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## *Fallout 4: Clearwater City*

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Version 1.0

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### Document Revisions Table

Version	Description	Requestor	Date
1.0	Initial Document	Professor	05/28/2018
1.1	Grammatical, spelling, quest outline edits	Professor	06/09/2018
1.2	Update for simplified quest	Professor	07/02/2018

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# Level Design Document

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## Level Information

### Quick Summary

Clearwater City is a mod for *Fallout 4*. The mod's quests and action take place in Clearwater City, a settlement deep in the mountains near the Glowing Sea. The player can happen on the entrance to Clearwater City at any time. If the player finds the area, they enter the settlement of Clearwater City, which is a growing city built around an underground lake of purified water. Once they arrive, an NPC named Katherine Dumont asks them to help her settle in Clearwater City by helping her find a place to live and a source of income. The player meets and engages with various citizens of Clearwater City as they try to help Katherine make her new home.

The mod does not require players to have a certain level, but because it is located in the Glowing Sea, players should have suitable protection from radiation when they go searching for the entrance to Clearwater City. Rad-X, glowing blood packs, a hazmat suit, and/or other protective gear are recommended.

## Level Maps

### Clearwater City

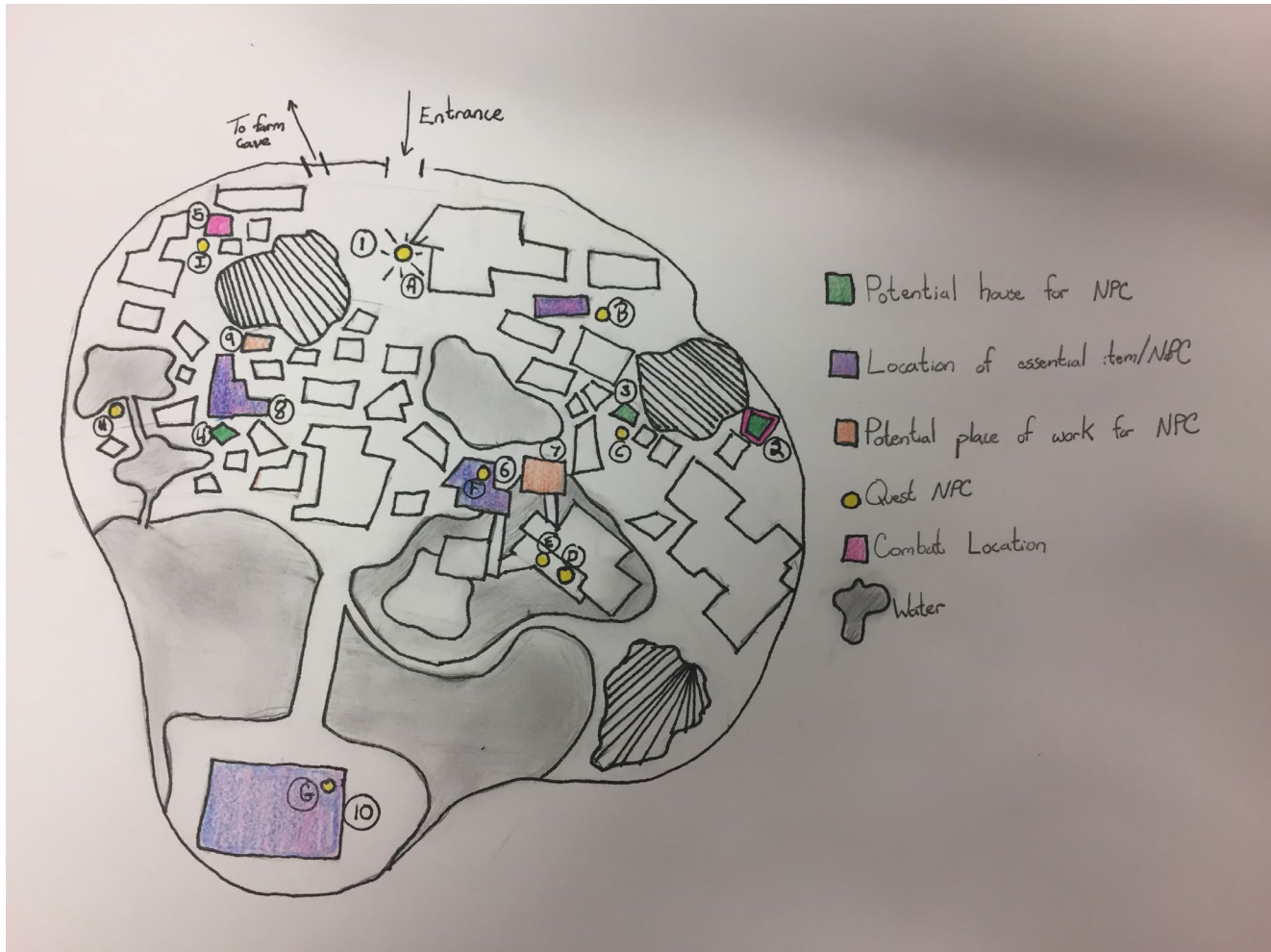


Figure 1: Clearwater City Overview Map

Map Label	Event Description	Detail Information	Approx. Difficulty (1-10)	Approx. Time	Wow?
1	Clearwater City Entrance	The entrance to Clearwater City. Players emerge on a plateau overlooking the city.	1	1:00	Yes
2	NPC House 1	This house is available for the NPC to move into. Bloodbugs and other insects, which the player must kill to complete the quest, infest it.	5	8:00	Maybe
3	NPC House 2	This house is available for the NPC to move into. It has no electricity. The player must complete a quest to make the house livable.	3	5:00	No
4	NPC House 3	This house is available for the NPC to move into. It is incomplete. The player must complete a quest to make the house livable.	2	6:00	No

<b>5</b>	Butcher's shop	Clearwater City's butcher's shop. The player visits it during one of the three quests to find Katherine a job.	1	1:30	No
<b>6</b>	General store	Clearwater City's general store. The player visits during several of the small quests	1	2:00	Yes
<b>7</b>	Restaurant	A restaurant in Clearwater City. The player visits it to meet an NPC who offers the quest's main NPC a job.	1	3:00	Maybe
<b>8</b>	Police station	Clearwater City's police station. Officer Gallagher can be found here, along with the terminal required to turn on the lights in NPC House 2.	2	4:00	No
<b>9</b>	Clinic	Medical clinic in Clearwater City. Owned by an NPC the player visits while looking for a job for Katherine.	1	2:30	Yes
<b>A</b>	Katherine Dumont	Quest-giving NPC			
<b>B</b>	Cameron Ball	Clearwater City's butcher			
<b>C</b>	Kit Bailey	Clearwater City's doctor			
<b>D</b>	Heidi Fulton	Clearwater City citizen			
<b>E</b>	Eli Fisher	Owner of Clearwater City's general store			
<b>F</b>	Lane Fletcher	Clearwater City citizen			
<b>G</b>	Officer Gallagher	Clearwater City police officer			
<b>H</b>	Jack Schmisser	NPC who wants to start a newspaper			

**Agricultural Cave**

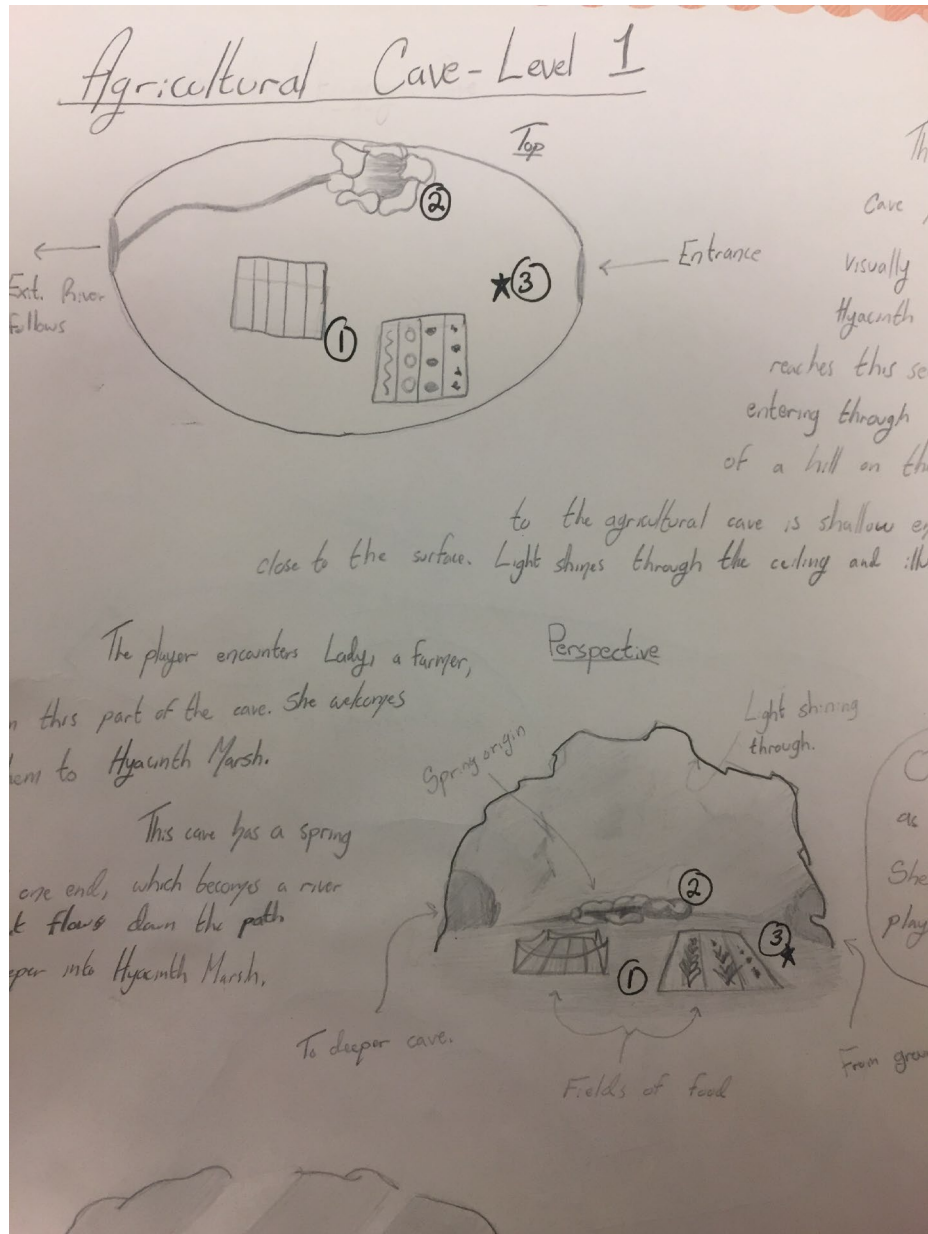


Figure 2: Agricultural Map

Map Label	Event Description	Detail Information	Approx. Difficulty (1-10)	Approx. Time	Wow?
1	Crops/Fields	Crops where Leila grows food	1	2:00	Yes
2	Spring	A natural spring. The water flows towards the cave's entrance and down into Clearwater City.	1	1:00	Yes
3	Leila Gill	The farmer who owns the farm in the agricultural cave.	1	3:00	No

## Police Station

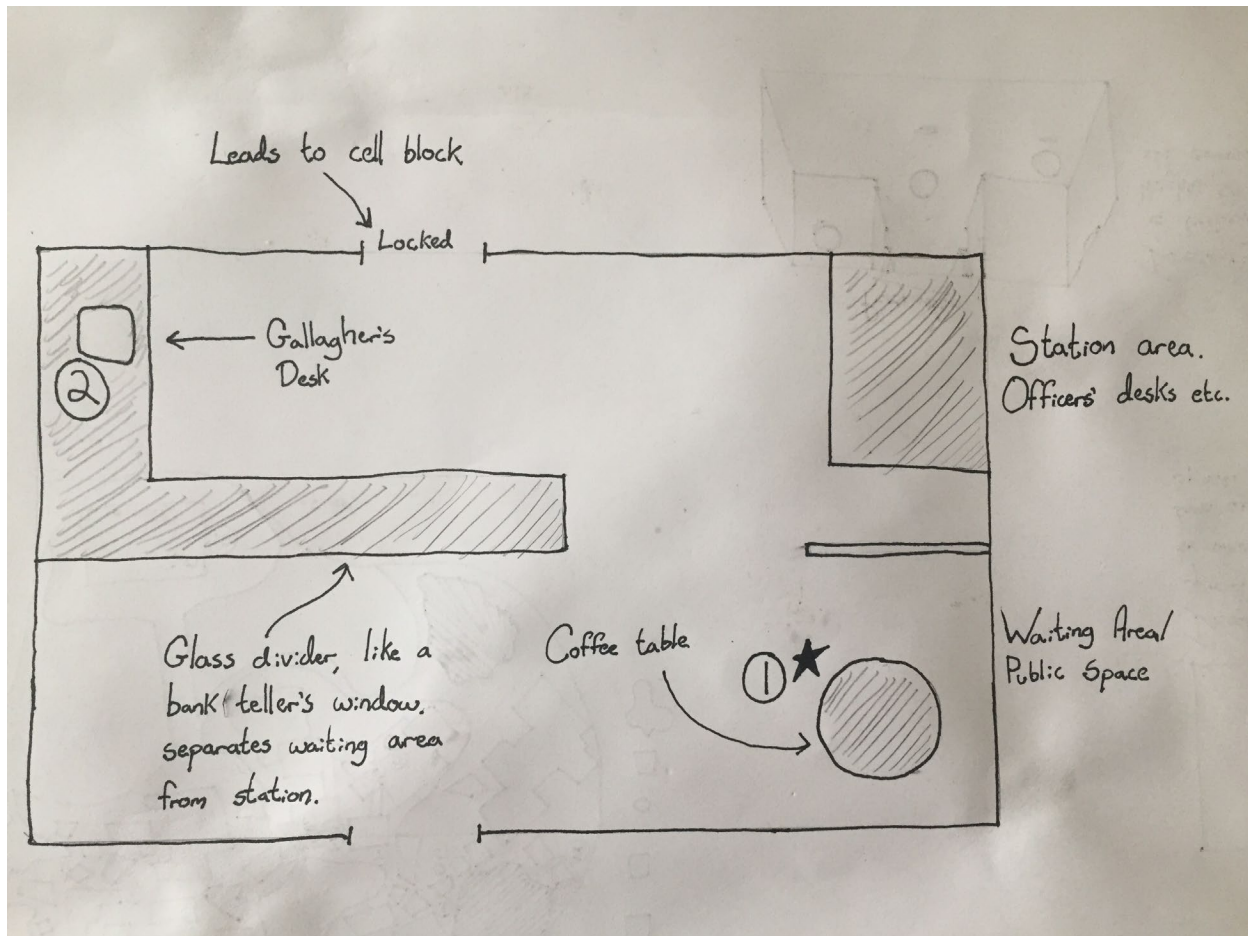


Figure 3: Police Station Map

Map Label	Event Description	Detail Information	Approx. Difficulty (1-10)	Approx. Time	Wow?
1	Officer Gallagher	A police officer responsible for maintaining the station. The player speaks to him during several quests.	1	2:00	No
2	Terminal	The terminal players use to bring electricity to NPC House 2.	1	2:00	No



Police Station

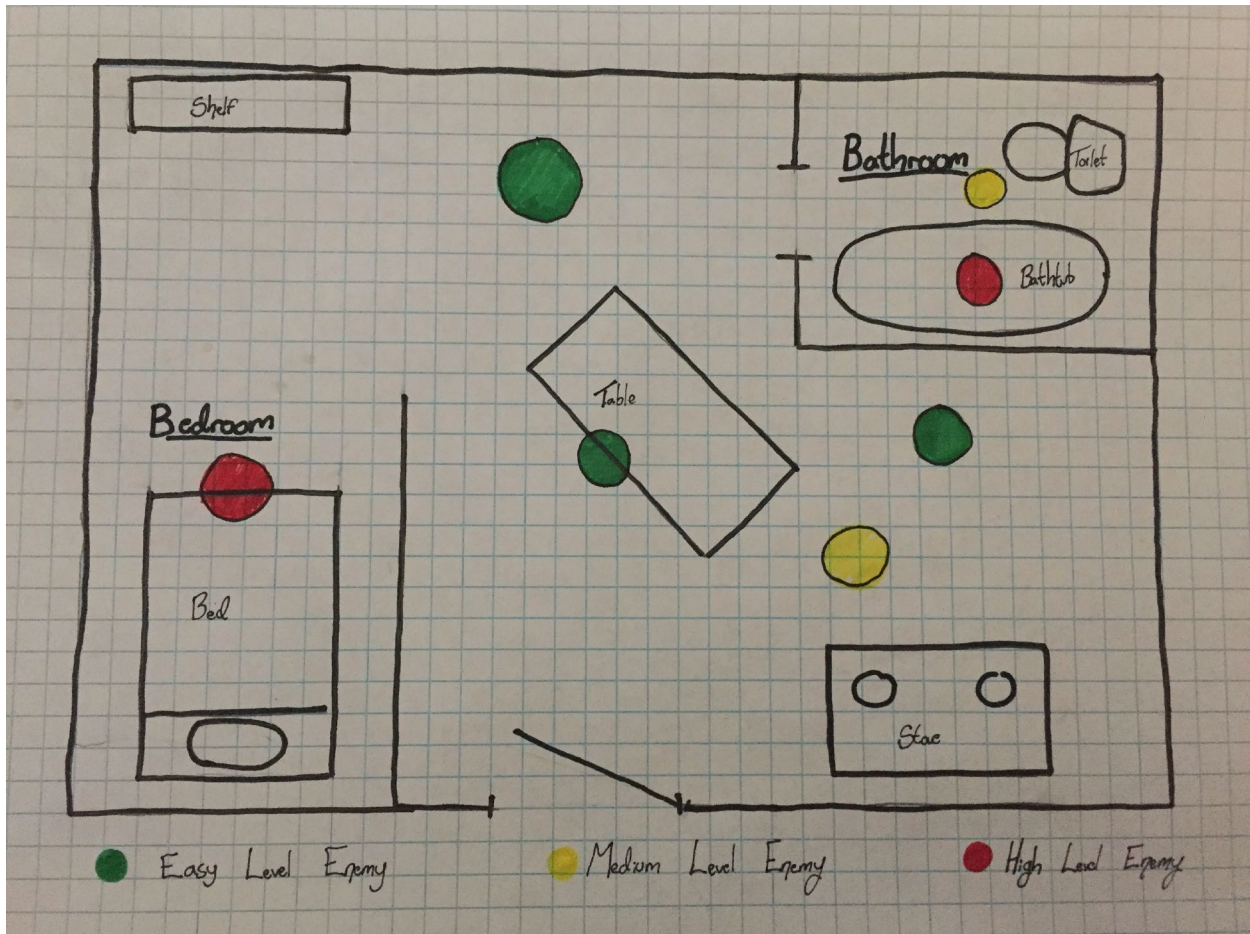


Figure 4: Abandoned House Map

Map Label	Event Description	Detail Information	Approx. Difficulty (1-10)	Approx. Time	Wow?
Green Circles	Low-level enemies	Bloodbug hatchlings and radroaches in the house.	4	3:00	No
Yellow Circles	Mid-level enemies	Mid-level bloodbugs in the house	5	2:00	No
Red Circles	High-level enemies	High-level bloodbugs in the house	6	2:00	No

## Objective(s)

- Help Katherine find a place to live and a source of income
- Explore Clearwater City
- Find/purchase gear and other goods in the city.

## Hook(s)/Gameplay Highlights

- Clearwater City – The settlement is an interesting place to explore. As they help Katherine find a place to live and a source of income, players get the chance to meet and engage with new characters and explore a new space.
- Interesting characters – Each character the player encounters during the quest has a unique function and interesting story.

## Campaign

### Context

Clearwater City is a mod, and the quests it contains are not essential to the main game. The player can purchase gear and weapons from the general store in town and use them in other quests.

According to rumor, Clearwater City is located “in the hills near one of those craters left after the bombs. You know, out in the Glowing Sea.” Players can enter Clearwater City through a cave in one of the cliffs near the closest crater to Boston.

Players can find Clearwater City and play the quest inside without first speaking to Tobias. No consequences are suffered by not speaking to Tobias before finding Clearwater City.

### Backstory

Clearwater City was discovered by a group of people wandering through the wasteland . They found the cave by accident while wandering through the Glowing Sea. When they explored the underground system, they were shocked to find a large supply of purified water filtering directly through the rocks and collecting in a large lake at the base of the cave. The presence of solid rock around the large cave chamber also means the air is very clean, and the whole system is protected from radstorms.

Because of its natural benefits, the people who discovered the cave soon decided to settle there. They named it Clearwater City because of the lake at its base. Soon, word of a paradise with clean water and protection from radstorms began to spread among those who made their way to the Glowing Sea. Those brave enough to make the journey and hearty enough to find the cave without succumbing to radiation often chose to settle there too. The city began to grow as word of its location filtered through the commonwealth and people chose to settle there.

### Aftermath

Once they have discovered Clearwater City, players can return there at any point in their playthrough. Its supply of purified water never runs out and there is no threat of radstorms. Low-level enemies like bloodbugs and radroaches appear only in small areas of the settlement, and only in small numbers.

## Development Schedule

Milestone	Date
LDD	05/30/2018
Basic cell layouts with limited attention to detail.	06/01/2018
NPCs created and tested with placeholder dialogue.	06/04/2018
Initial Gameplay milestone	06/11/2018
Combat encounters created and tested	06/14/2018
Error-free runs of all quest paths possible.	06/18/2018
Final Gameplay milestone	06/25/2018
Complete placement of assets and landscape molding in all cells.	06/30/2018
All NPC behaviors finalized	07/06/2018
First aesthetics pass	07/10/2018
Lighting pass	07/13/2018
Final detail pass	07/15/2018

## Key Theme References

### Clearwater City

#### Agricultural Cave



Figure 5: Contact Sheet for Agricultural Cave

Clearwater City Police Station

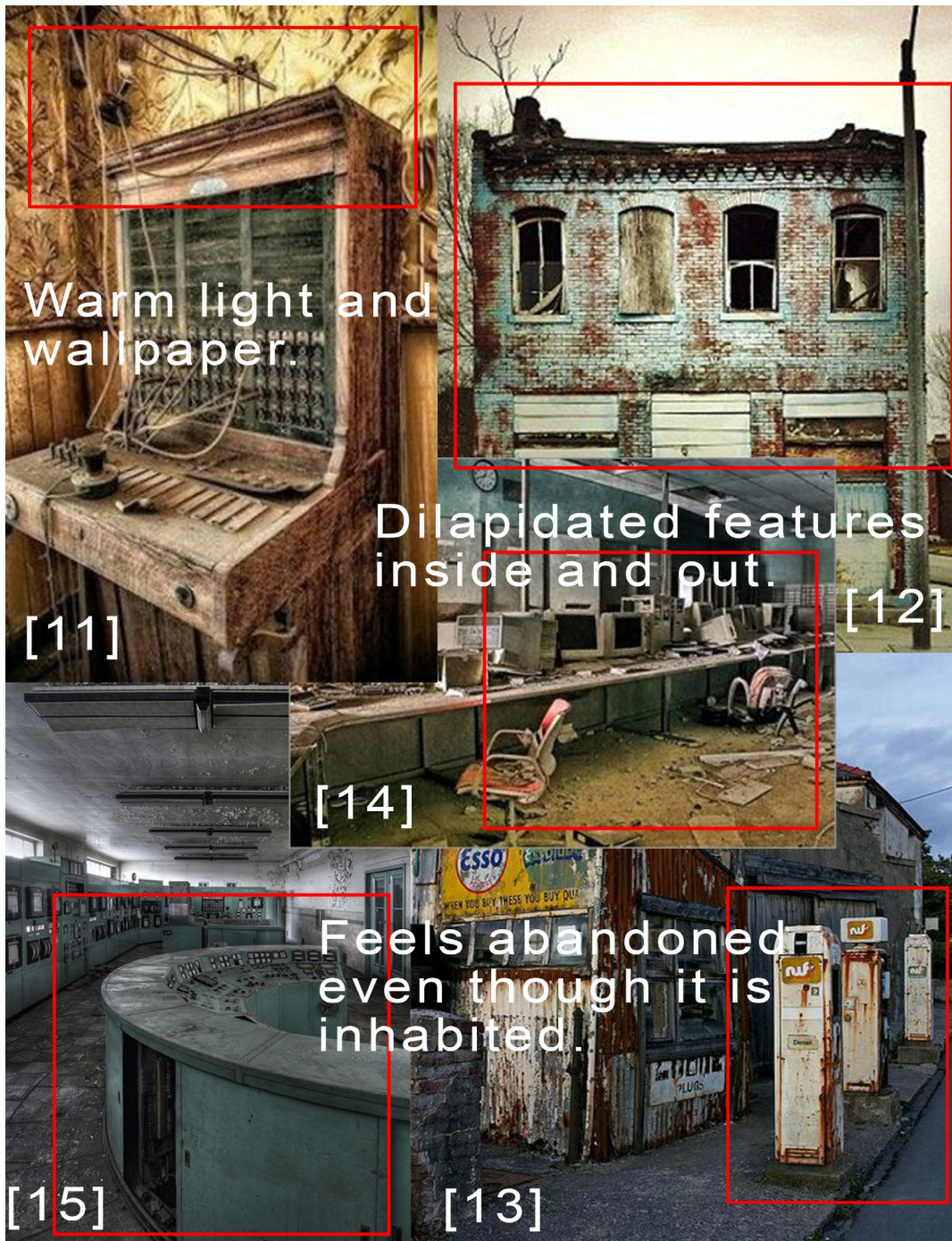


Figure 6: Contact Sheet for Clearwater City Police Station

Abandoned House



Figure 7: Contact Sheet for Abandoned House

## Requirements

Name	Description	Type	Priority
<b>Clearwater Settler</b>	Logic for the main quest	Quest/scripting	High
<b>Tobias Clemons</b>	NPC located in Boston who starts the player on their way	NPC	Low
<b>Katherine Dumont</b>	NPC who gives the "Clearwater Settler" quest.	NPC	High
<b>Leila Gill</b>	Owner of a farm outside of Clearwater City	NPC	High
<b>Heidi Fulton</b>	Clearwater City citizen. Offers the player information on other NPCs who can help them	NPC	Medium
<b>Cameron Ball</b>	Owner of the butcher's shop in Clearwater City	NPC	High
<b>Kit Bailey</b>	Clearwater City's doctor	NPC	High
<b>Abandoned House</b>	House infested by insects	Cell	High
<b>Lilly Collins</b>	NPC who warns player about danger in Player House 1	NPC	Medium
<b>Lane Fletcher</b>	Owner of general store in Clearwater City	NPC	High
<b>Glen Baker</b>	Owner of the property where Leila's farm is built.	NPC	High
<b>Officer Gallagher</b>	Clearwater City police officer	NPC	Medium
<b>Police Station</b>	Clearwater City police station	Cell	High
<b>Police Terminal</b>	Terminal the player uses to read about Clearwater	Terminal/Scripting	High
<b>Luke Collier</b>	Clearwater City carpenter/engineer	NPC	High
<b>Agricultural Cave</b>	Cave where Leila's farm is	Cell	High
<b>Clearwater City</b>	The city grounds of Clearwater City	Cell	High
<b>Agricultural Cave</b>	The agricultural area where Leila has her farm	Cell	High
<b>"Killed insects" variable</b>	Variable to determine the number of insects killed during the Exterminator quest.	Script	High

## Appendix A: Quest Summary

### Clearwater Settler

1. **THIS STAGE IS OPTIONAL. PLAYERS CAN FIND CLEARWATER CITY BY EXPLORING THE GLOWING SEA.** The player is informed by **Tobias Clemons** that word has recently reached Boston of a mysterious paradise in the mountains near the Glowing Sea where there is said to be an endless supply of purified water and total shelter from radiation. He tells the player that the entrance to the paradise is supposed to be located in some steep, rocky hills near a crater.
2. The player finds the entrance to Clearwater City in an outcropping of rock near a crater in the Glowing Sea. After entering the cave they find themselves in **Clearwater City**.
3. Soon after entering the city, they meet **Katherine Dumont**, who tells them she's come to make a new life for herself in Clearwater City, but is unsure where to begin. She requests the player's help finding a house and a job, promising them a sum of caps and a hazmat suit in return for their help. Meeting Katherine triggers the **Clearwater Settler** quest.
4. **Clearwater Settler** is completed once the player finds Katherine a house and a job.

### Quest Outline

1. After speaking to Katherine and accepting her request to help her find a home, the player is instructed to explore Clearwater City and ask other NPCs living there if they know anything about empty houses.
2. They encounter an NPC named **Heidi Fulton** who informs them that there is an empty house in town, but that it's been overrun by insects. She tells the player that the house has been locked by the city to keep everyone safe. She tells the player that if they want to unlock the house they should visit **Officer Liam Gallagher** at the **Clearwater Police Station**.
3. When the player reaches **Clearwater Police Station** they find **Liam Gallagher** there. He offers to give them the key to the house on the condition that they feel ready for a fight. If the player tells him they're ready, he sends them on their way. If the player tells him they're not ready, he offers to let them take a weapon from the station's armory to defeat the insects.
4. Once the player has the key, they are directed to locate the abandoned house. Inside the house they find **seven insects of varying levels**. After defeating all seven of these insects, the player is instructed to return to Katherine and tell her about their triumph.
  - a. For more information about this combat encounter, see Appendix B of this document.
5. Katherine thanks the player for finding her a home and offers them a Stimpak to help them heal from injuries incurred during the fight.
6. Katherine tells the player that she's heard rumors that Clearwater has a working farm, and that because she comes from a farming family she is interested in working there. She asks the player to find the farm's owner.
7. The player is directed out of Clearwater City proper and into the **Agricultural Cave**, a secondary cave in the Clearwater cave system with holes in the ceiling to allow natural light in. When they reach the agricultural cave they find **Leila Gill**, the farm's proprietor.



8. The player asks Leila if she's hiring at the farm, and she replies that she is. She tells the player that she would love to have help, but that they must first get approval from **Luke Collier**, the man who owns the farm.
9. Leila informs the player that they can find Luke at the **Clearwater Water Treatment Plant**. When they find Luke, he affirms that it's fine for Leila to hire someone new to help her with the farm, since it's currently expanding.
10. Luke offers the player **a leather chest piece** he made as payment for doing Leila the favor of asking whether she could hire someone. He notes that Leila is shy and sometimes struggles to ask for things herself.
11. After speaking to Luke, the player returns to Leila and informs her of Luke's approval to hire a new farmhand. Leila offers the player **several carrots** as thanks. She tells them that their friend can begin working whenever she wants.
12. The player returns to Katherine and delivers the news. Katherine offers them **150 caps and a hazmat suit** for completing the quest, as promised.
13. **Clearwater Settler** completes.

## Appendix B: Combat Encounter Overview

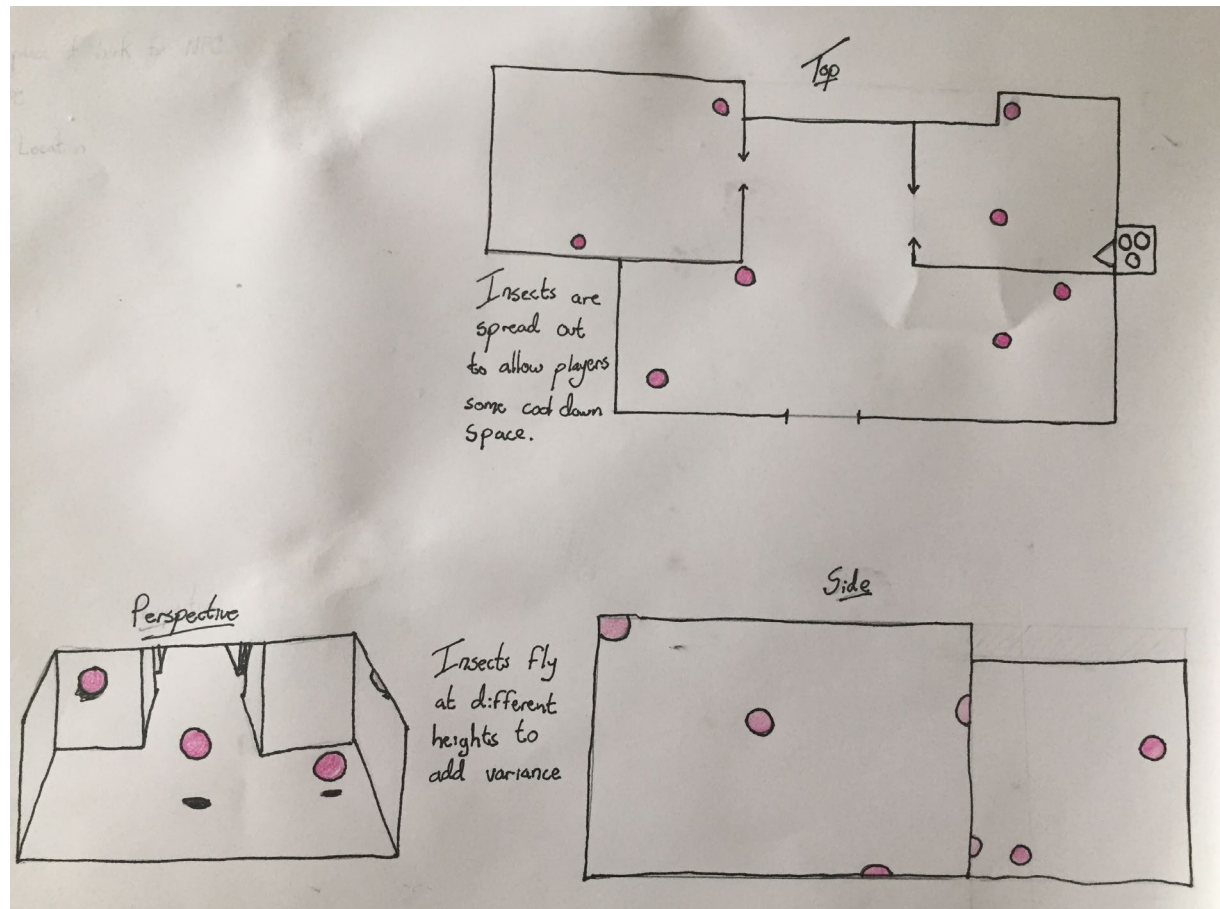
### Exterminator Combat Encounter

During the "Exterminator" quest players are required to eliminate several insects that have moved into an abandoned house in Clearwater City. The positions of the insects are denoted in the diagram below by pink spheres. The players must defeat all of these insects to progress with the quest and fulfill their goal.

The insects are not meant to be insurmountably difficult, but the player will have a much easier time during this combat encounter if they have a weapon. Weapons can be purchased at the general store or stolen from the police station.

The insects are spread throughout the house, with the more difficult ones being located in the back of the house. The insect in the small room at the back right of the structure is the highest level. The spread of the insects allows players some cool down time between encounters.

Insects fly and crawl around the room at different heights depending on their type. This adds some variety to the combat and keeps the player on their toes.





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Most of these references are collected in a Pinterest board, which can be found at:

<https://www.pinterest.com/aspensharmony/clearwater-city/>