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https://github.com/Coxamouna/twentyfour

Idea

Adventure game, similar to Fallout Shelter's idle trip in the wastes, giving the player more control of what is happening in the wastes, by re-introducing the turn-based combat system from the early Fallout games.

Synopsis

The year is 2122, but Vault 420 is one of the very few running shelters in the U.S., the world clearly still suffering the damages of the Wars from '24. The vault you're currently residing is currently facing an emergency that still affects today's population: weed shortages. The Overseer, in order to stop the crisis from affecting the future of their dwellers, conducts an undercover experiment in order to find the best suitable person to wander where no dweller has thus far to solve this issue in the outside world.

Disclaimer

[The recreational use of cannabis has been legalized in 24 states, three U.S. territories, and D.C], Wikipedia

[The medical use of cannabis is legal with a medical recommendation in 38 states], Wikipedia

The game does not encourage the player to any drug or alcohol usage, whether they reside in territory where their consumption is legal.

All characters and events in this game – even those based on real ones – are entirely fictional. The game contains foul language, drug use, alcohol, nudity and violence and if you are under the legal age of consent, you shouldn't be playing this game.

The player is not encouraged to try any of the content depicted in the game in real life.

Trivia

1. The game contains a list of *secret-trigger* names where if the player choses any of these, some NPC's will make a reference to it.

Technicalities

Initially, the game is thought and will be designed as a text-based one, with a multiple decision tree, hoping to give the player a different possible outcome and to make them feel that their actions have repercussions and that every skill point they spend will have a meaning.

Some ambitious possible content are:

- ☐ Having an NPC functioning as a Game Guide, with whom the player may be able to type to communicate and have the NPC respond back to them. Some looking into AI integration and Data Modelling would be made
- ☐ Hosting the game on a separate container, preferably on the Web.

MoSCoW: 15th of November

Game version 1.0

Must have	Should have	Could have	Wish to have
☐ Health system ☐ Questing (min. 2) ☐ At least one instance of combat (not SPECIAL influenced)	☐ At least one instance where the player makes a choice that matters[1] ☐ At least one instance where an NPC comments on the player's name[2] ☐ Levelling system ☐ Inventory system ☐ Character creation - assigning SPECIAL	☐ At least one skill check ☐ At least one instance of combat (SPECIAL influenced) ☐ Faction questing ☐ At least one multi-combat instance	☐ Load save files ☐ Meaningful game economy ☐ Companion

[1] NPC's would react accordingly to certain choices you've made, and some path may become unavailable/available to explore

[2] There is a list of special names (personalities, references, etc.) where a selection of NPC's would react to