

Lost at Sea

Final Report for group 3

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Set Up

Installation

Copy all files from the Lost at Sea folder into Skyrim\Data. Move the Lost_at_Sea.ess save file into Documents\my games\Skyrim\Saves.

Start up

Load the save in Skyrim that can be identified as 525 – Lost_at_Sea.

High Level Description

A storm brews, your crew become uneasy and disjointed, and it's been over a week since you should have hit port. It sets in that you're all lost at sea.

In a struggle for life and death the player gets to play god, deciding how he and optionally his crew must survive in dangerous waters where anything could be lurking. Starvation, paranoia and psychosis festers as the player must figure out how to keep their crew in order, all while keeping on their toes for the dangers that the waters, Mother Nature and man bring in uncharted times.

The larger your crew, the more chaos that brews within the ranks. The smaller your crew, the harder adversaries hit. Can you save everyone? Or is it survival of the fittest? Whatever you do,

Survive wisely...

This particular level in the game is close to the starting point of the game. The player begins the level in a small dock town with three buildings, one of which can be entered. The player can interact with the NPCs here, and speak with their first mate who will advise them to say their farewells to the people. The building in this level contains some rations, which the player may find out by talking to the dockhand, and can be used by the player in a quest later on. When the player is ready to progress at any time, they talk to the first mate to board the ship.

The level then takes the player to a few weeks later, when you and the crew initially find that you are lost at sea. This brings the player to the second main area during this level, which is the ship, where the player can walk around the deck and enter the area below deck. Here, the player can interact with their crew and gain various quests in which they may try to help ease tensions that the crew of your ship might have. The player may kill certain crew mates depending on the outcomes of these quest.

This part of the level can prematurely end the game for the player. If the player fails to help a single crew member correctly, they will mutiny against the player, and cause them to lose the game. However, if the player helps even one member of their crew successfully, they will be able to progress further into the game. After helping the crew in whatever way the player chooses, given that there is no mutiny, it will be hinted that the ship comes under attack and this is where the level ends. The player would continue have multiple opportunities to lose the game in different levels. For this particular level, it is failing to help your crew which causes you to lose.

Walkthrough

1. Talk to Joshamee Gibbs who is standing on the dock.
2. (Optional) Talk to Cain.
3. (Optional) Say farewells to Rosa Wills and Ingemar Eriksson.
4. (Optional) Go to the bottom floor of the house at the entrance of the docks, beside the gate.
Take the rations from the chest.
5. Talk to Joshamee to prompt boarding the ship.
6. Talk to Joshamee on the ship to start the 3 side quests.
(*Cntd.)

“The first mate’s problem”

1. Talk to a crew member and ask them about anything strange going on.
2. Go to the lowest deck inside the ship, and talk to Pug who is behind some boxes behind one of the staircases.
3. Decide to either keep or kill Pug.
4. (Optional) Report your findings to Joshamee.

“Fighting over rations”

1. Talk to either Craig or Deeks on the ship deck.
2. Decide whether to give rations to Craig or Deeks, or neither. If you got the rations from the docks you may give rations to both.

“The missing ring”

1. Talk to Tret and agree to help.
2. Talk to Joshamee who will essentially give you a riddle.
3. (Optional) Talk to Hook, Davy, Jones and Barbaros to get their sides of the story.
4. Accuse Barbaros as the ring thief.
5. Report back to Tret and decide whether or not to return the ring.

(*Cntd.)

7. Talk to Joshamee and say you’ve helped the crew.
8. If you didn’t kill the stowaway, killed both Craig and Deeks, and didn’t return Tret’s ring, the crew will turn on you here and you’ll fail the Quest (lose the game).
9. In any other scenario Joshamee will mention that something is coming and this can be considered as a “To be Continued”.

Technical

We used RTWarehouse01 as a storehouse to link in with an optional extra quest, connecting it to the RiftenWarehouse Interior. Originally we planned to use an external model for a ship, but found that ShipLarge01 fit our needs perfectly, connecting it to its sister interior ShipLargeInside01 to act as a sleeping quarters and cargo storage to house a stowaway.

The two locations, the dock and the ship, are linked through a coc command to teleport the player to a cocmarker, which executes through talking to Joshamee Gibbs, fading the screen and placing a message in the top left that informs the player that many weeks have passed.

We originally planned to have the Naaslaarum or Voslaarum dragon spawn as a final boss fight on the ship at the end of the level. These can be found in the Dawnguard DLC as two water dragons who would dive in and out of the ocean. Limitations applied though as it seemed our level wasn't compatible with the Dawnguard DLC, and the creation kit broke functionality in our game.

We further had planned to use flintlock rifles for the player and crew members from: <http://www.nexusmods.com/skyrim/mods/26653> though it needed the Dawnguard DLC to function.

Known Bugs

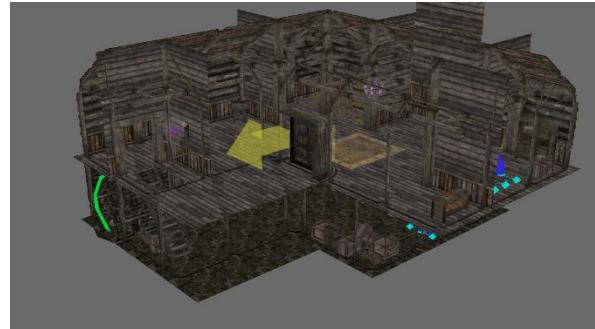
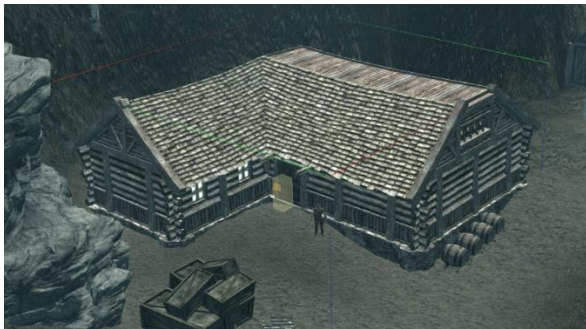
- Sometimes dialogue skips.
This happens randomly and sparsely, and is a common issue with Skyrim/Creation Kit itself.
- Sometimes, dialogue freezes and you can't do anything.
This is another issue with Skyrim/Creation kit itself, and will subside after waiting up to around 10 seconds with no negative effects on functionality/dialogue.

Locations

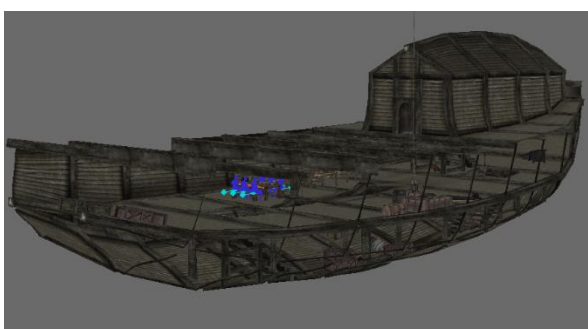
The first location that we created was the area of the town and the dock where the character starts in the level. We created a new world from scratch for this area called DockWorld. A small enclosed village was built here surrounded by steep hills and rocks, as well as the sea. Invisible walls by the sea are created to keep the player in the area and prevent them from wandering off.



Within this world there is one main building which the character can enter. The external model for the building used was called RTWarehouse01. It was found by looking through exteriors that would suit the feel of the small town that we created. We then found the corresponding interior for it which was called RifenWarehouse, and is called G3_LaS_WarehouseInterior in our game build.



The next location to create was the area with the ship out at sea called G3_LaS_SeaWorld. Again we made an empty world from scratch, leaving the sea level and placing a ship into the sea. The ship model used was called ShipLarge01. This boat then had a vast interior cell that matched it called ShipLargeInside01 and is called G3_LaS_ShipInterior in our game build.



NPCs

All NPCs in this level were made from scratch by this group. They were made in consideration of being NPCs that had been out on the open sea for a long time, some of them with marks on their faces or scars. They also have equipment that could work for being out at sea such as leather gear or hoods.



Joshamee Gibbs – First Mate

Joshamee is your first mate. He is usually found on your ship deck, or if the ship is docked, you will find him on the dock. As a good friend and a loyal companion, he uses his sharp mind to inform and advise the captain, even though he is very fond of rum and whiskey. Maybe a bit too fond.



Cain – Dockhand Supplier

Cain is the dockhand the captain meets at the start of the game when bidding some sort of farewell. As a cheerful and talkative individual, he may just help the captain out a little bit. You will only ever find this NPC on the dock at the start of the game.



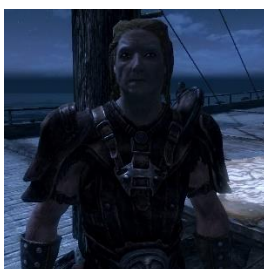
Deeks – Deckhand 1

Deeks is your run of the mill deckhand, aside from his sour-than-most disposition. This sour personality tends to get him involved in fights with other crewmates quite often, but can offer some valuable realism at times. Can be found only on the ship. One of the two people involved in the quest 'Fighting over Rations'.



Craig – Deckhand 2

Craig is another deckhand. His sarcastic nature commonly gets people irritated with him more than he means to. Either he is the centre of entertainment, or more often the focus of ridicule and commotion. Can only be found on the ship. The second character to be involved in the quest 'Fighting over Rations'.



Tret – Crew Member 1

Tret is a loyal and hardworking crew member of yours, one of your first after Joshamee. He recently became engaged and his voyage with you was to be his last, hoping to find good land to settle down. Though in his current position he can get stressed quite easily. He tasks you with the quest 'The Missing Ring' to find his lost engagement ring. He can only be found on the ship deck.



Hook – Crew Member 2

Hook is crafty in nature, not liked by many due to his slippery character. He is the first of four people, found on the ship deck, who are accused of stealing the engagement ring belonging to Tret.



Jones – Crew Member 3

Jones is a man of few words, and doesn't really speak his nature at the best of times. The captain is not really sure why he's on the crew, but could never get an answer out of him. He is the second of four people, found on the ship deck, who are accused of stealing the engagement ring belonging to Tret.



Davy – Crew Member 4

Davy, in contrast to Jones, is an over-confident crew member who always speaks his mind and feels that he is capable of anything. He is the third of four people, found on the ship deck, who are accused of stealing the engagement ring belonging to Tret.



Barbaros – Crew Member 5

Barbaros is a short-tempered but experienced sailor. He is quick to anger but just as quick to forgive and forget. Despite this he continues to talk about the good times and you really don't know what he's on about. Probably insane. He is the fourth of the four people, found on the ship deck, who are accused of stealing the engagement ring belonging to Tret.



Pug – Stowaway

Pug is the nervous stowaway that managed to find his way on your ship. Being of the skittish type he doesn't tell much besides his name, and the captain doesn't recognise his face despite knowing pretty much everyone from his village and finds that very disconcerting. His reasons for being a stowaway on your ship remain unknown to you but he seems to be fond of your first mates rum. He is found in the cargo hold.



Ingermar Eriksson – Random NPC

Ingermar is a friend of the player character, who the will want to say his farewells if given the opportunity.



Rosa Wills – Random NPC

Rosa is the player character's sister, who will dearly miss them when they set off on their voyage.

Quests

The quests in this level are divided into one large “main” quest and then a few minor quests which must be completed in order to progress the main quest.

Main Quest “The Adventure” – ID G3_LaS_TheAdventure

Stage 10: This is the stage that the quest starts at, it will progress to stage 20 once the player speaks with the first mate and gets instructions from him to say farewells to the people in the Docks.

Stage 20: Here the player can choose to walk around and say goodbyes and speak with the dockhand for some possible extra information, or speak with the first mate to move to the ship. This stage triggered by talking the first mate as described previously.

Stage 21: The Dockhand will inform the player of a location for extra supplies. This stage is triggered by talking to the dockhand in a friendly way

Stage 22: The player will not know the location of the rations. This stage is triggered by talking to the dockhand in an unfriendly way.

Stage 30: The game will show it’s been a couple of weeks since they left the dock and the player will speak with the first mate to get more information and continue on with the quest. This stage is triggered by talking to the first mate and prompting to board the ship.

Stage 40: The first mate will tell the player that they may be lost and that he should help the crew. Here the other quests will take over for a while. This stage is triggered by talking to the first mate on the ship.

“The first mate’s problem” – ID LASCrewmateQuest3

Stage 10: Here the first mate has told the player that somethings are going missing on the ship and that the player should investigate by asking around a bit. This stage is triggered by speaking with the first mate and asking about the crew.

Stage 20: Here the player has spoken with the crew and has found out that there has been some weird things going on in the cargo (Interior of boat). This stage is triggered by speaking to any of the crewmates about the missing supplies.

Stage 30: Here the player has gone into the cargo and found the NPC Pug who is a stowaway. The player can then choose if he wants to kill him or ask him to join his crew. This stage is triggered by speaking with Pug.

Stage 40: The player has made the decision to ask the stowaway to join the crew instead of stealing. This stage is triggered by telling Pug that he can join the crew.

Stage 50: The player decided that the stowaway should be killed. This stage is triggered by telling Pug that he will not be tolerated and killing him.

“Fighting over rations” – ID LASCrewmateQuest1

Stage 10: The player has spoken to either of the NPCs Deeks or Craig and found out they are arguing over the limited amount of rations that are available. This stage is triggered by speaking to either Deeks or Craig about what’s going on.

Stage 20: The player decided to give the rations to Craig which then made Deeks attack him, so he had to be killed. This stage is triggered by telling Craig that he should have the rations.

Stage 30: The player decided to give the rations to Deeks which then made Craig attack him, so he had to be killed. This stage is triggered by telling Deeks he should have the rations.

Stage 40: If the player had picked up the extra rations in the beginning he can choose to give rations to both of the NPCs. This stage is triggered by telling either Deeks or Craig that the player has enough rations for both.

Stage 50: The player decided that neither of them should have any rations, so they both attack the player. This stage is triggered by telling either Deeks or Craig that neither of them should have the rations.

[“The missing ring” – ID LASCrewmateQuest2](#)

Stage 10: The player speaks to the NPC Tret who asks the player to help him find his missing engagement ring. The player is instructed to ask the first mate about this. This stage is triggered by speaking to Tret about what’s bothering him.

Stage 20: The first mate tells the player that he suspects 4 people that might’ve stolen the ring. He advises the player to speak with them but warns the player that three of them will be lying and only one of them will tell the truth. This stage is triggered by speaking to the first mate about Tret’s ring.

Stage 30: If the player accuses the wrong NPC the NPC will be offended and the player has now lost the chance to find the ring and has to tell Tret this. This stage is triggered by accusing the wrong NPC (Hook, Jones or Davy).

Stage 31: The player accused the right person and got the ring. Here the player can choose to either give the ring back to Tret or lie and keep it. This stage is triggered by accusing Barbaros for stealing the ring.

Stage 40: The player speaks to Tret after successfully getting the ring and gives the ring back to him. This stage is triggered by speaking to Tret after getting the ring and choosing to give it back.

Stage 50: The player either got the ring or accused the wrong person. The player has, either way, told Tret that he couldn’t find the ring and if they found it – keeps it to them self. This stage is triggered by telling Tret he couldn’t find the ring, whether or not the player has the ring.

[Back to main quest](#)

Stage 50: After the three crewmate quests has been completed, the player can now return to the first mate for progression of the main quest. This stage is triggered by completing all of the side quests (“Fighting over rations”, “The missing ring” and “The first mate’s problem”) and talking to the first mate Joshamee Gibbs.

Stage 60: If the player has not killed the stowaway (Stage 40 LASCrewmateQuest3), killed both Craig and Deeks (Stage 50 LASCrewmateQuest1) and either didn’t find the ring or kept it to himself (Stage 50 LASCrewmateQuest2) the entire crew will attack the player as a mutiny. This stage is triggered by talking to the first mate after having completed the previous quests in the way outlined above.

Stage 70: If the player hadn’t made all the “bad” decisions then the first mate will warn of something coming. In the current scope of the level this can be considered as a “To Be Continued”, due to issues caused by the Dawnguard DLC. This stage is to be triggered by speaking to the first mate after completing the quests with at least one of them done favourably for the crew.

Stage 80: If the sea monster had been implemented the player would've gotten to this stage after killing it and would've been congratulated by the first mate. This stage was to be triggered by killing the sea monster/dragon.