the kitchen feel cramped, only for cooking (shows that the mayor doesn't use the kitchen himself and gives the player a feeling of the mayor's lifestyle)
 - Office
 - Soft light from desk lamp, large window overlooking town
 - Relatively sparse of real work-related items
 - Stuffed feral ghoulish corpse shows the mayor's love of hunting
 - Terminal contains Mayor's notes
 - Reveal vanity
 - Show desire to be recognized by others

- Mayor's Bedroom
 - Large bed shows the mayor takes care of himself
 - Dressers and Closets filled with fine pre-war clothing
 - Wine and books on bedstand show desire for pre-war times
 - Pre-war knick-knacks on shelf reinforce feeling of a man looking to be somewhere else
- Ghoul Cave
 - Interior (Initially makes the player feel investigative. Certain areas of the caves show human usage while others show the danger of unexplored areas)
 - Butchering Room
 - Farther in the player finds surgical/butcher equipment in a side room giving a sense that something horrible is going on
 - The bright spotlights in the room show that someone uses it regularly.
 - Raider outfits initially suggest that the cave may be used by raiders creating a sense of mystery as the caves are within the bounds of the town
 - Gore bags and corpse parts give the player a sense of unease about what is happening in the room
 - Feral Caves
 - The feral area of the cave is dark and the low light near entrance suggests that no one has really explored these areas.
 - Corpses strewn about reveal the danger from the feral ghouls. The darkness increases the feelings of danger.
 - Ghoul Pens
 - Make the player feel sad for the condition of the locked up ghouls
 - Cages seem sturdy and show the ghouls being treated like animals

Major Characters/Vehicles

- The Lone Wanderer
 - Find Bruce to get information on dad's whereabouts
 - Figure out what to do regarding the town's residents and the ghouls they eat
 - (Optional) Eliminate the feral ghouls from the caves
 - Bring the glowing one's head back to the mayor
- Bruce
 - Find a way to increase human rad resistance without eating intelligent ghouls
 - Figure out a safe way to consume feral ghouls
 - Save his daughter from having to eat intelligent ghouls to stay healthy
- Mayor
 - Find someone to eliminate the feral ghouls infestation in the caves
 - Get the Glowing One's head to display as a trophy
- Garret
 - End his suffering existence as a ghouls
- Marty

- Get someone smarter than him to investigate the rumors he's heard about the ultimate fate of ghouls

Gameplay Mechanics

- Prerequisite Skills
 - Medicine at 50 to notice that Bruce is sick
 - Charisma at 10 for 90% success at Bruce's speech challenge (success goes down with each level below ten, based on default Fallout 3 values)
 - Child at Heart perk to get information from Jesse about "scary monsters" taste
 - Karma positive 500 for Marty to trust you with his worries about his ultimate fate
- Skills Learned
 - Variable – Based on player choice at level-up screen. Player can be at any level when beginning quest and advances at own pace based on tasks completed and experience gained.

Story

- Intro
 - If integrated into the Fallout 3 main quest, the quest line begins when the player discovers a note at Project Purity directing the player to find Dr. Bruce in Poolesville. The player is investigating the whereabouts of the Lone Wanderer's father at Project Purity and is searching for clues on where he is. The player receives the quest to find Dr. Bruce first but can explore the town and activate the quest in one of the ways described below.
 - If the quest is standalone, then investigating the town and talking to the inhabitants reveals the *Dining on the Dead* main quest. Finding a way to get Bruce to reveal what's going on to you or finding Garrett in the Ghoul Caves begins the main quest.
 - In order to get Bruce to reveal the secrets of the town to the Lone Wanderer:
 - The Lone Wanderer can use a Medicine speech option to ask Bruce why he is so sick from radiation poisoning. Bruce reveals that he refuses to partake in the town's tradition of eating intelligent ghouls and so has lost his immunity to radiation.
 - The Lone Wanderer can also use a speech check option based on charisma to get Bruce to give the same explanation
 - The Lone Wanderer can talk to Jesse first and use the Child at Heart perk to reveal a speech option where Jesse explains how she hates the taste of the "scary monsters" (ghouls) and is happy her dad doesn't make her eat them anymore. From here the player needs to speak to Bruce about what Jesse said to begin the quest
 - The Lone Wanderer can also pass the Good Karma speech option with Marty and get him to reveal his fears about what happens to ghoul servants. He directs the Lone Wanderer to Bruce because he is too afraid to ask him himself.

- The Lone Wanderer can also activate the *Dining on the Dead* quest without speaking to Bruce
 - The Lone Wanderer can stumble upon the ghouls by accident while investigating the Ghoul Caves, either on his/her own or while engaged in the Feral Ghoul side quest. Speaking to Garrett begins the quest and Garrett suggests that the best way to end the quest is to kill the ghouls to eliminate their (and his) suffering.
 - The Lone Wanderer can speak to the mayor who gives the Lone Wanderer a side quest to wipe out the Feral Ghoul infesting the cave nearby and return with the head of the Glowing One so that he can mount it as a trophy. If the player completes the side quest for the mayor, the mayor trusts the Lone Wanderer and reveals the secret to the resident's radiation resistance; they eat ghouls!
- In-Quest
 - The *Dining on the Dead* quest forces the Lone Wanderer to make key decisions on how to go about resolving the situation between the Poolesville residents and their ghouls servants/food supply. After the quest begins, the lone Wanderer can immediately make a decision on a course of action or use the new speech option to talk to the residents about how they feel about eating ghouls. The Mayor tries to convince the Lone Wanderer that eating the ghouls is the only way to survive out in the wastes. He sees nothing wrong with it and in fact, reveals how he enjoys throwing dinner parties where he investigates new ways to cook ghouls. Bruce reveals how he is horrified at his existence and that of the other residents. He is searching for a way to keep up the human's radiation resistance without eating ghouls. He reveals that he has found a way to make feral ghouls safe enough to eat but feels too weak to approach the mayor and convince him to abandon the old ways. Jesse talks about how she is glad her daddy does not make her eat the monsters anymore but says she is starting to not "feel so good anymore." Garrett simply desires a release from his existence and tries to convince the Lone Wanderer to end his suffering and that of the other ghouls. Marty refuses to believe the story and thinks the Lone Wanderer is playing a trick on him; he says, "I thought you were a nice guy, why are you trying to scare me?"
 - The Lone Wanderer has several ways to resolve the situation
 - The Lone Wanderer can choose to begin wiping out the residents to free the ghouls. The Ghoul servants run away when the attack begins but do not fight back. The residents pull out guns and try to kill the Lone Wanderer.
 - The Lone Wanderer can slaughter the ghouls in the pens and in the town. When beginning to kill the ghouls in the pen, Garrett exclaims "Thank God!" The other ghouls try to fight back using melee attacks. The ghouls in town also defend themselves with melee attacks. The humans do not attack the Lone Wanderer but flee in terror.
 - The Lone Wanderer cannot choose the following options if he/she annihilated all the feral ghouls
 - The Lone Wanderer can convince the mayor to try eating feral ghouls using a Charisma speech check.

- The Lone Wanderer can speak to Bruce to get evidence on the safety of eating feral ghouls and bring the evidence to the mayor.
- The Lone Wanderer can glean the evidence from Bruce's terminal and deliver it to the mayor to convince him that eating feral ghouls is safe
- Extro
 - The outcome of the quest depends on the Lone Wanderer's course of action
 - (Negative Karma) After the Lone Wanderer dispatches all the humans, speaking to Marty reveals that he is horrified and scared. He has no idea of his direction in life and now hates the Lone Wanderer. Garrett is also horrified because the Lone Wanderer killed his former friends. He no longer wants the Lone Wanderer to kill him and departs into the wastes with the other ghouls.
 - (Neutral Karma) When the slaughter of the ghouls is complete, Bruce is outraged at the Lone Wanderer for killing the ghouls, Jesse is too scared to talk, and the mayor orders the Lone Wanderer to leave saying that they are now all doomed. Regular residents simply tell the Lone Wanderer to get out.
 - (Positive Karma) The Mayor thanks the Lone Wanderer because he now has more of a reason to hunt feral ghouls and does not have to give up his love of new recipes. The mayor releases the ghouls in the pens, telling them how he has rescued them from cannibalistic raiders. Bruce has mixed feelings; he is glad that the townspeople no longer eat intelligent ghouls but promises to continue working on a long-term solution to radiation resistance. Jesse is mad because she is going to have to eat monsters again. Marty continues obliviously and believes that the rumors and fears he had before were just that. Garrett decides to try to make it at life as a ghoul and moves back to town to work with Bruce on finding a cure to radiation. The other ghouls move into town as well, finding and begin mingling with the residents. Garrett, the mayor, and Bruce swear to never reveal the truth about what was going on previously.

Visual References

Terrain/Vegetation



Figure 1: Cliffs Surrounding Part of Town



Figure 2: River Surrounding Rest of Town



Figure 3: View into the Wastes from the Irradiated Area

Models/Architecture



Figure 4: Style of Houses in Poolesville (in color in game)



Figure 5: Playground in Town



Figure 6: Living Room Interior



Figure 7: Pool Table in Mayor's Living Room



Figure 8: Organized Shelves in Mayor's Dining Room



Figure 9: Disorganized Lab (papers and trash on floor, equipment still upright)



Figure 10: Fence around the Ghoul Pen (opened position)



Figure 11: Cave Interiors

Textures/Lighting



Figure 12: Style of Lighting in the Main Cave Area



Figure 13: Level of Light in Feral Caves

Characters/Vehicles



Figure 14: Mayor's Style of Dress

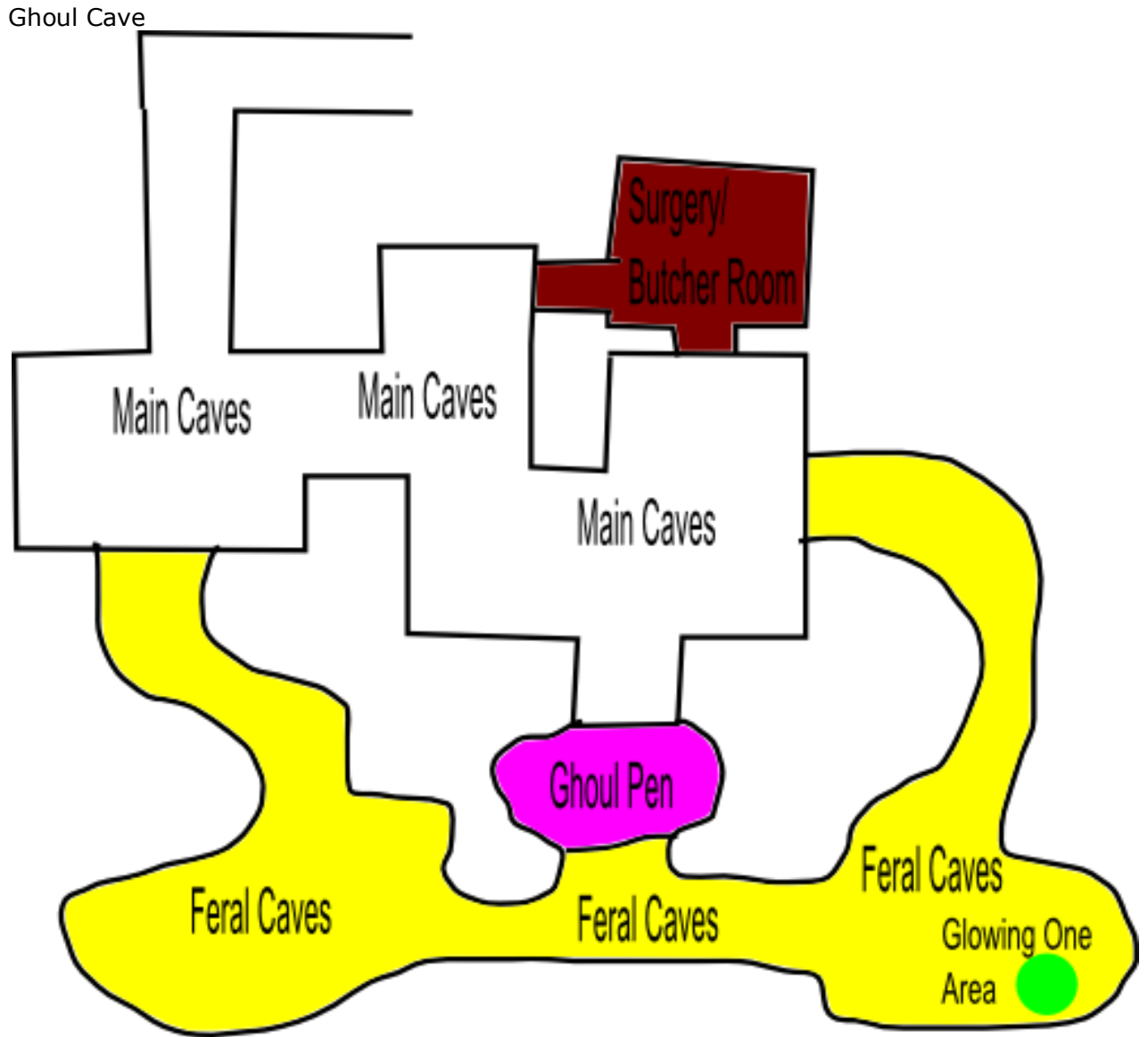


Figure 15: Dress of the Characters (very pre-war like)

Rough Map

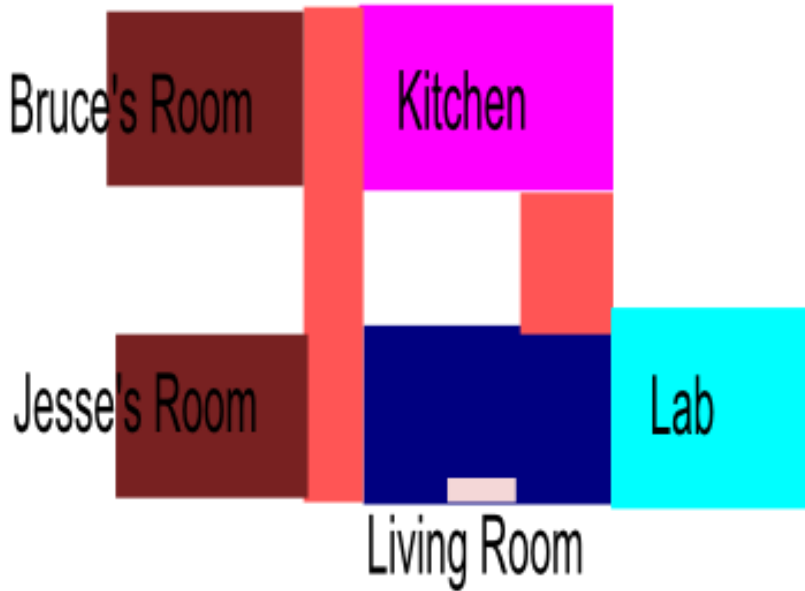
Town Exterior





Houses

Bruce's House



Mayor's House

