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System Proposal

Our app name is Fallout Live Radio, and functionally, it’s an app that will semi-randomly play audio sound bites in an algorithmic manner so that it makes sense. Its’ focus is on entertainment and immersion, because from the user’s perspective, it will sound like a live radio that updates with more news stories the more real live days pass by. The sound bites are going to come from the video game Fallout 3, and will realistically replicate the in-game radio, complete with music, sounds that lead into each other, regularly scheduled broadcasts, and multiple radio stations. In the video game, the news reports are based off what you do in game, so unlike the video game, the news reports will follow an imaginary player that the user of the app has no control over, but will logically go from part of the game to next in real time (i.e. This imaginary player will do “quests”, and depending on how far away that quest is on the in-game map, it will take certain time to complete, from a quarter of a day, to two days. This player cannot skip quests, so it cannot go to the end game quest before doing the prerequisite quests).

The two user personas will be Jimmy and John, Jimmy is a gamer who has played Fallout 3, is a fan, and wants to have that nostalgic feel for playing the game. Jimmy is an adult, has a family, and doesn’t play video games that much anymore. He remembers playing video games for hours each night back in high school and remembers singing “I Don’t Want to Set the World on Fire” by The Ink Spots with his friends, and remembers playing the immersive game Fallout 3. He doesn’t have the time to replay the game, but has a commute to work, and listens to music at home all the time. He will use this app instead of listening to actual radio or when he wants to hear the soundtrack again, and enjoys listening to the character Three Dog again, remembering how it was to play those events in game. John is not a gamer, enjoys a variety of music, and enjoys a story. He was recommended FLR by a nephew of his, saying it was a great way to listen to 60’s music. He doesn’t listen too often, but he does enjoy the music, and is surprised when the character interrupts to give a quick 2-minute story. Over the course of a week or two, listening once every other day, he’s fund he’s listening just to see what this wanderer will do next, destroy or save another town? What happened to his dad? He keeps listening to find out.

The app will only support horizontal orientation (it will visually represent the Pip-boy in-game, which is horizontal). For MVC, the model will have a few aspects to it. It has a Wanderer, that will hold quests done, quests to do, and quest in progress. It will have radio stations, which will each hold songs, news reports, currently playing, and schedule. The view will show the radio stations and have buttons to switch between them. The controller will have to decide everything: Which quest to do next, check how much time has passed since last listen of a radio station to figure out where it is, and to intelligently play sound bites so it makes sense.

There aren’t many apps that do this as complex as I’d like it, but there are plenty of other apps that essentially play the soundtrack to the Fallout games in a random order. The most popular example is Fallout.FM Online Radio: <https://play.google.com/store/apps/details?id=fm.fallout.falloutfm&hl=en>  
Functionally, all it does is play the soundtrack to the multiple Fallout games randomly, and you can switch between the different games.