Fallout 4: Vault 119

Version 1.0

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Document Revisions Table

Version	Description	Requestor	Date
1.0	Initial Document	Professor Clark	9/7/2022
2.0	Revisions	Professor Clark	9/22/2022

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Level Information

Quick Summary

Vault 119 was a Vault created by Vault Tech in order to test and observe the ramifications on society should humans lose the ability to communicate with one another. In order to achieve this, Vault Tech designed Vault 119 to have the ability to slowly release a gas that shuts down the language center of the brain and have a sealed off section for the Overseer and Assistants to observe the results. Professor Ruth, a Vault Tech Researcher, asks the player to retrieve data stored on a hard drive somewhere within Vault 119.

The player explores Vault 119, collecting keys, unlocking paths, and uncovering the mystery of the Vault.

Level Feature Overview

Category	Sub-Category	Feature List
Player	Player Weapons	● Pipe Weapons ● Laser Pistol ● 10 mm ● Iron pipe
	Player Skills/Abilities	● Lockpicking ● Hacking
AI	Enemies	● Mole Rats ● Protectrons
	Friendlies	● Professor Ruth ● Overseer Leon ● Chief Scientist Clyde ● Assistant Cassidy ● Henning Dun ● Ava Brown ● Naena Dey ● Anton Maslin ● Clay, Charlotte, Judith, and Logan
Challenges	Gameplay Themes	● Exploration and Discovery
	Obstacles/Hazards	● N/A

	New/Unique Gameplay	● N/A
Aesthetics	Setting (visual theme)	● Within a Vault

Level Map(s)

Note: The entrance and elevator to Vault 119 will be accessible via an elevator hidden behind a wall within the Boston Public Library via a terminal (Professor Ruth will give the player the access key).

Figure 1: Location of Boston Public Library [1]
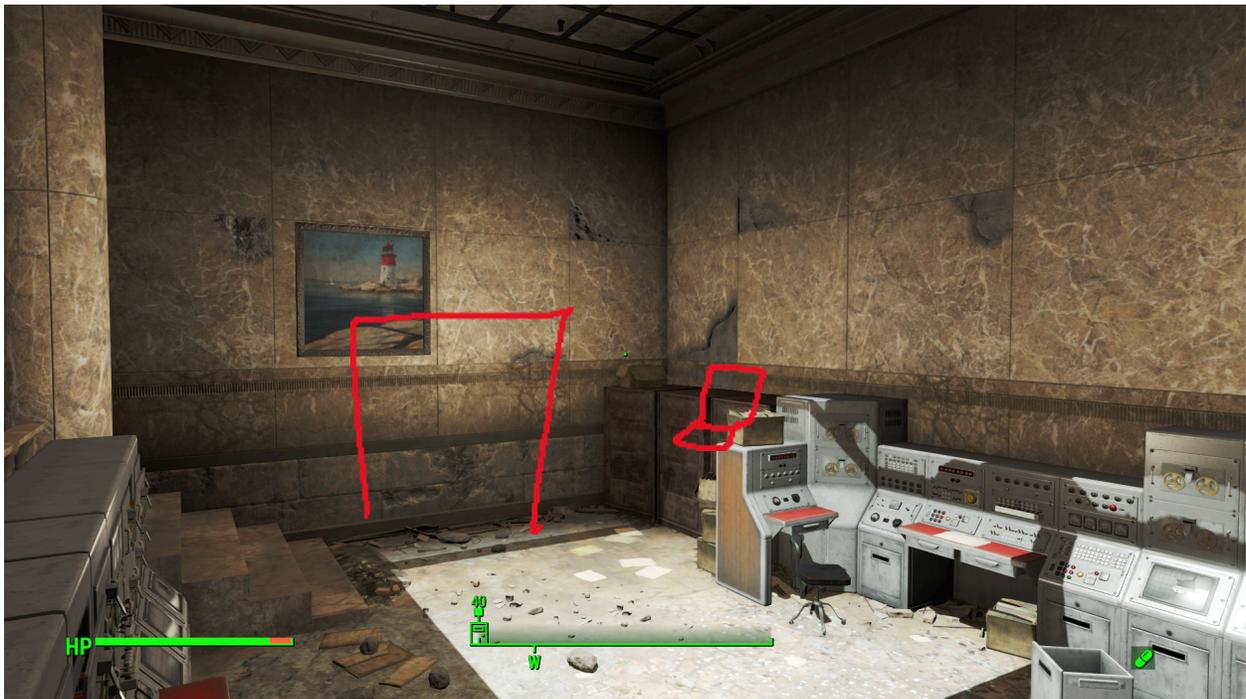
Figure 2: Location of Terminal and Elevator [1]

Note: Vault 119 will have two layers. One being the "Free Access" area, which is the places that normal vault dwellers would have had access to, and the other being the "Vault Tech" area, the places only accessible by the staff and Overseers. The Vault Tech areas will be on top of the Free Access areas, having one-way mirrors to observe the residents from.

Free Access Detailed
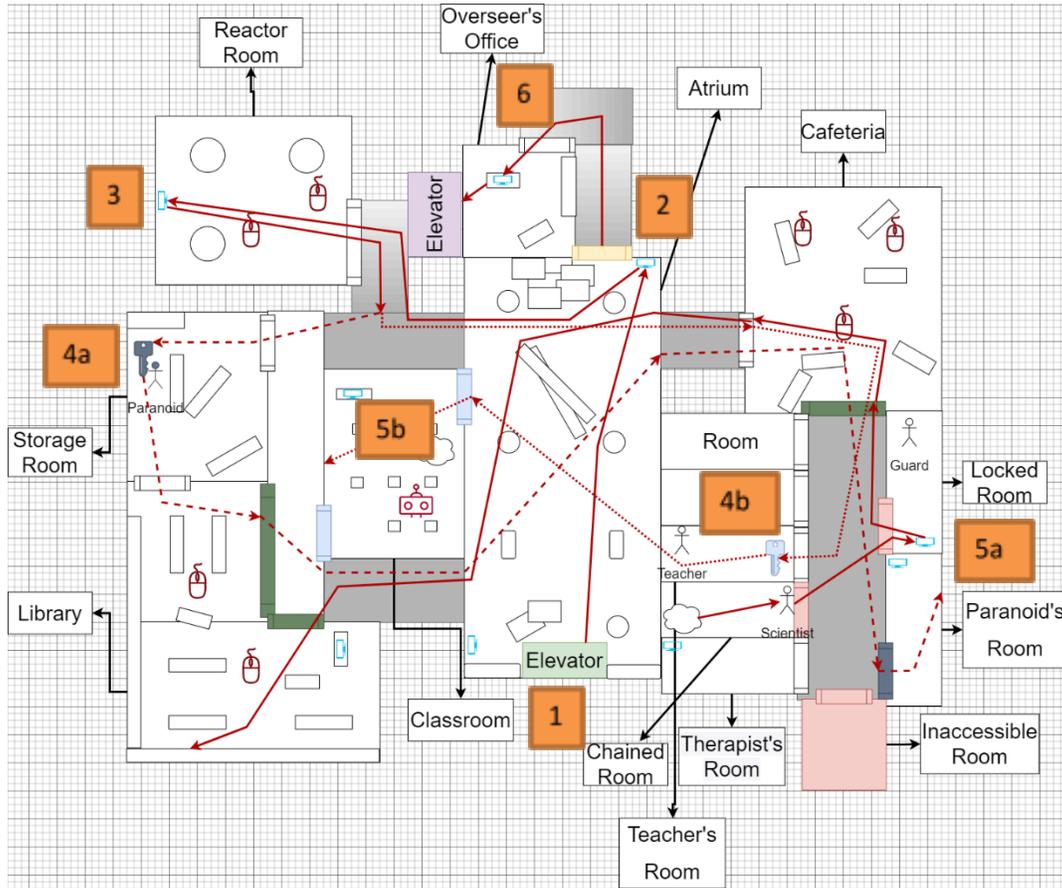
Figure 3: Free Access Detailed [3]

Map Label	Event Summary
1	Player receives quest and key from Professor
2	Player tries to unlock door to Overseer's Office. They read a terminal entry saying that they need to power down the locking mechanism from the Reactor Terminal. There is a cable going from the door to the Reactor Terminal.
3	At the Reactor Terminal, the player reads that they need to shut off the failsafe within the Vault. It says that the two failsafe are behind two paintings: One in the Classroom and one in Anton's room.
4a	Exploring, the player will find Anton's room key and now have access to their room.
5a	Player enters room, removes the painting, and flips the failsafe.
4b	Exploring, the player finds the classroom keys and now have access to the classroom.
5b	Player enters the room, removes the painting, and flips the failsafe.
6	The Overseer's door is now unlocked. They enter and read that the data is stored on the Chief Scientist's Terminal. Player activates the elevator and moves into the Vault Tech area.

Vault Tech Detailed
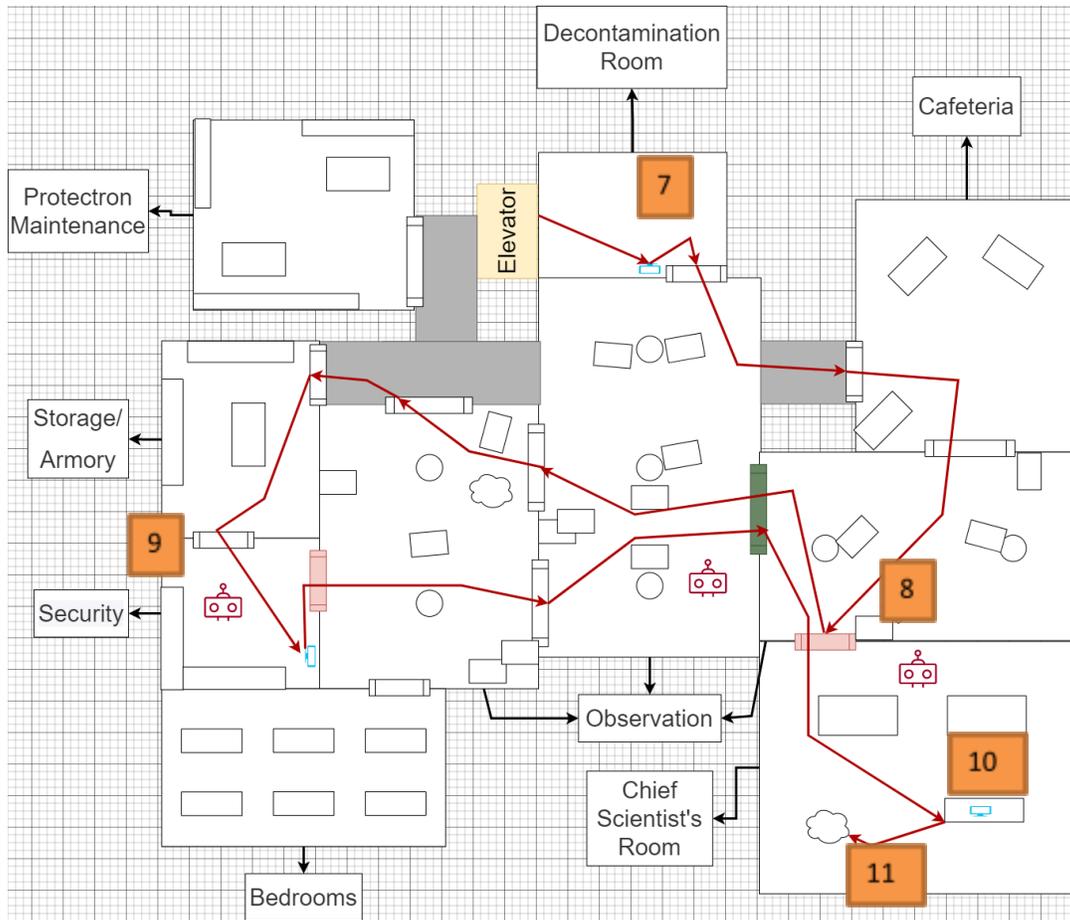
Figure 4: Vault Tech Detailed [3]

Map Label	Event Summary
7	Entering the Vault Tech area, they get decontaminated and unlock the door.
8	They find the Chief Scientist's Room, but it is locked and needs to be remotely unlocked by the Security office.
9	Exploring, the player hacks into the terminal and overrides the lock for all the rooms within the Vault.
10	Going to the terminal, player discovers that the data has been downloaded and given to a security guard.
11	Player jumps down the hole and reenters the Public area.

Free Access Detailed Pt. 2
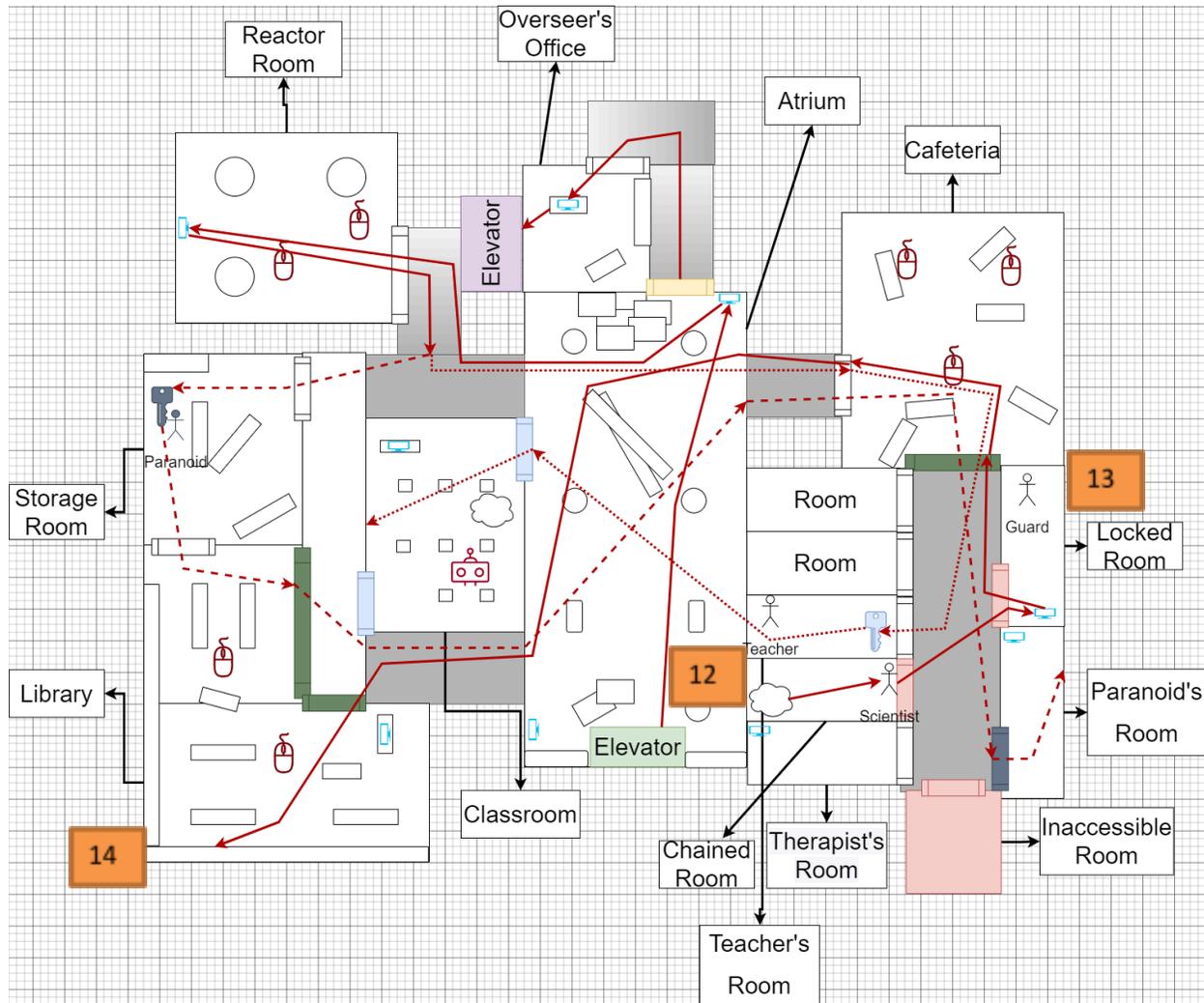
Figure 5: Free Access Detailed Pt. 2 [3]

Map Label	Event Summary
12	Player drops back into the Public area and removes the chain on the door.
13	After exploring, the player now finds the guard hidden away. A (Very poorly written) note on them says that they hid the data behind a painting within the library. There's also a (Very poorly written) 4 digit code written in blood near the guard with 1 number smudged.
14	Finding the painting, the player sees there's a 4 digit code on the safe. Remembering the code, the player puts it in (trying out the different numbers for the smudged one). Player unlocks the safe, gathers the data, returns to the quest giver, and ends the quest.

Free Access Environment Notes

- Says data was sent to Chief Scientist
- Orders of running for 20 years, beginning experiment, and activating "Clean Protocal"
- Chosen because Scientist
- Convo between him and scientist

- Scuff marks on floor and wallto imply Movement

- Overseer's Dead body
- Doctor's Coat

- Boxes stacked to the Overseer wall
- Window Broken

- Blood Trail

- Glass Shards

- Smeared paint on walls resembling words

- Listing that Power was redirected to Overseer Door Locks
- Reset at Reactor

- Reset Failsafes to reset grid
- Failsafe 1: Behind Classroom Painting
- Failsafe 2: Behind Paranoid Painting

Elevator

- Scratches on the Cafeteria terminal (they can't read) with crude weapons
- Someone with Guard Gun who locked themself in there

- Dead guard with no loot on him

Paranoid

- Dead person and thing of poison

- Some what legible Note

Guard

- Empty Food cans

- Illegible Note

- Students grades
- Suddenly drops

- Have Guard Gun next to him

- Illegible Note

- Some what legible Note

- Illegible Note

- Have child things here

Teacher

- 2 ppl fighting
- Horde of letter blocks

- Some what legible Note

Scientist

- Blankets and shit covering ceiling

- Smeared paint on walls resembling words

- A bunch of thrown over books and burn piles

Elevator

- A bunch of thrown over books and burn piles

- Terminal Listing ppl and occupations in Vault (crosses name through previous chief scientist)
- Notes that Paranoid guy is getting Specific room cause it's accessible
- Overseer is Dr. ?

- Therepist notes of Paranoid's guy time

- Audio books in here

- They shot each other
- Stockpile of drugs

- A bunch of thrown over books and burn piles

- Notice saying that the Library is closing due to lack of use
- Saying that if you have the 2 leftover audio books to return them (Calling a specific person out)

Vault Tech Environment

Context

Vault 119 fits into *Fallout 4* as a side quest within the universe. It can be completed at any level, with a preference of levels 10-15. It is a complete package with no loose ends or cliff hangers. It begins by either talking to Professor Ruth at the Red Rocket Gas Station.

Backstory

Vault 119 was a Vault created by Vault Tech in order to test and observe the ramifications on society should humans lose the ability to communicate with one another. In order to achieve this, Vault Tech designed Vault 119 to have the ability to slowly release a gas that shuts down the language center of the brain and have a sealed off section for the Overseer and Assistants to observe the results. Eventually, it descended into chaos; with some attempting to reestablish a common tongue, some indulging their animalistic tendencies, and others succumbing to the stress. There are no survivors of Vault 119, and the data gathered is stored on the Overseer's terminal.

Aftermath

There is no overarching aftereffects from this Vault. It is a self-contained story.

Development Schedule

Milestone	Date
LDD	9/28/2022
Whitebox	10/5/2022
Initial Gameplay	11/2/2022
Gameplay Complete	11/30/2022
Aesthetics	2/22/2023
Launch	3/8/2023

Aesthetic References

Vault 119 takes place within a Vault Tech Vault, similar in style to Vault 95 and Vault 75. Specifically, the Vault will include similar one-sided mirrors like in Vault 75 to allow the viewing done by the Overseer and Assistants.

Vault 75

Figure 8: Entrance [1]

Figure 9: Terminal Before Elevator Reference [1]

Figure 10: Elevator Reference [1]

Figure 11: How they block off a passageway [1]

Figure 12: How they do wide doors [1]

Figure 13: Tall Atrium [1]

Figure 14: Cave Features in Reactor Area [1]

Figure 15: 1 Way Mirror [1]

Figure 16: 1 Way Mirror [1]

Figure 17: 1 Way Mirror [1]

Figure 18: 1 Way Mirror [1]

Figure 19: Tall Room with Columns [1]

Figure 20: Office with Columns [1]

Figure 21: Overseer Terminal Reference [1]

Figure 22: Overseer Window Reference [1]

Figure 23: Classroom Reference [2]

Vault 95

Figure 24: Entrance [1]

Figure 25: Tall Atrium [1]

Figure 26: Overseer Room Reference [1]

Figure 27: Overseer Terminal Reference [1]

Figure 28: Cave Features in Reactor Area [1]

Figure 29: Blown out Doorway Reference [1]

Figure 30: How they block off doorways [1]

Figure 31: Bedroom Reference [1]

Figure 32: Bathroom Reference [1]

Figure 33: Atrium Entrance Reference [1]

Figure 34: Window Reference [1]

Figure 35: Cafeteria Reference [1]

Figure 36: Blown out Wall Reference [1]

Figure 37: Door Terminal Reference [1]

Figure 38: Door Terminal Reference [1]

Figure 39: Experiment Room Reference [1]

Figure 40: Elevator Reference [1]

References

[Cover Image] – Screenshots were taken by me, Griffin DeClaire, during my playthrough in *Fallout 4*

[1] - Screenshots were taken by me, Griffin DeClaire, during my playthrough in *Fallout 4*

[2] - https://fallout.fandom.com/wiki/Vault_75?file=Vault75-Classroom-Fallout4.jpg

[3] – Maps created by me, Griffin DeClaire, in Draw.io