

Fallout Equestria RPG

Game Design Document

Introduction

The Fallout Equestria RPG is a project divided in two prominent parts. The first being the actual game, and the second being the engine we simply had to develop in order to make the game with all the freedom we required.

It should be noted that the engine will be released as an open-source project, and everyone will be welcome to create their own RPGs with it, be it a pony-related game or not, in a post or pre-apocalyptic world.

- The Fallout Equestria Game

The Fallout Equestria game is a typical Fallout game happening in Kkats Fallout Equestria universe.

- The Fallout Equestria Engine

It is a complete game engine with game editing tools (like RPG Maker or Unity 3D) that aims at supporting game maker teams when developing 3D Western RPGs.

The Fallout Equestria Engine is inspired by the Fallout, Fallout 2 and Fallout Tactics engines. Though it is possible to develop completely different RPGs from it, they will all inherit some of the systems brought to the world by the first Fallout, such as the typical Fallout worldmap and the SPECIAL statistic system.

The Fallout Equestria Engine should allow easy development of classical western RPGs and easy release of the products on Windows and Linux (unfortunately OSX won't be covered for as long as it won't be possible to use both Panda3D and C++11 on that platform).

- Technologies involved

<u>C++</u>	as main language for the development of the game engine,
<u>AngelScript</u>	as the scripting language,
<u>Panda3D</u>	as the 3D engine (models can be created via the Yabee plugin for Blender),
<u>libRocket</u>	for the interfaces (allows integration in HTML and CSS like languages),
<u>Qt</u>	for the Fallout Equestria Editor,

Gameplay

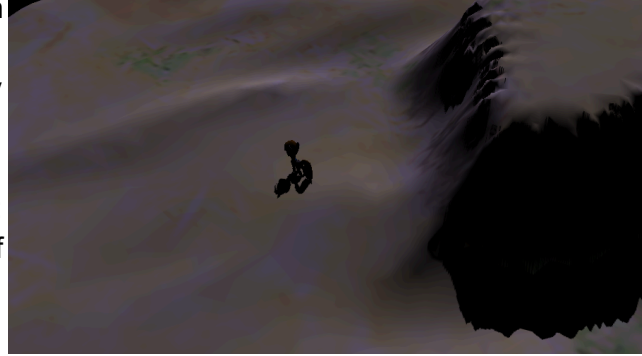
1. General gameplay

The gameplay is very much alike those from the original Fallout series.

It is a 3D game with an isometric view, such as shown on the following picture.

The player controls a single character, and move it by clicking with the left button where he wants to go.

The mouse is used for all types of interactions: right-clicking can be used to bring the other types of interactions to the user's reach.



The interactions can be:

- Moving to where the mouse clicks,
- Interacting with the character or object clicked,
- Targeting the character or object clicked

The third one can only be made available when the player has selected an item or a skill to use.

2. Pipbuck

Like in all RPGs, the player can complete the main-quest or side-quests collected along the ways.

The pipbuck is a sort of computer inside the game that the player can use to keep track of its quests and consult data collected along the way (audio or text recordings). The default features also include a clock bringing features similar to Fallout's "waiting" interface from the Pipboy 2k.

It is application-oriented, and it might happen that new applications (thus new features) get installed in the Pipbuck during the game (for instance, how about a magical radiation geiger counter).

3. Questing

The quest system is built in such a way that the quest can have multiple endings. Different ways of solving a problem can lead to the quest using other branch of developments.

Completed quests grant experience, sometimes rewards, and fewer times different developments for the game story.

4. Statistics

Nothing special about it: it's the good old regular SPECIAL system that you would see even in the most recent Fallout games.

The Fallout Wiki will describe it better than I could: <http://fallout.wikia.com/wiki/SPECIAL>

Unlike most of the game, the statistic system is inspired of the one from Fallout Tactics rather than the usual Black Isle-s Fallouts.

Despite not controlling the NPCs that join the player-s party, it is possible to upgrade their statistics when they level up, or to check them out just like you would do with your own statistics.

Most of the rules of the statistic system have been taken directly from the original Fallout games.

5. Interactions with other NPCs

Other NPCs can interact with the player of their own will (using script) or when the player tries to interact with them.

Skills and items can be used on other characters to heal them, steal from them, and several other uses will come later (perhaps assassination, teleportation, and such).

NPCs can talk among each other using chat boxes that pop above their heads. The player can actively partake in those scenes, but his character might speak and deliver replicas relevant to things he did or didn-t do.

The other way of interacting with NPCs is the good old dialog, like in any Fallout games: the NPC says something, and the player can pick among a series of answers that are made available to him depending on his statistics or events that happened or didn-t happen.

The good old dialog is also the place to start bartering with an NPC.

Note that it is impossible to open a dialog during fight.

6. Turn per turn fighting

There is no option for real-time fighting in the Fallout Equestria Engine. All fights are done in turn-per-turn.

Each character has a given amount of action points that he can spend during his turn to move, use objects or use skills.

If he cannot spend all his action points, he can discard them and gain armor class points instead.

The turn per turn fighting implies less action, but allow us to make fighting more strategic. This opportunity to make fighting more strategic should not go to waste: artificial intelligences should be able to communicate to coordinate their attacks, retreats, heal the wounded, etc...

The amount of cooperation between enemies will depend on their statuses (ex: raiders are aggressive but fight independently, enclave pegasi are more prudent and work together).

7. Equipment

The character have a plain simple inventory only restricted by their Carry Weight statistic (which depends mainly on the character-s strength).

There is one equipement slot for amors, one slot for a battlesaddle, and two slots for items/weapons. These two last slots can correspond to hoof, battlesaddle or magic depending on how the character plans to carry the item.

Battlesaddles are used in order to be able to wield two two-handed weapon at once. Battlesaddles also improve the capacity of the wearer to handle heavy weaponry.

Battlesaddles also improve the firing rate of the wearer: when a weapon from the battlesaddle has been fired, the cost of firing the second one is diminished by 1 action point.

Earth ponies have some more advantages when using battlesaddles: they're able to move when firing them. If they used their battlesaddle in the current turn, they get 2 bonus action points for the purpose of moving only.

Weapons can also use several type of ammunition, more or less efficient against different types of armors.

8. Playable Races

Unicorns, Earth Pony. Pegasus are considered, but we don't have anything to handle flying creatures yet.

Plot

1. Main storyline

The main story hasn't been conceived yet.

The current orientation we're taking is a story that happens before the events of the original Fallout Equestria story. At least one of the ending would lead to the Lightbringer story being fulfilled the same way it was in Kkat-s story, but most of them will create alternative universes.

The transition between Fallout and Fallout 2 was made in a way that the doings of the Vault Dweller were pretty vague, but some elements tend to say that the story of Fallout 2 started after a "good ending" of Fallout (we can notice it from Shadys Sands becoming the NCR, for instance, which would have not happened if the Khans hadn't been pushed back).

Thus the best endings of our plot should probably lead to consequences that fits the universe of Kkat. But we have every freedom for any other endings.

2. Location

At least a few of the cities and places from the original Fallout Equestria will appear in the game. Other canonized places (Hoofington) might as well be represented.

We reserve ourselves the right to create new places and to extend the horizons of the Fallout Equestria worldmap to larger extents.

Recruitment

The development of the game engine is well on its way, and we have a few concepts on the work to test it out.

What we need is content. Huge amounts of juicy hot sexy content.

We are looking for:

*** 3D Designers/Animators for:**

- Characters
- Landscapes
- Weapons and items

*** Good old 2D artist:**

- Loading screens
- Stylized maps of cities
- Icons for the skills/perks/traits/etc (like on the right but with a pony)



*** Story writer:**

- Concept for cities (factions, quests, characters and dialogs)
- Concepts and participation for the main storyline

*** Script writer:**

- Someone to play around with the script system (making NPCs do stuff to interact with the player and such), pinpoint what can be improved, help improve the quality of the documentation.
- Scripting quests, dialogs and characters designed by the story writer. Being both story and script writer is a synergy that is much appreciated.

Technical requirements:

The game runs on Windows and Linux.

It should work on most hardware (tweaking the shadows' quality might be necessary on the least powerful systems).

Note that the game only works on the x86_64 architecture. You NEED a 64bit machine with a 64bit OS to run the game.

We already have a build for Windows, and we can provide builds for Ubuntu and Fedora (more to come, depending on the demand).