= Dogmeat =

Dogmeat is a recurring dog non @-@ player character (NPC) in the Fallout series of post @-@ apocalyptic themed role @-@ playing video games . Dogmeat was introduced as an optional companion to the player character in the original Fallout (1997) , and has made cameo appearances in the sequel Fallout 2 (1998) and in some other video games . Another , different Dogmeat is featured in the same role in Fallout 3 (2008) and Fallout 4 (2015) . In both incarnations of the character , Dogmeat was well received , becoming widely regarded as one of the best remembered features in the series , as well as one of the most popular sidekick type characters in video gaming overall .

= = Appearances = =

In the original Fallout by Black Isle Studios and Interplay Entertainment , the protagonist player character , the Vault Dweller , first encounters the feral Dogmeat in Junktown . Dogmeat 's former owner (an unnamed man closely resembling Max Rockatansky) died at the hands of thugs hired by a local gangster named Gizmo . If the player character feeds Dogmeat or is wearing a leather jacket , Dogmeat will follow them and fight in their defense . According to the series ' canon , Dogmeat was adopted by the Vault Dweller on 30 December 2161 , and killed by a force field barrier during the Vault Dweller 's assault on the Master 's Military Base on 20 April 2162 . Dogmeat was supposed to appear in the canceled film adaptation of the game as well .

In Fallout 2 , Dogmeat makes a non @-@ canonical appearance in an Easter egg type special encounter " Café of Broken Dreams " . During the encounter , Dogmeat can be picked up by the player character , the Chosen One , if the player approaches him wearing Vault 13 jumpsuit (or the Bridgekeeper 's robes , due to a bug in the game) . If the player chooses to kill Dogmeat , a man named Mel (in a reference to Mel Gibson , the actor who played Mad Max in the film) will appear and try to avenge him . Dogmeat has made uncredited cameo appearances outside of the Fallout universe in Troika Games ' 2001 Arcanum : Of Steamworks and Magick Obscura (created by Fallout designer Tim Cain) and in 2004 The Bard 's Tale by inXile Entertainment (headed by Fallout producer Brian Fargo) . However , there were no plans to bring back Dogmeat for the original third Fallout game project by Black Isle Studios , the canceled Van Buren .

An entirely different dog named Dogmeat appears in Fallout 3 by Bethesda Softworks , which begins in the year 2277 . His master , a scavenger , was killed by a band of raiders in the scrapyard where the dog is to be found . Dogmeat can be recruited by Fallout 3 's player character , the Lone Wanderer . The dog can find objects of value across the landscape and bring them to the player . Fallout 3 expansion set Broken Steel optionally (enabled by choosing the ' perk ' bonus " Puppies ! " after reaching 22nd experience level) allows a killed Dogmeat to be replaced by a new one (with twice as many hit points , that is a starting value of 1 @,@ 000 instead of 500) whenever he dies during the game . A fanmade mod which provides an armor for Dogmeat was compared by Destructoid to the infamous horse armor paid DLC from Bethesda 's The Elder Scrolls IV : Oblivion , " except free and functional " . Another mod adds Dogmeat to Fallout : New Vegas .

A new version of Dogmeat appears in Fallout 4 . Fallout 4 ? s Dogmeat is a German Shepherd , and cannot die .

= = Character design = =

Dogmeat was inspired by the unnamed dog of Max Rockatansky (Mad Max) from the 1981 post @-@ apocalyptic film Mad Max 2 . His initial name had been " Dogshit " and his ultimate name was derived from the opening scene of the 1975 post @-@ apocalyptic film A Boy and His Dog , in which the main character Vic calls his dog Blood " dog meat " . According to Fallout producer , lead programmer and designer Tim Cain , " Leonard Boyarsky , the [game 's] art director ... had that movie running continuously in his office , and I think he remarked on several occasions that having a dog in the game would be really cool . [It 's] why we wanted a dog in the first place . " Fallout

programmer and designer Jesse Heinig was credited by Cain as probably " one person to thank for Dogmeat . " Heinig himself said : " My understanding is that [Fallout designer] Scott Bennie settled on the name ' Dogmeat ' for the character , and it 's likely that he did pick that from the story in question . "

In 2009 , Fallout designer Chris Taylor said they " never expected that Dogmeat would become such a popular character . " Taylor said : " I always intended that the various NPCs that joined up with the player would come to a violent end . I was shocked when I heard of all the work people went through to keep Dogmeat alive to the end ? especially the hell that they went through with the force fields in the Military Base . " According to Fallout 2 and Fallout : New Vegas designer Chris Avellone , Dogmeat is " arguably the most successful NPC companion ever " for several reasons : " One , he doesn 't talk , so the players can project a personality on to him . Two , he 's effective in combat ... and three , he 's a dog that stays with you through thick @-@ and @-@ thin . I don 't think there 's a deeper ' awww ' sentiment than people have in their hearts for their pets . "

= = Reception = =

Kotaku 's Owen Good called Dogmeat " one of the franchise 's most iconic characters " as well as its " one of the most [e] motionally fulfilling features . " The book Level Up ! : The Guide to Great Video Game Design by Scott Rogers used him as an example while discussing how the " party members don 't need to be human " . In 2008 , UGO Team stated this " undisputed champion of Fallout characters " is not " only our favorite Fallout character , he 's also one of gaming 's greatest dogs . " That same year , Joe Martin of Bit @-@ tech ranked Dogmeat as the sixth top PC game NPC of all time , commenting : " There are a lot of computer game characters we like and a few we ? d even go so far as to say we love . Dogmeat though , despite being a definite tabula rasa , sits in a different category altogether and is the only computer game character that we ? d reload and repeat significant portions of a game for , just so he could stand a better chance of survival . " In 2009 , Michael Fiegel of The Escapist called Dogmeat possibly the most beloved character of the Fallout universe , writing that " in an uncaring wasteland ... Dogmeat is a moral compass : Though your needle might swing towards good or evil , his center always holds strong provided you protect him . " Steve and Larson of ScrewAttack ranked Dogmeat as the tenth best gaming pet in 2011 . Dogmeat was included in numerous lists of best video game dogs , including by Lisa Foiles of The Escapist in 2010 , Michael Perry of PlayStation Official Magazine in 2012 , Gergo Vas of Kotaku in 2013 , and Benjamin Abbott of Metro , Brian Taylor of Paste , and the staff of Bild in 2014 . Ryan McCaffrey of IGN chose Dogmeat as the top feature he wished to return in Fallout 4 .

Dogmeat was also acclaimed by numerous publications as one of the best sidekick type characters in video games . He was included on GameSpot 's list of the top ten video game sidekicks in 2000 , chosen for his loyalty to his master in spite of his " propensity to get himself into trouble , his inability to perform any tricks , and his refusal to listen to directions " in the original game . This " loyal companion " was also chosen by GameSpot to be one of the 64 characters to compete in the 2008 poll for the title of " All @-@ Time Greatest Game Sidekick " . In 2004 , Dogmeat placed as second on GameSpy 's Dave Kosak 's list of the best video game sidekicks , also because of his extreme faithfulness to the player 's character . In 2008 , The Telegraph featured him as one of top ten greatest sidekicks in gaming history . In 2011 , Maximum PC included Dogmeat among the 25 of gaming 's greatest sidekicks , commenting that " though his look , his breed , and his stats have varied [through the series] , Dogmeat has the loyalty and heart of a champion . "