Andrew Ojemann

To port to the level go the console by pressing ` / ~ key, then type coc AAAtestcopyniptonhouse followed by enter. You start the quest through the conversation branches with Granny.

YouTube walkthrough at <https://www.youtube.com/watch?v=m3XwkUKewI0>.

1. Movement
   1. Running
   2. walking
   3. jumping
   4. sneaking
   5. fast travel
2. Aggressive actions
   1. killing
   2. shooting
   3. aiming
   4. stealing
   5. pick-pocketing
   6. reloading
   7. hacking
3. passive actions
   1. gaining exp
   2. leveling up
   3. thirst
   4. discovering locations
   5. weight
4. maintenance actions
   1. repairing
   2. assigning skill points
   3. buying/selling
   4. resting
   5. looting
5. non-aggressive actions
   1. conversations
   2. gambling
   3. quest accepting
   4. reading
   5. crafting

Story:

Twisted version of little red riding hood. girl sent on errand by grandmother, returns to find grandmother replaced by ghoul. Red sets out for vengeance killing her way to the local graveyard where she confronts and slaughters the leader of the ghouls.

locations:

(Rating are out of 5)

1. house
   * Butcher - 1
   * Rogue - 1
   * Paladin - 3
   * Tinkerer - 3
   * Free Runner - 1
2. forest
   * Butcher - 2
   * Rogue - 3
   * Paladin - 1
   * Tinkerer - 4
   * Free Runner - 4
3. house(again)
   * Butcher - 4
   * Rogue - 3
   * Paladin - 5
   * Tinkerer - 3
   * Free Runner - 1
4. forest(different)
   * Butcher - 3
   * Rogue - 5
   * Paladin - 3
   * Tinkerer - 2
   * Free Runner - 5
5. abandoned town (removed)
   * Butcher - 4
   * Rogue - 5
   * Paladin - 3
   * Tinkerer - 2
   * Free Runner - 4
6. graveyard
   * Butcher - 5
   * Rogue - 4
   * Paladin - 4
   * Tinkerer - 1
   * Free Runner - 3
7. crypt
   * Butcher - 5
   * Rogue - 3
   * Paladin - 5
   * Tinkerer - 1
   * Free Runner - 2

Archetypes:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Butcher | Rogue | Paladin | Tinkerer | Free Runner |
| Travel |  | X |  |  | X |
| Aggressive | X | X | X |  |  |
| Non-aggressive |  |  | X | X |  |
| Maintenance |  |  |  | X |  |
| Passive | X |  |  |  | X |
|  |  |  |  |  |  |

Final Notes:

I chose to remove the abandoned city from the level for two reasons. First to help with the time constraints. Second was that it felt shoved in where it wasn't needed, the forest and graveyard have the same aesthetic and putting the city in between them felt awkward.

With more time I would like to go in clean up the voice acting, do the lip-syncing, add more clutter, and extend the level/story further, both in length and is width (more branching options).

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