



Figure 1: McConnell Manor

Fallout 4: McConnell Manor

Version 1.0

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Document Revisions Table

Version	Description	Requestor	Date
1.0	Initial Document	Professor	3/9/2019
1.1	Updated dialogue sections		4/10/19
1.2	Added appendix of removed features & updated dialogue		4/26/19
1.3	Revised and added dialogue sections		5/8/19

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Level Design Document

Level Information

Quick Summary

"McConnell Manor" is a singleplayer story-based quest mod for *Fallout 4*. This quest has the player investigating the disappearance of Thomas Sterett, a daring teenager who went missing after he entered the McConnell Manor in search of riches. The McConnell Manor, located on the outskirts of Concord, has long since been abandoned but is still a notorious topic of the rumor mills of the area. Upon investigation of the manor, the player finds that the manor wasn't as abandoned as they were previously made to believe as it is home to undead being, both freaky and friendly.

Level Map(s)

Concord Overview

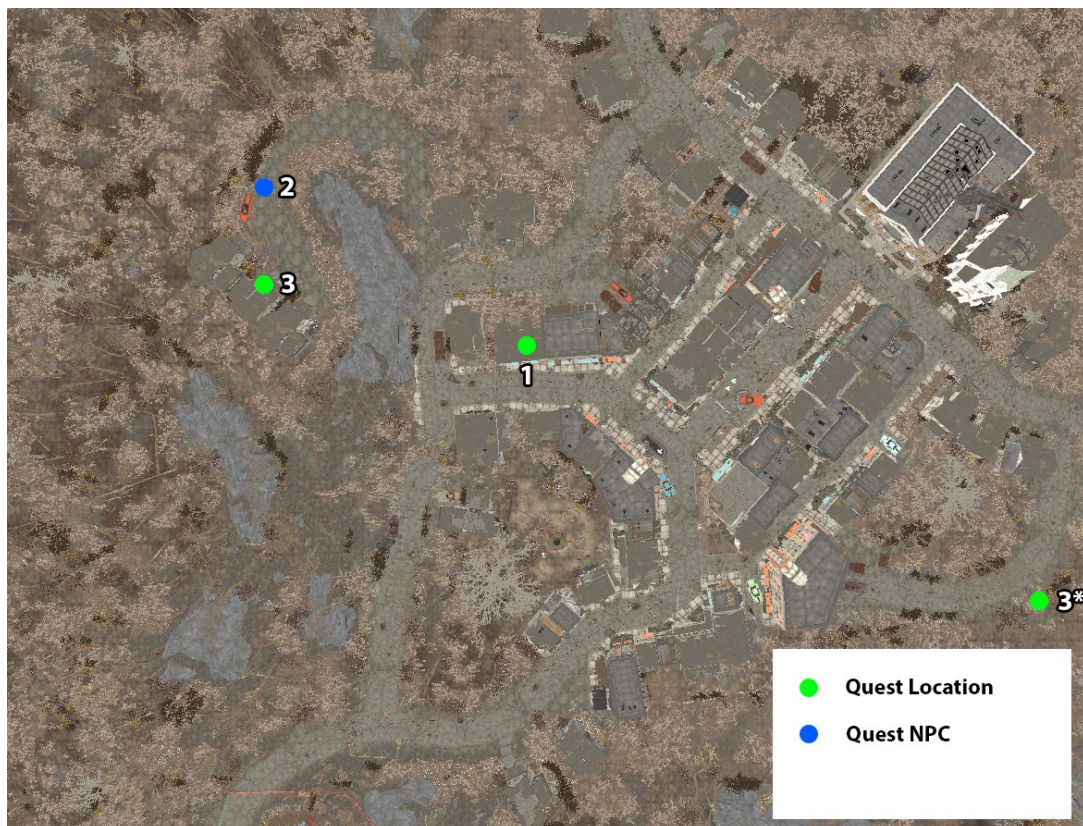


Figure 2: Concord Overview Map

Map Label	Event Description	Detail Information	Approx. Difficulty (1-10)	Approx. Time	Wow?
1	Enter the Concord Sheriff's Office	The location of the new sheriff's office. The entrance is at a pre-existing building in Concord	1	0:00	N
2	Eli and Samuel	Thomas's two friends are standing outside the McConnell Manor waiting for Thomas to return	1	1:00	N
3	Enter the McConnell Manor	The exterior McConnell Manor building exists here	1	1:30	Y
3*	Alternate location for McConnell Manor	This is an alternate location for the McConnell Manor in case there are issue with the primary location (since there are pre-existing buildings in the primary location)	1		Y

Concord Sheriff's Office

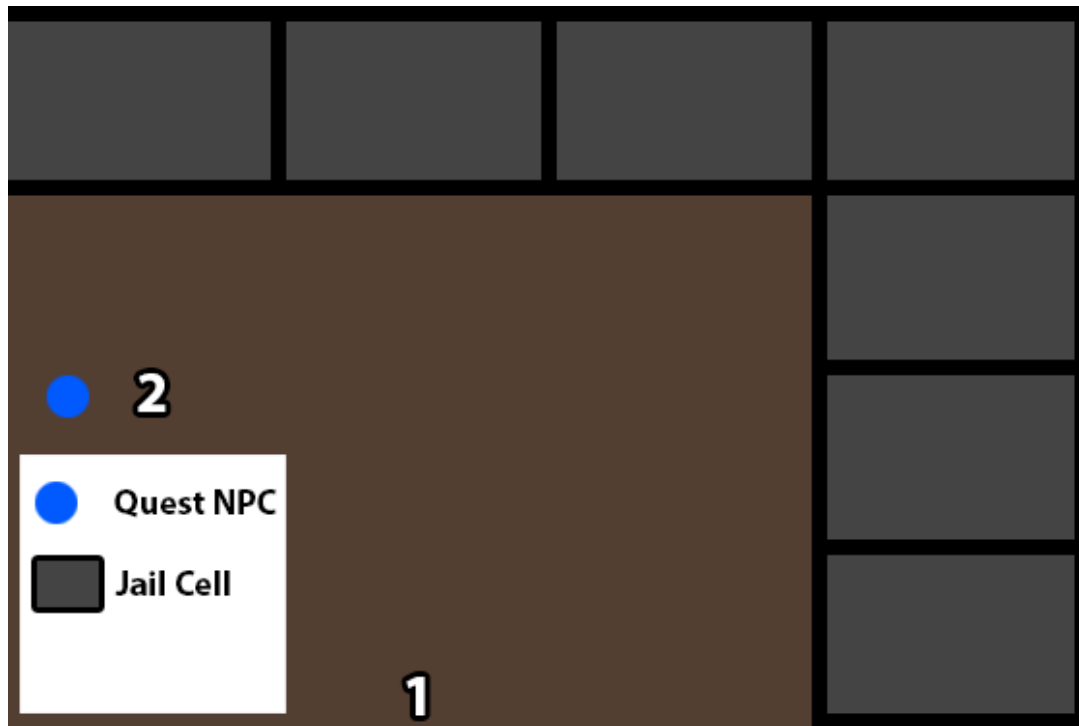


Figure 3: Concord Sheriff's Office Map

Map Label	Event Description	Detail Information	Approx. Difficulty (1-10)	Approx. Time	Wow?
1	Sheriff's Office Entrance	The entrance to the sheriff's office	1	0:00	N
2	Speak to Sheriff Elizabeth Peters	Sheriff Elizabeth Peters is in the sheriff's office sitting at her desk	1	0:15	N

McConnel Manor Ground Floor

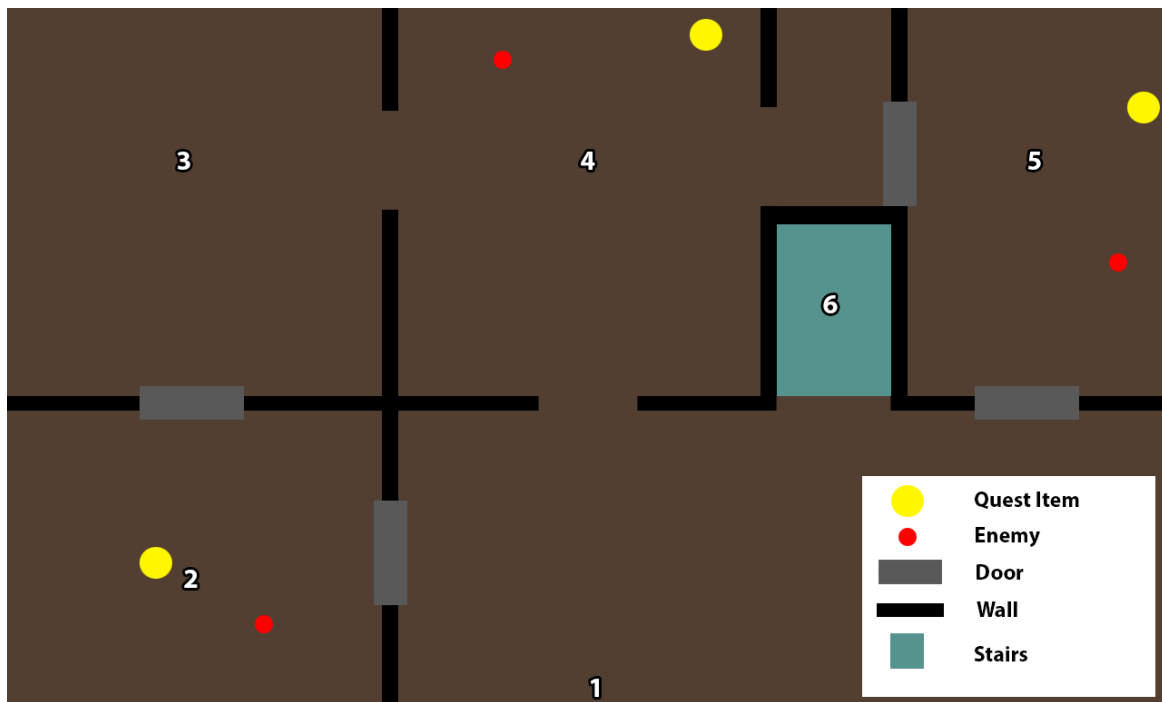


Figure 4: McConnell Manor – Ground Floor

Map Label	Event Description	Detail Information	Approx. Difficulty (1-10)	Approx. Time	Wow?
1	Manor Entrance	The place where the player enters the manor	1	1:30	Y
2	Anne's Item (Kitchen)	Ann's item is located in the kitchen	3	*	N
3	Dining Room	The dining room connects the kitchen and the sitting room.	1	*	N
4	Isaiah's Item (Sitting Room)	Isaiah's item is located in the sitting room of the manor	3	*	N
5	Hester's Item (Library)	Hester's item is located in the library	3	*	N
6	Stairs (to upstairs)	The stairs to the second floor of the manor	1	6:30	N

*I estimate that the average player would spend about 5 minutes searching downstairs. So they could explore the rooms in any order, pick up the items in any order, and choose to deal with the ghouls or not.

McConnell Manor Second Floor

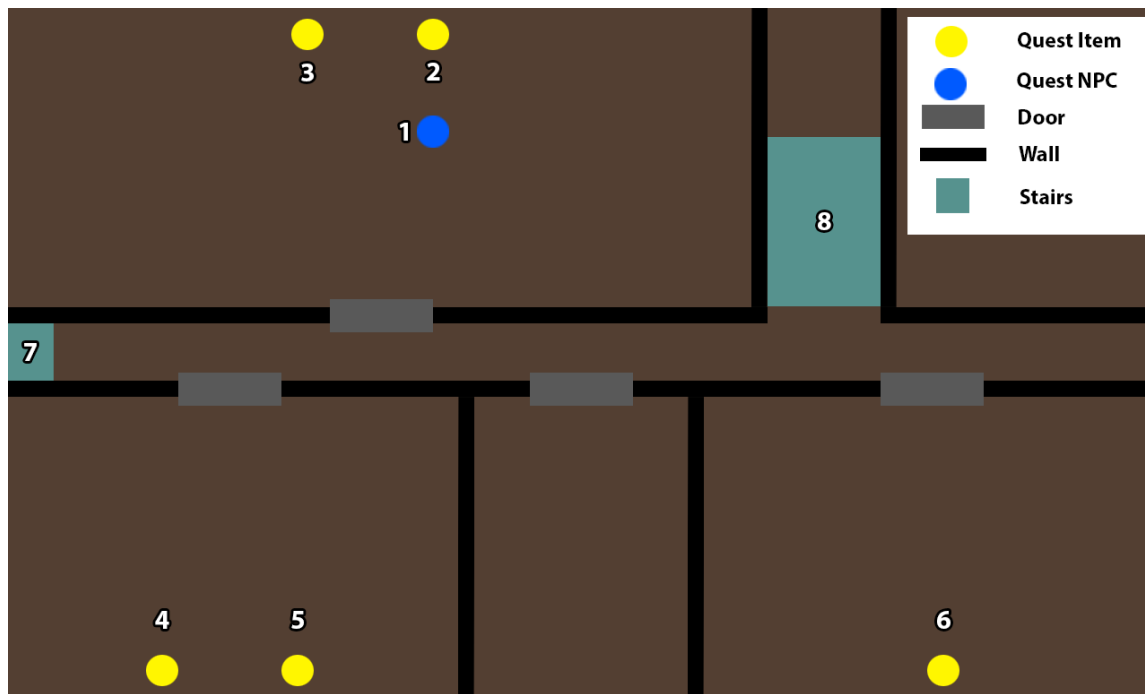


Figure 5: McConnell Manor – Second Floor

Map Label	Event Description	Detail Information	Approx. Difficulty (1-10)	Approx. Time	Wow?
1	Speak to Jedediah McConnell's Ghost	Jedediah standing in his bedroom in front of the key to the attic. The player must talk to him and complete his quest before they can have it.	1	8:00	N
2	Get Attic Key	The key to unlock the attic	1	13:00	N
3	Jedediah's Chest	The chest where Jedediah's item must be returned to.	1	*	N
4	Hester's Chest	The chest where Hester's item must be returned to	1	*	N
5	Isaiah's Chest	The chest where Isaiah's item must be returned to	1	*	N
6	Ann's Chest	The chest where Ann's item must be returned to	1	*	N
7	Ladder to Attic	The ladder to the attic. The hatch is locked and can only be opened by the attic key.	1	13:15	N
8	Stairs (to downstairs)	Stairs to the ground floor of the manor	1	*	N

*The player may backtrack downstairs and pick up the items if they did not already. Jedediah will hint to the player which resident had an attachment to certain rooms. The player can also read notes in the bedrooms upstairs for more obvious answers about what items go in which chests. I've estimated that the average player will spend 5 minutes completing Jedediah's task to get the attic key.

McConnell Manor Attic

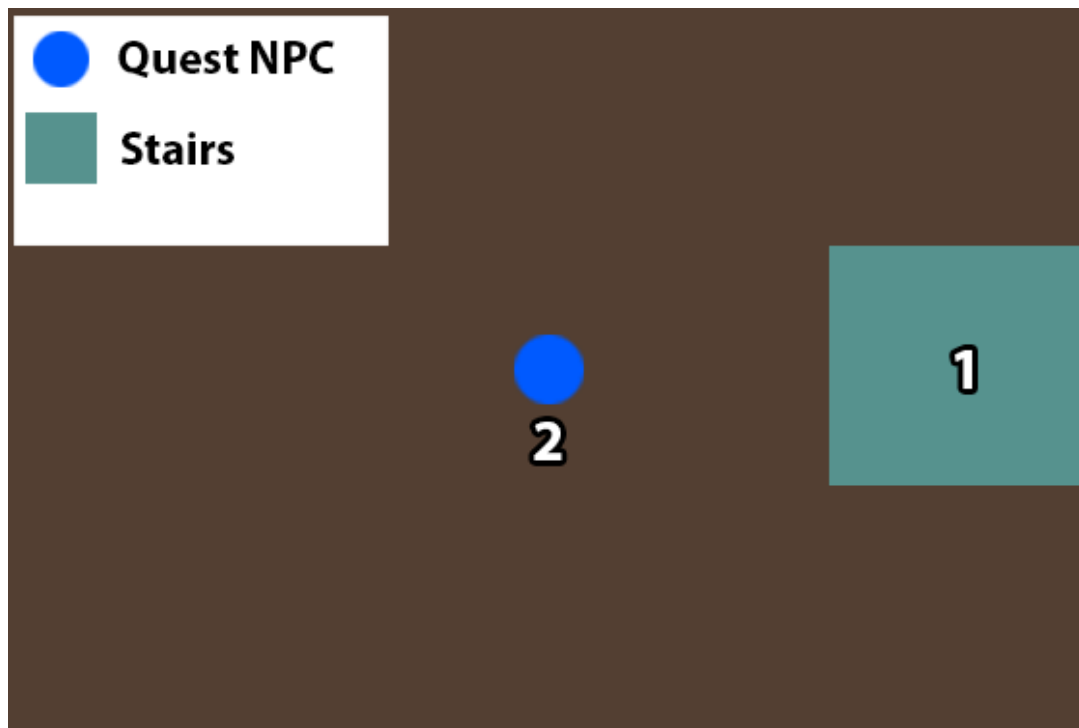


Figure 6: McConnell Manor - Attic

Map Label	Event Description	Detail Information	Approx. Difficulty (1-10)	Approx. Time	Wow?
1	Attic Entrance	The entrance to the attic that must be unlocked with Jedediah's key	1	13:15	N
2	Speak to Thomas Sterett	Thomas is standing in the attic	1	13:15	N

Objective(s)

- Read the note on the bulletin board outside the Concord Sheriff's Office
- Speak to Sheriff Elizabeth Peters
- Find the McConnell Manor
- Search the Manor for Thomas
 - Optional: Kill all the Ghouls
- Speak to Jedidiah the Ghost
- Get the Attic Key from Jedediah
 - Return the Misplaced Items to their Dressers
 - (Optional) Find the Residents' Journals
 - Hints as to whose item goes where
 - Find Residents' Items
 - Ann Clements: Cherished Cake Pan
 - Richard Litton: Favored Bourbon Bottle
 - Hester Litton: Well Loved Book
- Get Jedediah's Stolen Ring from Thomas
- Enter the Attic
- Decide the fate of Jedediah's Ring
 - Let Thomas have the ring
 - Return the ring to Jedediah
 - Keep the ring for yourself

Hook(s)/Gameplay Highlights

- Exploring an abandoned, haunted manor
- Mixing combat with exploration/investigation in the same gameplay space

New Gameplay Mechanics

None

Campaign

Context

"McConnell Manor" is a standalone side quest to the main storyline of *Fallout 4* that takes place in Concord. The player can initiate the quest by checking the bulletin board outside of the Concord Sheriff's Office. The quest can be played at any point after the player Completes "When Freedom Calls".

Backstory

Jedediah McConnell, a successful carpenter from pre-war commonwealth, designed and built his family's home himself. At the time of his passing, Jedediah lived in this home with his two sisters and his brother-in-law. His eldest sister, Ann Clements, moved in with him after her husband passed away from disease. His younger sister, Hester, and her husband Isaiah Litton joined Ann and Jedediah in the manor after Isaiah ran the couple into debt with his gambling and drinking.

All the residents were sustained by Jedediah's house construction business. Ann spent her days baking and cooking and detailing her recipe in cooking books that she shared with her neighbors. Isaiah, a discharged war veteran, bounced from job to job but couldn't hold down anything long term due to his alcoholism. Hester spent most of her days sequestered away in the manor's library reading and avoiding her husband.

The five manor inhabitants lived in the house for 15 years before Jedediah passed away, leaving the home ownership to his sister Ann. Ann, Hester, and Isaiah lived their remaining years in the manor until the bombs dropped.

Thomas Sterett, a poor street kid, stumbled upon the manor with his two friends Eli Caldwell and Samuel Oliver. All three boys have heard rumors and legends about what kind of treasures the McConnell family might've owned from Jedediah's lucrative carpentry business. Thomas, fixated on the idea of finding that treasure and hocking it for quick money, ventured into the manor one night on his own and never reappeared. The sheriff of Concord, Elizabeth Peters is looking for help to find the boy.

Aftermath

If the player returns the item to Jedediah, they can re-enter the McConnell Manor but it will be empty and peaceful as Jedediah will have returned to rest. Returning to the sheriff's office, Elizabeth, Eli, and Samuel will be inside. Elizabeth will thank the player regardless of their decision in the manor and reward them with caps.

If the player lets Thomas take the item, Jedediah will attack them when they leave the attic and chase them from the house. Any time they enter the Manor, Jedediah will be there to attack them and follow them around. Returning to the sheriff's office, again Elizabeth will thank the player and reward them with caps.

Development Schedule

Milestone	Date
LDD	3/8/2019
Whitebox	4/2/2019
Gameplay	4/10/2019
Aesthetics	4/26/2019
RTM	5/9/2019

*Schedule is subject to change based on milestone due dates

Key Theme References

Manor Exterior



Figure 7: Contact Sheet for Manor Exterior[1]

Manor Interior

Figure 8: Contact Sheet for Manor Interior [1]



Figure 9: Second Contact Sheet for Manor Interior [1]

Sheriff's Office Interior

Figure 10: Contact Sheet for Sheriff's Office Interior [2]

Requirements

Name	Description	Type	Priority
Jedediah's Ghost	Gives the player information about how to get Thomas out of the attic; also requests help for his own quest	NPC	High
Thomas Sterett	The person the player is trying to locate for the quest	NPC	High
Sheriff Peters	The sheriff who gives the player more quest information, including the manor location	NPC	Med
Sheriff's Notice Board	The bulletin board where player finds a note that starts off the quest	*	High
Sheriff's Notice	The note that starts the quest	Quest Item	High
Attic Key	Key to unlock the manor attic	Quest Item	High
Jedediah's Ring	Jedediah's prized possession; stolen by Thomas	Quest Item	High
Ann's Cake Pan	Ann's prized possession	Quest Item	High
Isaiah's Favorite Bourbon Bottle	Isaiah's prized possession	Quest Item	High
Hester's Favorite Novel	Hester's prized possession	Quest Item	High
Ann Bundt Cake Recipe	Note about Ann's Bundt Cake Recipe	Quest Item	Low
Isaiah Journal Note	Note about Isaiah; details his issues with alcoholism	Quest Item	Low
Hester Reading List	Reading list note written by Hester	Quest Item	Low
Jedediah's Journal	Book/Note that contains a bunch of journal entries written by Jedediah	Quest Item	Low
Jedediah's Dresser	Dresser in Jedediah's room with his Journal	Container	High
Ann's Dresser	The dresser to return Ann's cake pan to	Container	High
Isaiah's Dresser	The dresser to return Isaiah's flask to	Container	High
Hester's Dresser	The dresser to return Hester's journal to	Container	High
Container Item Check	Functionality for the containers that sets a boolean variable true when a specific item is placed inside them	Scripting	High
Jedediah Dialog	Dialog for Jedediah's Ghost	Dialog	High
Thomas Dialog	Dialog for Thomas Sterett	Dialog	High
Elizabeth Dialog	Dialog for Sheriff Elizabeth Peters	Dialog	Medium

Appendix A: Quest Summary

Main Quest – McConnell Manor

1. The player comes across a note posted on the bulletin board outside the Concord Sherriff's Office. The note requests help tracking down a missing person for a reward and tells interested parties to inquire with the Sherriff inside the office.
2. Sherriff Elizabeth Peters tells the player that a Thomas Sterett went missing when he was messing around with his friends by the McConnell Manor up on the hill. She requests the player's help in finding out what happened to him.
3. The player travels to McConnell Manor and finds two children standing outside arguing. The two kids, Eli and Samuel, tell the player that Thomas actually went into the manor three days ago but they haven't seen him since.
 - a. The player can talk to the children for a little bit more information about the lore surround the McConnell Manor and why Thomas went inside in the first place. But besides those two tidbits, the children do little more than argue with each other about what is more scared of the manor.
4. Upon entering the manor, the player finds that its full of ghouls. The player must either avoid the ghouls or kill them while they are exploring the manor.
5. The player must search the rooms of the Manor for Thomas:
 - a. The first floor of the manor contains the sitting room, kitchen, dining room, and the library. The kitchen, sitting room, and the library each have items that were possessions of each of the resident's besides Jedediah.
 - i. Kitchen: Ann's Cherished Cake Pan
 - ii. Sitting Room: Isaiah's Favoured Bourbon Bottle
 - iii. Library: Hester's Well Loved Book
 - b. The second floor has two bedrooms besides the master bedroom. These bedrooms contain notes about Ann, Isaiah, and Hester as well as their own personal storage chests for each of their possessions.
 - c. The entrance to the attic is at the end of the second-floor hallway.
6. Upon investigating the entrance to the attic, the player will hear Thomas shouting down through the door that he's gotten locked in the attic. The player needs to find a way to unlock the attic door, as it does not take a key.
7. When the player investigates the master bedroom, they find that there is a ghost person in the room. The ghost is the owner and builder of the manor, Jedidiah McConnell. Jedidiah tells the player that he died in the house and was resting peacefully in the afterlife until some child broke into his home, rummaged through all the rooms, and stole his prized possession. He can't rest until all the disturbed items have been returned to their correct locations.
 - a. The player can ask Jedediah for some information about the items that have been moved that need to be returned.
 - i. He can tell them what the item is and who it belonged to.
 - b. When the player asks about the boy trapped in the attic, Jedidiah tells the player that the door to that room is locked by the key in the dresser behind him. He will only give it to the player once they returned all the disturbed items.

8. Once the player finds all the key items and places them in their correct chests, Jedediah will tell them where the key to the attic is.
9. Once the player unlocks and enters the attic they can speak to Thomas.
 - a. Thomas explains that he was exploring the manor for riches like all the rumors say. He accidentally got trapped in the attic when the door closed behind him. But he did find one really cool item (Jedediah's).
 - b. The player can tell Thomas about it belonging to Jedediah, take it from him with no explanation, or go ahead and let him leave with it.
 - c. If they tell Thomas about the item being Jedediah's, Thomas will tell the player that he needs it to sell to get money for his family.
 - d. The player then has the same choices: Take the item from Thomas or let him leave with it.
10. There are three different outcomes from this point:
 - a. If the player lets Thomas keep the item he will run out of the attic after they finish the conversation. When the player leaves the attic Jedediah will attack the player and chase them as they leave the manor, but he cannot be killed.
 - b. If the player takes the item from Thomas, he will be angry at them but let them take it from him. The player then needs to go return to Jedediah to finish the Jedediah's quest
 - i. The player can give the item back to Jedediah and he will disappear letting the player leave peacefully.
 - ii. The player can tell Jedediah they will not give the item back to him and he will behave the same way he would if the player let Thomas take the item.
11. Once the player leaves the manor, they must return to Sheriff Peters to complete the McConnell Manor quest.
 - a. The Sheriff will reward the player, as promised, for finding out what happened to Thomas Sterett. Thomas will be in the sheriff's office and will respond to the player based on how they completed the "Ghost, Interrupted" quest.

Main Quest – Ghost, Interrupted

This quest is started by accepting to help Jedediah return all the items in his home to their rightful place. It is completed by returning Jedediah's prized possession to his chest in his room or failed by letting Thomas leave with it. This is not necessarily a side quest as it will automatically be completed/failed while the player does the McConnell Manor quest. It is only being separated out into its own quest for the organization of quest objectives and stages in Creation Kit.

Appendix B: Dialogue

Sheriff Elizabeth Peters

Quest Start

[Greeting] Elizabeth Peters: "Are you here to help find that missing kid?"

Player Choices 1

Yes	Yep, I'm your investigator.
Not Interested	Nope, I don't care about kids.
Missing Kid?	Missing kid?
Leave Me Alone	Leave me alone.

Elizabeth Responses 1

Yes	Great. You can start by looking around the McConnell Manor where he went missing. It's up the hill east of here.
Not Interested	Come back if you change your mind.
Missing Kid?	Yeah, some kid went missing around the McConnell Manor. If you want to help look, it's up the hill east of here.
Leave Me Alone	Fine, get out of my office.

Quest In-Progress

[Greeting] Elizabeth Peters: "Any news on that kid's whereabouts?"

Player Choices 1

Haven't Looked Yet	I haven't started looking yet.
No	Nope, no clue where he is.
Where Again?	Where did you say I should start looking?
Keep Looking	No, but I'll keep looking.

Elizabeth Responses 1

Haven't Looked Yet	Well let me know as soon as you find him.
No	Well let me know as soon as you find him.
Where Again?	The McConnell Manor. It's up the hill east of here.
Keep Looking	Let me know as soon as you find him.

Quest End

[Greeting] Elizabeth Peters: "Thanks for finding Thomas for me."

Player Choices 1

Happy To Help	Of course. I was happy to help.
Not About Altruism	Sure, sure. But I'm not really that altruistic. I'm here for the reward.

About That Reward?	So, how about that reward?
Wasn't So Hard	Yeah, well it wasn't too hard to find him.

Elizabeth Responses 1

Happy To Help	Right. Well, here's your reward.
Not About Altruism	Right. Straight to the point. Here's your reward, as promised.
About That Reward?	Of course. Here you go.
Wasn't So Hard	Well regardless, here's your reward.

Jedediah McConnell

Jedediah Introduction (Haven't Found Attic Thomas)

[Greeting] Jedediah McConnell: "Ugh, another living being. I hope you're here to help me and not destroy my house."

Player Choices 1

Here To Help	Sure, I could help you. What do you need?
Not Here To Do Either	I'm not here to do either.
Maybe I'll Help	Hmm, maybe I'll help. Depends on what you need help with.
Leave Me Alone	Leave me alone.

Jedediah Responses 1

Here To Help	Some child moved around a bunch of items in my home. I need you to make sure they get back where they belong.
Not Here to Do Either	Well alright. If you decide to help me, I'll be here.
Maybe I'll Help	Some child moved around a bunch of items in my home. I need you to make sure they get back where they belong.
Leave Me Alone	Fine. No need to be rude.

Player Choices 2

I'll Help	I can do that. What got moved?
Don't Have Time	Actually, I don't have the time right now.
What Got Moved?	What got moved around?
Rude Kid, Huh	Man, sounds like one rude kid.

Jedediah Responses 2

I'll Help	Great! A memento each for both of my sisters and my brother-in-law. If you could return them to the dressers in their rooms I'd be indebted to you. Also, I'm locking the manor doors until you return everything. I don't want you leaving with my family's valuables.
-----------	--

Don't Have Time	Well alright. I'll be here if you change your mind.
What Got Moved?	A memento each for both of my sisters and my brother-in-law. If you could return them to the dressers in their rooms I'd be indebted to you. Also, I'm locking the manor doors until you return everything. I don't want you leaving with my family's valuables.
Rude Kid, Huh	You don't know the half of it. He also stole my wedding ring from me. So I trapped him in the attic. [Restarts at this Action]

Jedediah Introduction (Have Found Attic Thomas)

[Greeting] Jedediah McConnell: "Ugh, another living being. I hope you're here to help me and not destroy my house."

Player Choices 1

Here To Help	Sure, I could help you. What do you need?
Not Here To Do Either	I'm not here to do either.
Thomas In The Attic?	Why is there a kid trapped in the attic?
Leave Me Alone	Leave me alone.

Jedediah Responses 1

Here To Help	Some child moved around a bunch of items in my home. I need you to make sure they get back where they belong.
Not Here to Do Either	Well alright. If you decide to help me, I'll be here.
Thomas In The Attic?	He stole from me, so I locked him in there. However, I will give you the key if you help me.
Leave Me Alone	Fine. No need to be rude.

Player Choices 2

I'll Help	I can do that. What got moved?
Don't Have Time	Actually, I don't have the time right now.
What Got Moved?	What got moved around?
Gotta Free That Kid	Well, I need to return that kid to a sheriff, so I guess I'm helping you. What do you need?

Jedediah Responses 2

I'll Help	Great! A memento each for both of my sisters and my brother-in-law. If you could return them to the dressers in their rooms I'd be indebted to you. Also, I'm locking the manor doors until you return everything. I don't want you leaving with my family's valuables.
Don't Have Time	Well alright. I'll be here if you change your mind.

What Got Moved?	A memento each for both of my sisters and my brother-in-law. If you could return them to the dressers in their rooms I'd be indebted to you. Also, I'm locking the manor doors until you return everything. I don't want you leaving with my family's valuables.
Gotta Free That Kid	How lucky for me. And a memento each for both of my sisters and my brother-in-law. If you could, just return them to the dressers in their rooms. Also, I'm locking the manor doors until you return everything. I don't want you leaving with my family's valuables.

Jedediah Reintroduction (have already spoken to Jedediah, but did not offer to help)

[Greeting] Jedediah McConnell: "Did you come back to help me?"

Player Choices 1

I'll Help	I did. What got moved?
Don't Have Time	Actually, I don't have the time right now.
What Got Moved?	What got moved around?
Rude Kid, Huh	Man, sounds like one rude kid.

Jedediah Responses 1

I'll Help	Great! A memento each for both of my sisters and my brother-in-law. If you could return them to the dressers in their rooms I'd be indebted to you. Also, I'm locking the manor doors until you return everything. I don't want you leaving with my family's valuables.
Don't Have Time	Well alright. I'll be here if you change your mind.
What Got Moved?	A memento each for both of my sisters and my brother-in-law. If you could return them to the dressers in their rooms I'd be indebted to you. Also, I'm locking the manor doors until you return everything. I don't want you leaving with my family's valuables.
Rude Kid, Huh	You don't know the half of it. He also stole my wedding ring from me. So I trapped him in the attic. [Restarts at this Action]

Quest In-Progress (Items Incorrectly Returned)

[Greeting] Jedediah McConnell: "Did you put everything back?"

Player Choices 1

Yes	Yep, I think I did it correctly.
No	Not yet.
Where Did That Kid Go?	About that kid that moved everything around, where did he go?
I Need Help	No, I need a bit of help.

Jedediah Responses 1

Yep	Alright. Let me go check your work. [Jedediah leaves for a couple seconds then returns] Hmm. No, not quite. At least one of the items is still out of place. [End Convo]
No	Please get to it! I'd like to return to rest. [End]
Where Did That Kid Go?	I trapped him in the attic. He shouldn't have stolen my wedding ring from my room. [Restarts at this Action]
I Need Help	Okay. Which resident do you need help with?

Player Choices 2

Anne	Tell me more about Ann.
Isaiah	Give me something about Isaiah.
Hester	What about Hester?
Never Mind	Never mind. I can figure this out.

Jedediah Responses 2

Anne	Ann was a wonderful baker. She used to share her recipes with everyone.
Isaiah	Poor Isaiah. He fought in the war. Had terrible problems with alcohol ever since.
Hester	Hester just wanted peace and quiet. I know she avoided Isaiah most of the time, stuck in her books.
Never Mind	Alright. Let me know when you've returned them all [End Convo]

Quest In-Progress (Items Correctly Returned)

[Greeting] Jedediah McConnell: "Did you put everything back?"

Player Choices 1

Yep	Yep, I think I did it correctly.
No	Not yet.
Where Did That Kid Go?	About that kid that moved everything around, where did he go?
Of Course	Of course I did. And I know it's all correct.

Jedediah Responses 1

Yep	Alright. Let me go check your work. [Jedediah leaves for a couple seconds then returns] Ah yes, I see that you've done it correctly. Wonderful!
No	Please get to it! I'd like to return to rest. [End Convo]
Where Did That Kid Go?	I trapped him in the attic. He shouldn't have stolen my wedding ring from my room. [Restarts at this Action]
Of Course	Ah yes, I see that you've done it correctly. Wonderful!

Player Choices 2

What Now?	So what now?
Where's My Reward?	So where's my reward?
Need Anything Else	Ok. Did you need anything else?
That All?	Is that all?

Jedediah Responses 2

What Now?	Well, I actually need you to retrieve my wedding ring. That child stole it from me.
Where's My Reward?	I actually need you to retrieve one more thing for me. My wedding ring. That child stole it from me.
Need Anything Else	Actually yes. I need you to retrieve my wedding ring. That child stole it from me.
That All?	Not quite. I need you to retrieve my wedding ring. That child stole it from me.

Player Choices 3

Alright	Alright, I can do that too.
No	No, not right now.
Fine	Ugh, fine. Where's the kid?
Reward First	I need a reward before I do anything else for you.

Jedediah Responses 3

Alright	Thank you. He's in the attic. I'll reveal the key to you now. It is in the dresser by my bed. [End Convo]
No	Well fine. I guess you'll be on your way then? [Restart at this Action]
Fine	He's in the attic. I'll reveal the key to you now. It is in the dresser by my bed. [End Convo]
Reward First	I have no reward for you other than my thanks right now. [Restart at this Action]

Quest In-Progress (Haven't Finished Speaking to Thomas)

[Greeting] Jedediah McConnell: "Did you get my ring back from that child?"

Player Choices 1

I Will	No, but don't worry. I will.
Not Yet	Not yet.
Where Is He Again?	Where is the kid again?
Why's It So Important?	Why do you need it so badly? It's not like you can really wear it anymore.

Jedediah Responses 1

Not Yet	Please get to it! I'd like to return to rest.
I Haven't Seen Him	Please get to it! I'd like to return to rest.
Where Is He Again?	He is in the attic.
Why's It So Important?	I need it to be at peace! Please go get it!

Quest In-Progress (Retrieved Jedediah's Item)*

[Greeting] Jedediah McConnell: "Did you get my ring back from that child?"

Player Choices 1

Yes [Give Ring]	Yep, here it is.
Of Course [Give Ring]	Of course I did. Here's your ring Jedediah.
Finders Keepers [Keep Ring]	I did, but I think I'll keep it for myself.
Kid Escaped [Keep Ring] (Persuade)	Not exactly. The kid escaped with it somehow.

Jedediah Responses 1

Yes	Oh wonderful! Now I can finally return to rest.
Of Course	Oh wonderful! Now I can finally return to rest.
Finders Keepers	How dare you! Get out of my house!
Kid Escaped [Keep Ring] (Persuade)	(Succeed) Oh how dreadful! I shall be stuck here forever without that ring.
	(Fail) Liar! You let him get away! Get out of my house!

If the player returns the item to Jedediah, he will disappear and leave the manor peacefully. If the player keeps it themselves, Jedediah will become aggressive and attack the player until they leave the manor.

If the player attempts to persuade Jedediah and they fail, Jedediah will call them a liar and still become aggressive. If they succeed, Jedediah will not become aggressive towards them, and they will be rewarded with successful completion of the quest.

*This is a conversation the player cannot exit from.

Quest In-Progress (Let Thomas Keep Jedediah's Item)*

[Greeting] Jedediah McConnell: "Did you get my ring back from that child?"

Player Choices 1

Poor Kid Needed It	No, the poor kid really seemed to need it.
I Let Him Keep It	I let the kid keep it. He needed it.
Couldn't Do It	I'm sorry Jedediah, but I couldn't take it from him. He really needed it.
He Escaped (Persuade)	Not exactly. He escaped with it somehow.

Jedediah Responses 1

Kid Kept It	How dare you let him leave with it! Get out of my house!
I Let Him Keep It	How dare you! Get out of my house!
Couldn't Do it	How dare you! That was MY ring! Get out of my house!

He Escaped (Persuade - Medium)	(Succeed) Oh how dreadful! I shall be stuck here forever without that ring.
	(Fail) Liar! You let him get away! Get out of my house!

If the player let Thomas keep the item, Jedediah will become aggressive and attack the player until they leave the manor.

If the player attempts to persuade Jedediah and they fail, Jedediah will call them a liar and still become aggressive. If they succeed, Jedediah will not become aggressive towards them, and they will be rewarded with successful completion of the quest.

*This is a conversation the player cannot exit from.

Thomas Sterett

Thomas Stuck In Attic (disembodied voice)

Thomas has three voice lines that play as the player walks through the Manor and up to the attic. The idea is that he can hear someone else moving around in the Manor and is calling out for help.

[Line 1] Boy's Voice: "Heeeeelp!"

[Line 2] Boy's Voice: "Is somebody down there?"

[Line 3] Boy's Voice: "Help me! My name's Thomas! I'm stuck in the attic!"

Thomas Introduction (speaking to him in the attic)

[Greeting] Thomas Sterett: "Sweet! You got the door open!"

Player Choices 1

I Did	Yeah, I did. Now I need you to give me back that ring you stole. There's a ghost named Jedediah looking for it.
Hand Over The Ring	Let's cut to the chase, kid. I know you stole Jedediah's ring. Hand it over.
Stolen Ring?	I did. Now, did you find a ring in one of the bedrooms? It belongs to a ghost named Jedediah. He's looking for it.
Return the Favor	Yep, I helped you out, now help me out. Give me the ring you stole. It belongs to a ghost named Jedediah.

Thomas Responses 1

I Did	But I need it! I'm gonna sell it so I have caps for my family.
Hand Over The Ring	Why should I? I really need it! I'm gonna sell it so I have caps for my family.
Stolen Ring?	I did, but I need it! I'm gonna sell it so I have caps for my family.
Return the Favor	But I need it! I'm gonna sell it so I have caps for my family.

Player Choices 2

You Can Keep It [Leave Ring]	Oh. Well in that case, keep it.
Don't Care [Take Ring]	I don't care. Hand it over.
Rightful Owner [Take Ring]	Look, it belongs to Jedediah. He needs it to be at peace.
Ghost Has No Need For It [Leave Ring]	Well, I guess you can keep it. The ghost will get over it. Not like he can wear it anymore anyways.

Thomas Responses 2

Keep It	Thanks! This'll help a bunch!
Don't Care	Ugh, fine! Take it.
Rightful Owner	Ugh, I know. You're right. Here, take it back.
He'll Get Over It	Thanks! This'll help a bunch!

Player Choices 3a (Player Took Ring from Thomas)

Doing The Right Thing	I Know it's hard, but you're doing the right thing. Now, go wait for me at the sheriff's office. I'll be there soon.
Hard Knock Life	Life's rough kid. You get used to it. Now, go wait for me at the sheriff's office. You better not run off.
You'll Find Caps Somehow	Don't worry. I'm sure you'll find caps some other way. Now, go wait for me at the sheriff's office. I'll be there soon.
Thanks For Cooperating	Great. Thanks for making this easy kid. Now, go wait for me at the sheriff's office. I'll be there soon.

Thomas Responses 3a

Keep It	Thanks! This'll help a bunch!
Don't Care	Ugh, fine! Take it.
Rightful Owner	Ugh, I know. You're right. Here, take it back.
He'll Get Over It	Thanks! This'll help a bunch!

If the player takes the item from Thomas, he will leave the attic before them and they will need to return to Jedediah to complete the quest "Ghost, Interrupted". If the player lets Thomas leave with the item, Thomas will leave the attic before them and when they leave the attic, Jedediah will appear outside his bedroom and chase them from the manor.

Thomas In the Sheriff's Office

Once the player returns to the sheriff's office after releasing Thomas from the manor attic, he will only have one of two things to say to the player. These are based on how they completed the "Ghost, Interrupted" quest.

[Let Thomas Keep Ring] Thomas Sterett: "Thanks for letting me keep the ring!"

[Took the Ring From Thomas] Thomas Sterett: "I wish you'd let me keep that ring."

Appendix C: Removed Features

This appendix details some characters, features, and dialogue that was removed for time constraints.

Characters

Eli & Samuel

These two characters in the lore were the best friends of Thomas Sterett. They were originally intended to be standing outside of McConnell Manor arguing with each other. The player would have been able to walk to up them and speak to the two arguing boys and get more backstory about what exactly happened and why Thomas went into the manor initially.

Conversations

Thomas Through the Attic Door

Initially, the plan was to have the player be able to have a full conversation with Thomas through the locked attic door. I was unable to get the Talking Activator needed to make this work functional before the gameplay complete milestone, so the feature and the conversation were cut.

Thomas Introduction (speaking through the locked attic door)

[Greeting] Thomas Sterett: "Hello! Any one there?"

Player Choices 1

I'm Here	Yeah, I'm here. Who is this?
Nope	Nope, no one here. Sorry.
Maybe	Maybe. Who's asking?
Who's There?	Who's up there?

Thomas Responses 1

I'm Here	It's me, Thomas! I'm stuck up here! Get me out!
Nope	Aww
Maybe	Please! My name's Thomas. I'm stuck in here!
Who's There?	Thomas! I'm stuck! You gotta get me out!

Player Choices 2

I'll Get You Out	Okay, I'll get you out. Somehow.
Don't Have Time	Mmm, actually, I don't have the time. See ya.
Maybe	Maybe. What's in it for me?
See Ya Kid	You're on your own kid.

Thomas Responses 2

I'll Get You Out	Thanks! You're saving my butt!
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Don't Have Time	Aww...
Maybe	C'mon! I'm a scared kid! Get me out!
See Ya Kid	Aww...

References

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