

Average Clefable

Team Members

- Adam Abramson: Level Design / Art
- Jiabao Su: Programming
- Kobe Laprade: Level Design
- Tyler Machanic: Programming
- Teddy Walsh: Lead / Narrative

Modded Game

Fallout 4

Mod Title

The Time Capsule

Link to Mod Page

<https://www.nexusmods.com/fallout4/mods/76743/>

Playthrough Link

<https://www.youtube.com/watch?v=aDPFuU1JA8E>

Presentation Link

https://www.youtube.com/watch?v=amPb_6dcUhY

Summary

The Time Capsule starts off with meeting Giovanni, a ghoul from pre-war times, in Goodneighbor. He tells you that he constructed a time capsule to protect his sentimental valuables, like pictures of his now-dead family or gifts from his parents, before the bombs dropped. His time capsule was integrated with a machine he made that can suspend things in time in order to keep them safe. His plan worked, except now the time capsule is infested with enemies and he can't get through them, so he's hiring you to clear it out so he can come in and get his things back. If you decide to accept, you meet him by The Pentecostal Church in The Glowing Sea and he leads you to the time capsule entrance, a small hatch in the ground.



While in the time capsule, you hear the sounds of fighting and rush over to see Cleveland, a Treasure Hunter, fighting off some of the rad scorpions that burrowed into the time capsule. After helping him out, he thanks you and tells you about how he was also hired by Giovanni to clear this area out of enemies, except he was told a different story. Instead of mementos of his old life, Giovanni told Cleveland that he stored pre-war technology that he could use or re-sell to become rich and powerful in the new world.



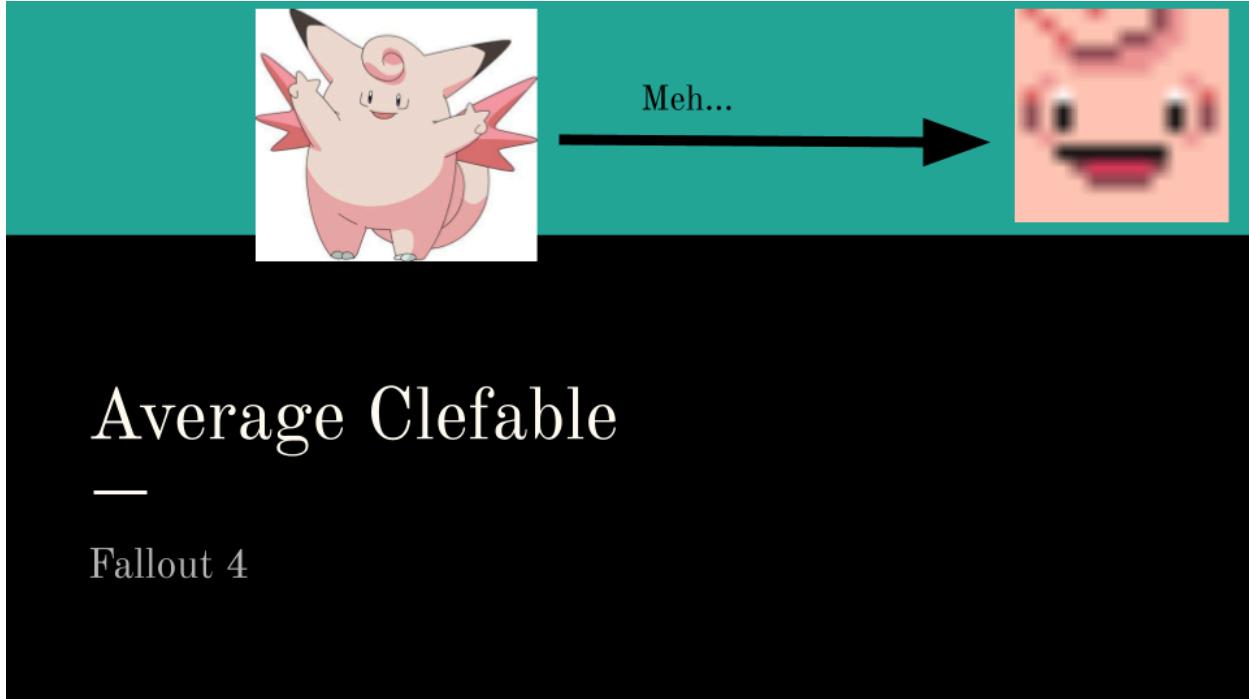
At this point, you're given a choice. You can either side with Cleveland and work your way through the time capsule together, kill Cleveland and work with Giovanni to finish your job and get paid, OR kill both of them to take all of the loot for yourself.



In any path, while you fight through the Time Capsule, you go past several enemies and loot containers frozen in time. These are completely non-interactive until you shut down the engine. Once you get to the engine, shutting it down allows you to take out its focusing device, a modified gamma gun, and use it as The Krono Gun, able to temporarily freeze enemies in time. Now that the engine is shut down, you must make your way back through the time capsule and collect the loot that is now unfrozen, but also fight off the previously-frozen enemies, and escape.



Presentation



Average Clefable

—
Fallout 4

Members

- Adam Abramson: Level Design
- Jiabao Su: Programming
- Kobe LaPrade: Level Design
- Tyler Machanic: Programming
- Teddy Walsh: Narrative



Our Mod: The Time Capsule

Giovanni, a ghoul from pre-war tells you about a time capsule with valuable / sentimental objects contained within. You help clear it out but learn about the fact he's lying when you meet his previous hire, Cleavland. You also get the device he used to suspend the capsule in time.

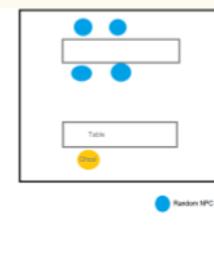


Rat Bastard



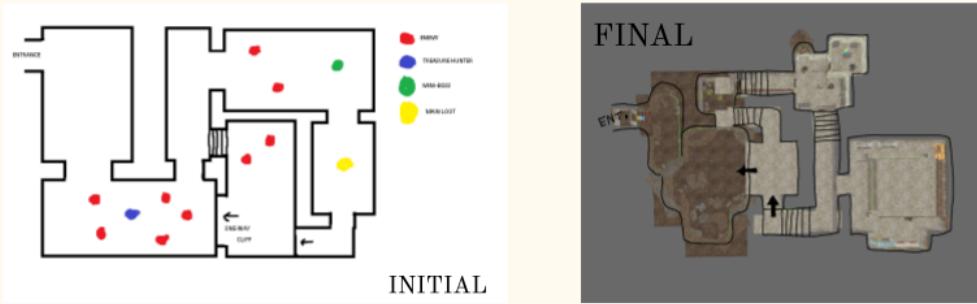
Original Design Doc

- Talk to a ghoul NPC who pays you to clear the time capsule
- The time capsule suspends objects in time to preserve them
- Help a treasure hunter NPC fight off enemies in the time capsule
- Either side with the treasure hunter (split the loot) or the ghoul (get paid)
- Fight through enemies to shut down the engine, then fight through enemies that were frozen while you go back to the entrance



Final Design Time Capsule Map

- Map layout stayed largely unchanged
- Some minor changes to room size and connection
- Location of loot room was changed



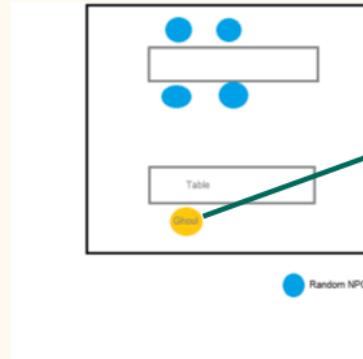
Final Design: Entrance Map

- Downscaled from a structure to a hatch
 - Technical issues
- Removed enemies
 - Giovanni was unsafe



Final Design: Quest Area

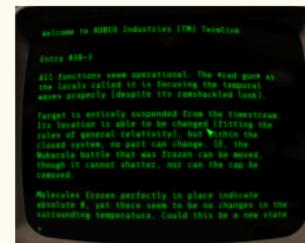
- Decided the quest would start in Goodneighbor
- Intended to meet Giovanni inside
- Changed to be outside to make the quest more easy to start



Ghost not included

Final Design: Narrative

- NPCs have names
- You can also kill both of them as an option
- Enemies were chosen and leaned into the narrative of infestation
- Dialogue was changed to be less branching and easier to code
- Added Terminal Entries



Cleveland (Treasure Hunter)
Talking to him after the fight:
1. Oh man, thanks for the save there buddy, there were quite a few of 'em. The name's Cleveland.
a. No problem, happy to help out a fellow explorer! (2)
b. What are you doing here? (3)
2. If you don't mind me asking stranger, how exactly did you find this place? I was under the impression that this was pretty hidden and secluded.
a. I was just about to ask you that... You first (charisma-check)
i. Success! (12)
ii. Fail! (4)
b. A ghoul named Giovanni said he'd pay me 3,000 caps to clear this place out of an infestation. (5)
c. I just found a door and came in (13)
3. Yeah, I was just about to ask you the same thing.
a. You first (charisma-check)
i. Success! (12)
ii. Fail! (4)

Start Greeting

Oh man, thanks for the save there buddy, there were quite a few of 'em. The name's Cleveland.

Action 1	
[P] Happy to help to help out a fellow explorer!	[QES][END]
[P] Weaking	
[P] I'm used to saving the weak. Don't mention it.	I could have handled myself but thanks, asshole.
[P] Sure thing	
[P] Sure thing	
[P] Who are you?	
[P] Who are you?	I'm a treasure hunter.

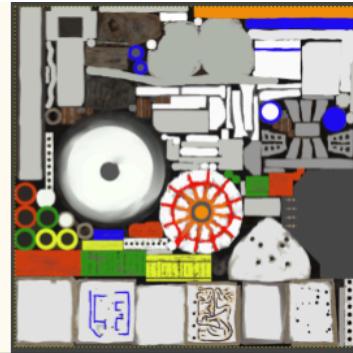
Art Assets: Adam

Retextured the gamma gun

- Chose this weapon because it was easy to use with the material swap.

Challenges:

- Importing the textures into fallout



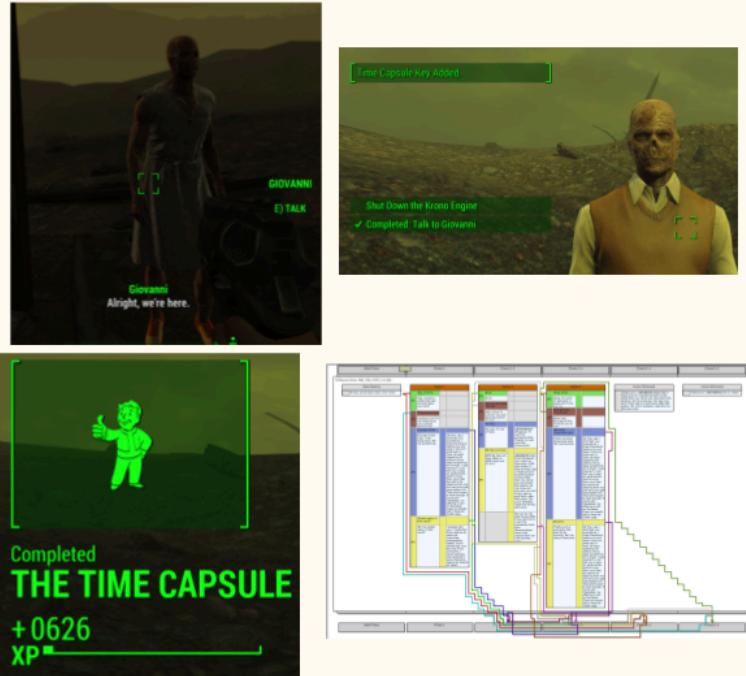
Technical: Jiabao

- Creating the time freeze effect for the krono gun was challenging
- Biggest problem was that it didn't work on specific types of npc's.
- Ultimately reworked krono gun to work on any npc/enemy type
- Creating initially frozen enemies and loot was simple after getting used to scripting and creation kit



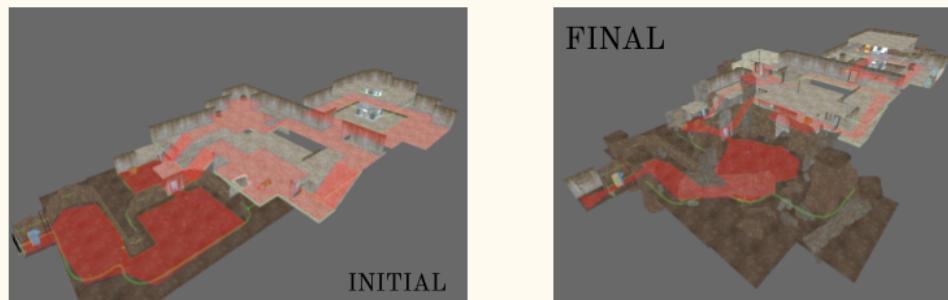
Technical: Tyler

- Getting the right NPC to say the right dialogue at the right time
 - Had to properly set conditions for each conversation
- Getting different quest paths working
 - Took some scripting
- Getting fragments to work on other computers
 - Had to make a BA2 file with loose file
- Giovanni fully stopped responding to scripts
 - Couldn't find a solution, had to use fragments instead



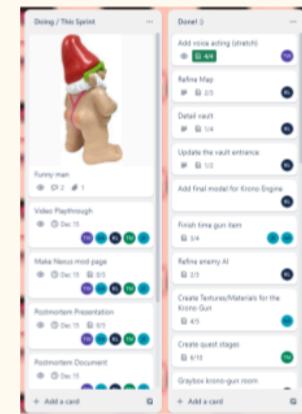
Technical: Kobe

- Initial navmesh was generated in creation kit
- Final navmesh was manually created
- Generated had many issues: vertices, stairs, doors



Production Workflow: Teddy

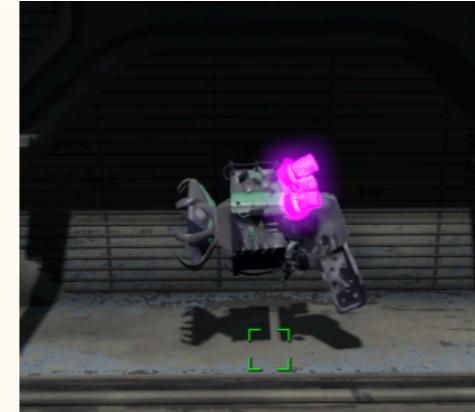
- Discord
- Started out just using the schedule
 - Delays and changes happened
 - Transitioned to a Trello when it got too complex
- Used GitHub for version control
 - Only script files and 1 mod file
 - Only 1 person could work on it at a time
 - Coordinated through Discord
- Could've picked a different game
- Could've found a different version control



A screenshot of a GitHub repository named "githubRepo". The repository contains four files: "Scripts" (2 items), "Sound" (2 items), "TheTimeCapsule - Main.BA2" (1 item), and "TheTimeCapsule.esp" (1 item). The URL "Mod > githubRepo >" is visible at the top.

Contributions: Adam

- Managed art assets
- Helped during early stages of game design.
- Implemented the weapon into the game



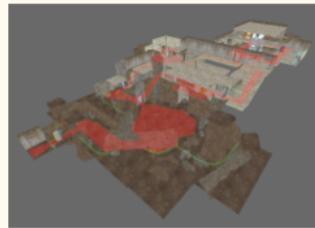
Contributions: Jiabao

- Started on the initial quest staging/dialogue but later passed it on to Tyler
- Implemented the time freeze mechanic for the krono gun
- Created time frozen enemies/loot and triggers



Contributions: Kobe

- Interior Level Design
- Made the interior ‘graybox’, textured and furnished the level
- Created the navmesh



Contributions: Tyler

- I was in charge of NPC, quest and dialogue implementation.
- Created the quest, quest stages/objectives, progression triggers, npc behavior/events and dialogue
- Wrote some dialogue (mostly Teddy though)
- Created the GitHub
- Came up with the initial idea for the mod

```
If (TCGiovanni.IsDead() == 0 && TCCleavland.IsDead() == 1)
SetObjectiveCompleted(58)
SetObjectiveDisplayed(59)
EndIf
If ((TCGiovanni.IsDead() == 1 && TCCleavland.IsDead() == 1) || TCCleavland.IsDead() == 0)
SetStage(60)
EndIf
```

The screenshot shows the game's internal quest editor. At the top, tabs for 'Quest Data', 'Quest Stages', 'Quest Objectives', 'Quest Aliases', 'Player Dialogue', 'Command Dialogue', and 'Scenes' are visible. Below these are dropdowns for 'EditorID' (set to 'GiovanniFirstMeeting'), 'Index' (set to 0), 'Template Scene' (set to 'NONE'), and checkboxes for 'Dialogue only', 'Show scene links', and 'No Follower Idle Ch'. A large central window displays a quest stage titled 'Start Phase' with a dialogue box containing the text 'TCGiovanniAlias: D(E), C(E), OC(N), (null)(N). Start Greeting Hey! You look like you can hold your own.' To the left is a list of EditorIDs: GiovanniFirstMeeting, GiovanniChurch01, GiovanniArmingVault, CleavlandFirstTalk, GiovanniAfterKillingCleavland, GiovanniTurnInQuest, and CleavlandFinalTalk. Below the main window is a table titled 'AI Package List' with columns for EditorID, Type, Day of Week, Month, Date, and Time. To the right is a table titled 'Quest Data' with columns for Index, Log, and Notes, listing various quest stages and objectives.

Contributions: Teddy

- Wrote everything
 - Dialogue
 - Quest stage descriptions
 - Terminal entries
- Misc Technical Tasks
 - Linked doors together
 - Added clothes and inventories to NPCs
 - Added terminal entries
 - Cut off mid-page
- Recorded lines
 - Added silent lines to player dialogue
- Managed Trello



The screenshot shows a Trello board titled 'Doing / This Sprint'. It has a progress bar at the top indicating completion. Below the bar are several cards, each with an icon and a title. The cards include:

- Funny man (Done: 1/1)
- Video Playthrough (Done: 1/1)
- Make Nexus mod page (Done: 1/1)
- Postmortem Presentation (Done: 1/1)
- Postmortem Document (Done: 1/1)
- Add a card

 To the right of the board, there is a vertical sidebar with a progress bar labeled 'Done: 0' and a list of tasks:

- Add voice acting (archive) (Done: 1/1)
- Rifts Map (Done: 1/1)
- Detail vault (Done: 1/1)
- Update the vault entrance (Done: 1/1)
- Add final model for Krios Engine (Done: 1/1)
- Finish time gun item (Done: 1/1)
- Rifts enemy AI (Done: 1/1)
- Create Textures/Materials for the Krios Gun (Done: 1/1)
- Create quest stages (Done: 1/1)
- Graphics krios-gun room (Done: 1/1)
- + Add a card

Conclusion

We were able to

- Complete our central vision by the deadline
- Adjust plans around delays
 - Changed scope / cut some unnecessary content
- Coordinated well with Github

“Fiend”



Original Design Doc

The Time Capsule

Team Name: Average Clefable

Summary

You meet a ghoul that made a time capsule before the war, suspended in time. He offers to share what's contained with you if you clear out the infestation that's wormed its way inside. He says there are mementos that mean a lot to him like pictures of his family but after meeting one of his previous hires, you start to realize he's not telling you everything. After making it through, you're able to take the device used to freeze the capsule in time and wield it for yourself.

The Game

Game: Fallout 4

Why we chose this game: Much of the team was already familiar with the game and due to the rich modding community already existing there, there are many resources to pull from

The Quest

Location: a Vault (not Vault Tec, just an actual normal vault of items) in The Glowing Sea

How it plays out:

Meet the ghoul quest giver in Goodneighbor, he tells you about his vault which he claims has important mementos in it (he's lying) all suspended in time to avoid damage. He urgently asks for your help getting into it. You meet him at a landmark outside the vault (The ghoul teleports there from Goodneighbor) and he will lead you to the vault. The ghoul stays outside the vault in a safe area while you go in.

The first room is full of already dead enemies. You hear gunshots and come across a treasure hunter asking for help and can choose to help him or not. If you don't help him he dies. If you do, he will reveal that he was previously hired by the ghoul to do the same job as you but told a different story (the truth). He was told that the time capsule is full of valuables that can

be used and/or sold in the wasteland, and the treasure hunter decided to go early to claim all of this for himself. The ghoul upon realizing he was duped, hired you to get there first. The ghoul told you a sad emotional story so that you wouldn't betray him like the treasure hunter did. You will have to choose between siding with him and splitting the treasure (he tells you that it's treasure and not important mementos) or killing him and siding with the ghoul.

Getting to the end of the vault is the most valuable item there: the machine used to suspend items and creatures in the vault in time. When deactivated (to allow for collection of the time-frozen loot) and removed from the larger machine, it can be repurposed as a weapon to temporarily suspend hostiles in time as well!

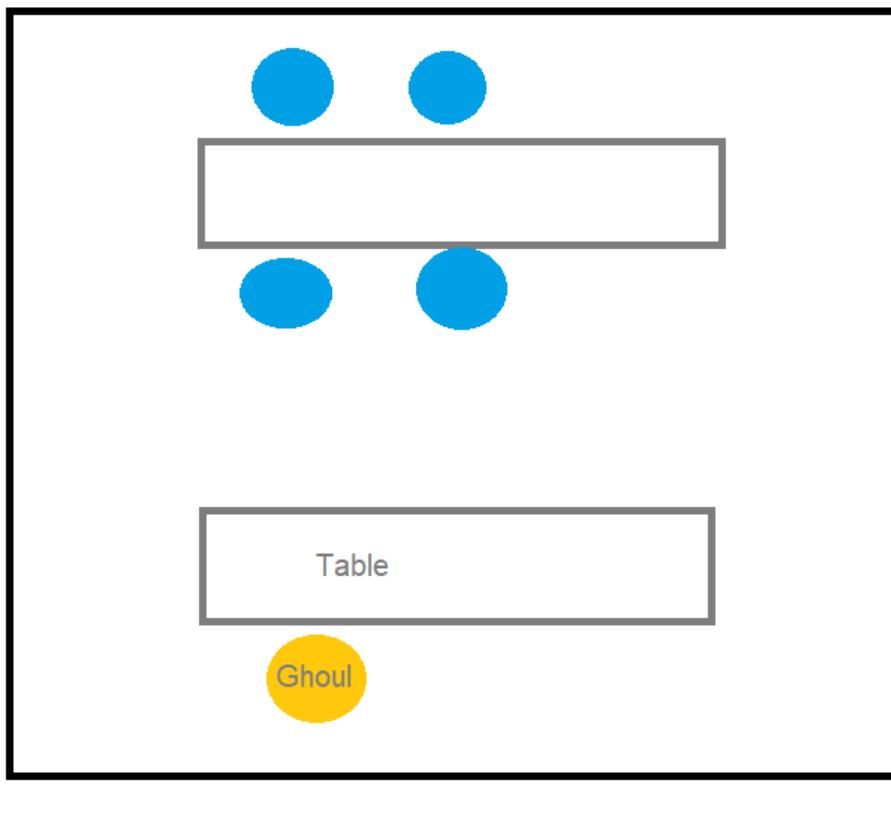
Important NPCs/elements/mobs:

- The Ghoul who tells you about it (you meet him in Goodneighbor)
- Giant insects that have infested the vault
- A Treasure Hunter you run into in the vault

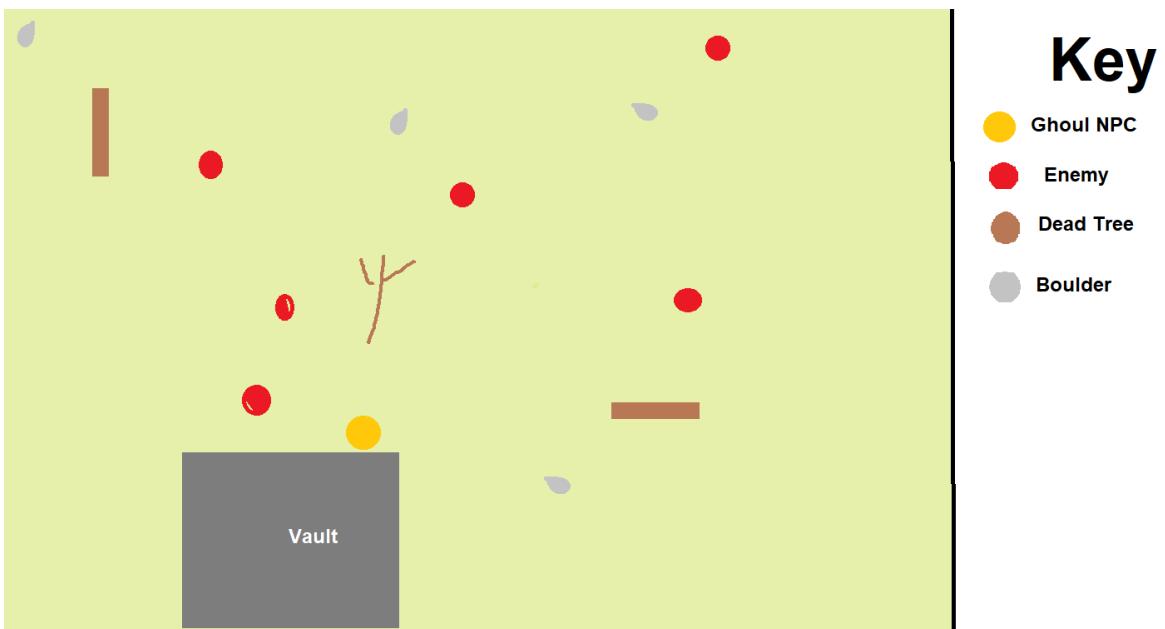
The reward: Chrono Blaster, a gun that allows you to freeze enemies in time.

Quest Area Drawing

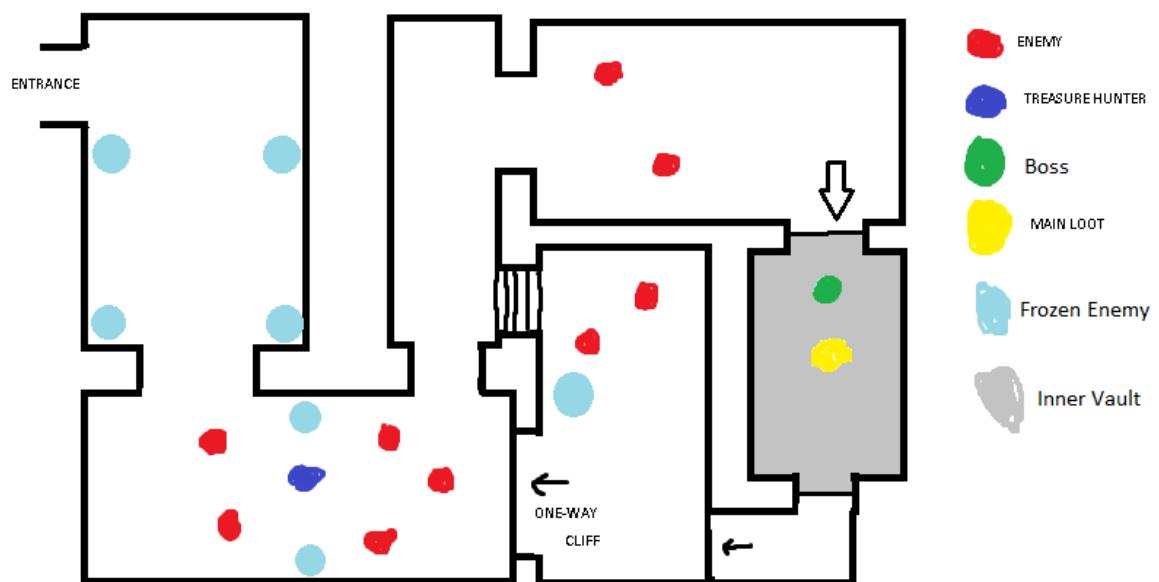
Quest Start Area:



Outside the Vault:



Inside the Vault:



Mod Research and Implementation

Mod tools and techniques:

- Fallout 4 Creation Kit
- Github

How we will divide the workload: There will be two main teams, the level designers and the programmers. They will work closely with each other to meet the milestones for each week. The remaining member is the narrative and also the flex, so they will go around to help out where needed.

Anticipated Research and Implementation

Anticipated tasks per teammate:

- Understand how the tools and version control work

Team

Team Name: Average Clefable

Lead: Teddy Walsh

Team members and responsibilities:

- Adam Abramson: Level Design
- Jiabao Su: Programming
- Kobe Laprade: Level Design
- Tyler Mechanic: Programming
- Teddy Walsh: Narrative

Production Schedule

Blue = Level Design: Adam and Kobe

Green = Programming: Jiabao and Tyler

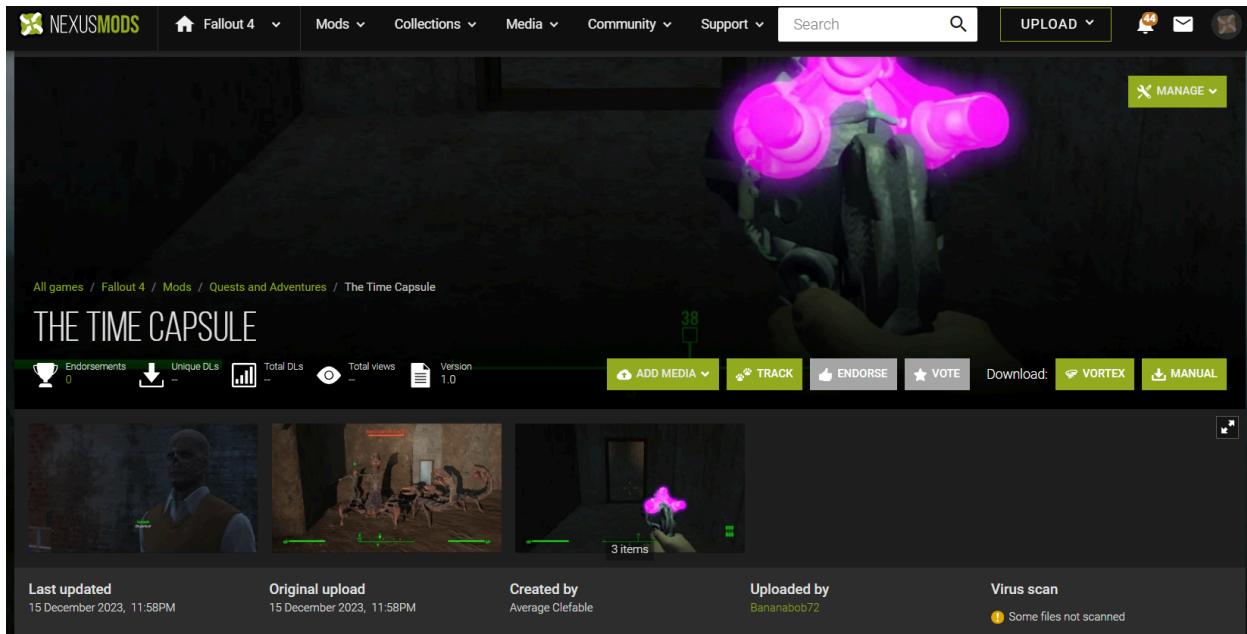
Red = Narrative: Teddy (will switch to another team later)

Black = Everyone

Week	Objectives
------	------------

Week 1	Create version control Make sure everyone understands the tools
Week 2	Rough greybox of the map Enemy placement (for gray box testing) - Refine enemy placement and greybox after every playtest (unsure when playtests are) Create a ghoul interactable NPC with 2 dialogue branches Basic fighting stats for treasure hunter Write ghoul NPC dialogue
Week 3	Refined greybox (with testing) Develop time-stop effect - Frozen enemies - Frozen loot containers Create scene triggers (moving between rooms properly and changing states) Write Treasure hunter dialogue
Week 4	Add textures and larger props (doorways and handrails) Implement time gun weapon into the game with stun effect Wrap up and polish dialogue and branch options Write item descriptions - No more need for narrative so transition to another team
Week 5	Add collectable loot Add lights Implement dialogue with both NPCs Refine stats for bosses - Treasure hunter when you first meet him - Treasure hunter with the time gun - Possible ghoul NPC boss?
Week 6	Add detailed props (35%) Add NPC voice acting audio? (Unsure if we'll end up having that) If not ^ then: Refine enemy placement
Week 7	Add detailed props (70%) Bug fix
Week 8	Add detailed props (100%) Bug Fix
Week 9	Bug Fixing and polish (also flex time for if things get pushed back)
Week 10	Bug Fixing and polish (also flex time for if things get pushed back)

Mod Page Screenshots



This screenshot shows the 'ABOUT THIS MOD' section of the Nexus Mods page for 'The Time Capsule'. At the top, there are tabs for 'DESCRIPTION', 'FILES 1', 'IMAGES 3', 'VIDEOS 0', 'DOCS', 'POSTS 0', 'BUGS 0', 'LOGS', and 'STATS'. Below the tabs, the heading 'ABOUT THIS MOD' is followed by a note: 'This mod is currently not opted in to our mod rewards program. Opt-in'. A paragraph describes the mod: 'The Time Capsule adds in a new quest line of the same name as well as 2 new NPCs, a new area, 3 possible endings, and a custom piece of equipment: The Krono Gun.' There are two buttons: 'REPORT ABUSE' and 'SHARE'. Below these buttons is a section titled 'Permissions and credits' with a dropdown arrow. At the bottom of the page, there is a footer for RIT (Rochester Institute of Technology) featuring the text 'Golisano College of Computing and Information Sciences School of Interactive Games and Media' next to the RIT logo.