



Fallout:Frost

2023-current

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<https://github.com/Coxamouna/fallout.frost>



Idea

Adventure game, similar to Fallout Shelter's idle trip in the wastes, gives 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, Vault 420 -- located somewhere in what used to be the old Canada -- appears to be one of the very few remaining active shelters in North America. The world is clearly still suffering the damages of the Wars from '24.

The vault that you're currently residing in is facing tremendous supply shortages. In order to stop the crisis from affecting the future of their dwellers, the Overseer conducts an undercover experiment in order to find the best suitable person to wander where no dweller has, in order to help solve this issue in a timely manner.

Disclaimer

The game might mention the usage of narcotics or alcohol consumption. However, the game does not encourage the physical player to engage in any drug or alcohol usage, whether they are of age and reside in a 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 chooses any of these, some NPC's will make a reference to it.



Technicalities

Initially, the game is thought of 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
<input type="checkbox"/> Health system <input type="checkbox"/> Questing (min. 2) <input type="checkbox"/> At least one instance of combat (not SPECIAL influenced)	<input type="checkbox"/> At least one instance where the player makes a choice that matters ^[1] <input type="checkbox"/> At least one instance where an NPC comments on the player's name ^[2] <input type="checkbox"/> Leveling system <input type="checkbox"/> Inventory system <input type="checkbox"/> Character creation - assigning SPECIAL	<input type="checkbox"/> At least one skill check <input type="checkbox"/> At least one instance of combat (SPECIAL influenced) <input type="checkbox"/> Faction questing <input type="checkbox"/> At least one multi-combat instance	<input type="checkbox"/> Load save files <input type="checkbox"/> Meaningful game economy <input type="checkbox"/> 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