
RED SCARE

Game Design Document

Trevor Swafford

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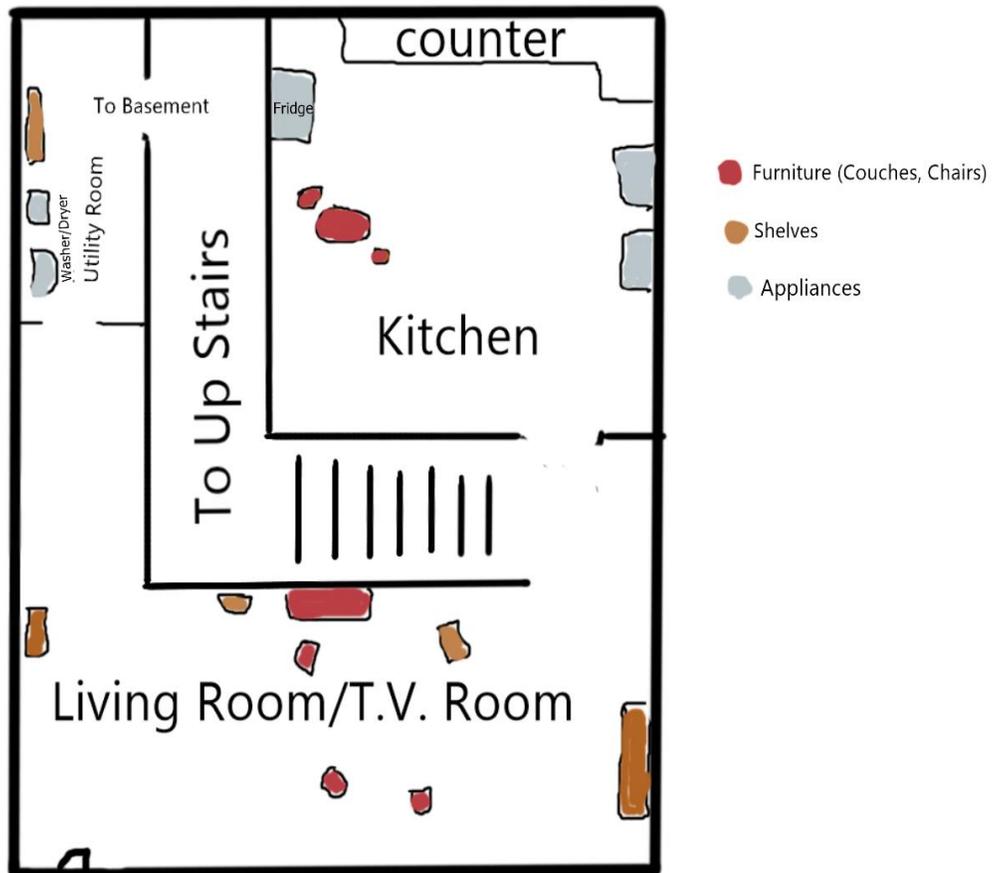
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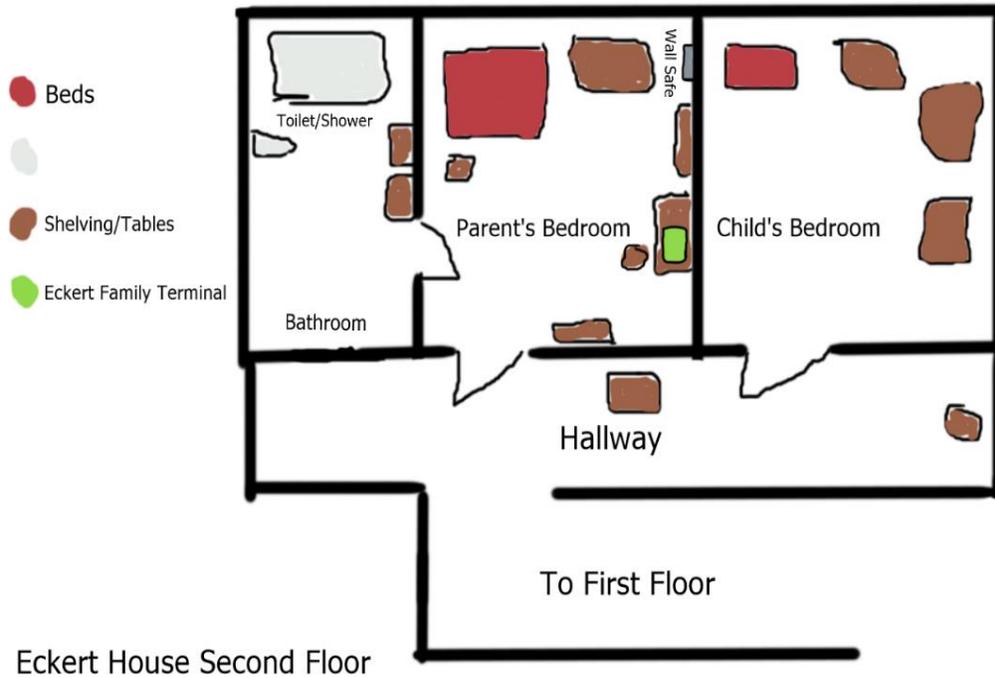
Locations

Eckert House

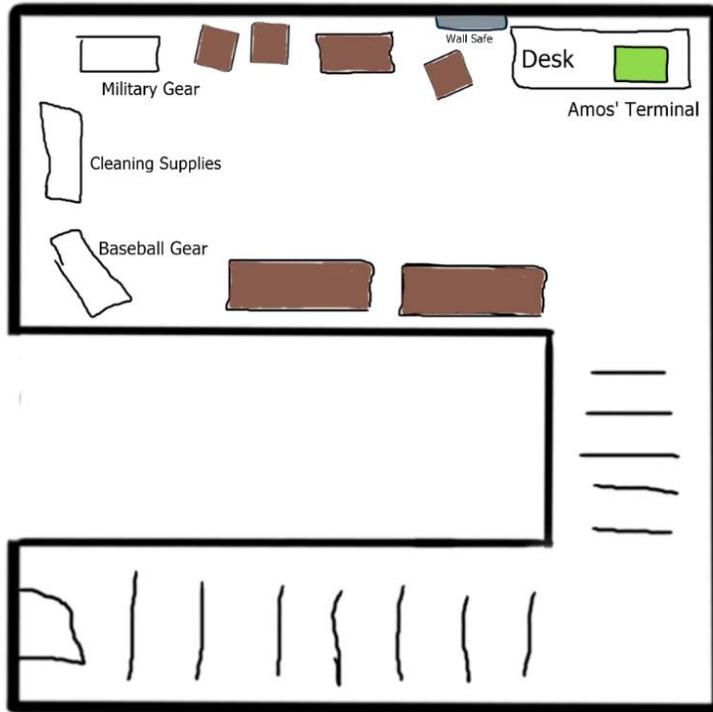
Eckert House is a small, residential location in Concord. The house's entrance is locked, and can only be unlocked by a key given to the player by Michael Eckert. Inside, the house is in a state of ruin and serves as a drug den. There are 3 hostiles, easy raiders. There's a locked basement that can only be unlocked by key.

Layout





Eckert House Second Floor



Eckert House Basement

Construction

Eckert House uses the Building Wood Panel Kit and the Ruin House Kit.

Loot and Items of Note

Drugs, residential junk, Eckert Family Terminal, Amos Eckert's Terminal, Amos Eckert Holotape #1, Amos Eckert Holotape #3

Notes

Players can start the Red Scare quest without talking to Michael Eckert by activating the Eckert Family Terminal or Amos Eckert Holotape #1.

The basement key can be obtained from Eckert's Hardware and Lumber.

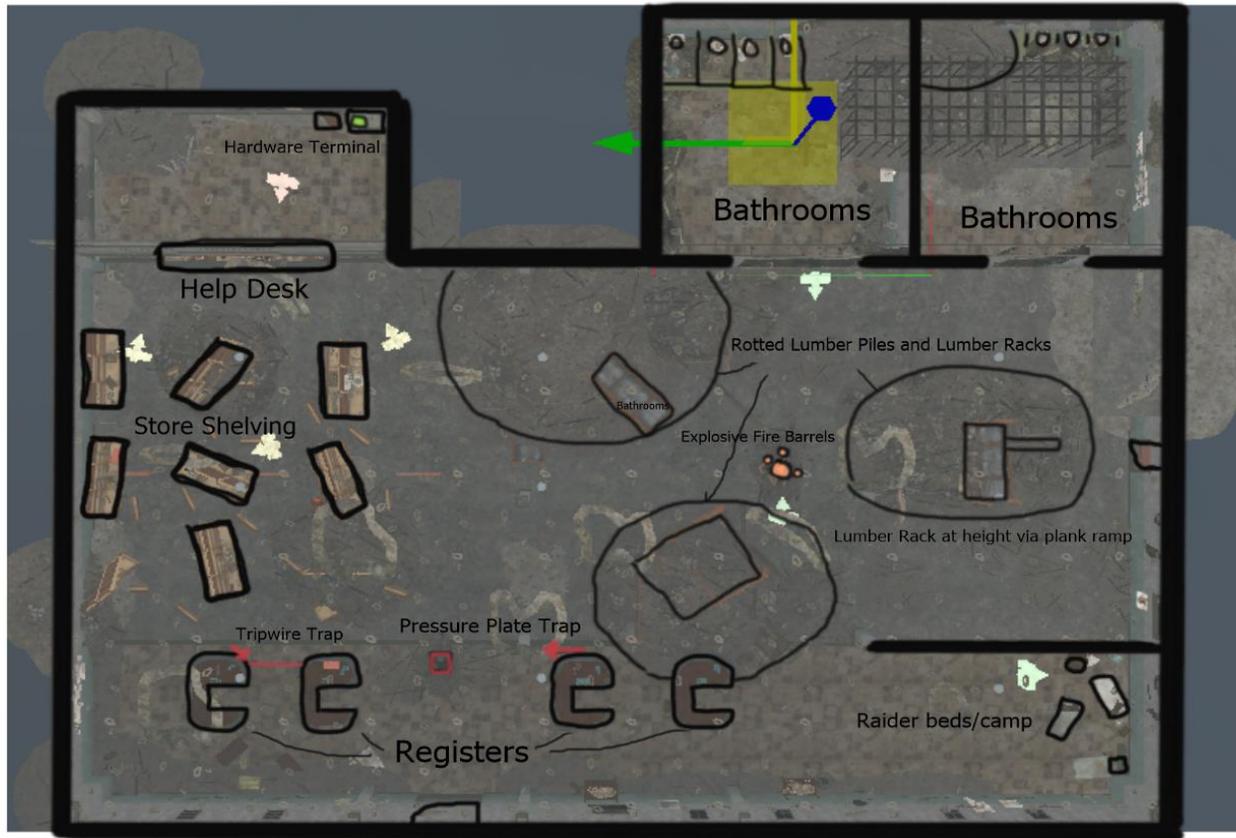
Amos Eckert's Terminal unlocks the Eckert Safety Shelter.

Eckert's Hardware and Lumber

Eckert's Hardware and Lumber is a large sized location near Concord. It contains a front entrance and a side entrance with an advanced lock. The Eckert family owned the store pre-war, but a raider gang currently resides in it. There are 3 combat encounters with groups of raiders: 1 patrolling the hardware aisles, 1 in the lumber supply, and 1 at the help desk, which has a boss enemy.

Layout

Eckert Hardware and Lumber



Construction

The Building Concrete Kit and Building Brick Kits will be primarily used.

Loot and Items of Note

Hardware Junk, Weapons, Ammo, Eckert Hardware Terminal, Eckert House Basement Key, Amos Eckert Holotape #3

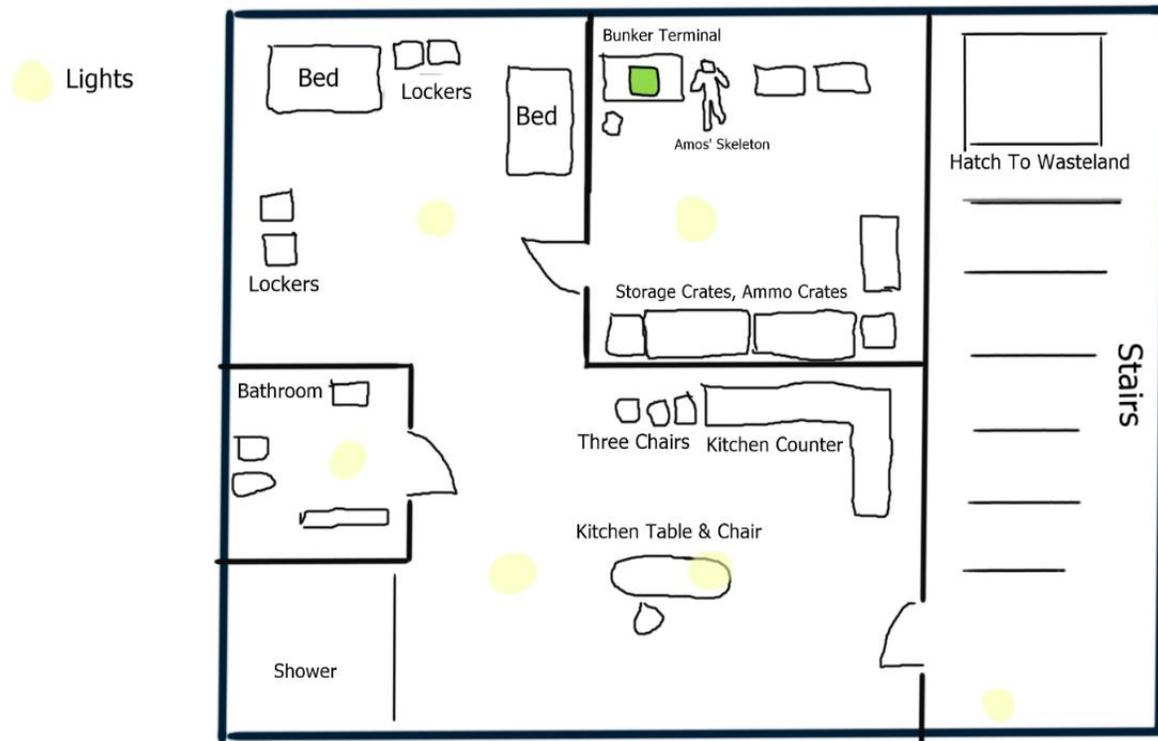
Notes

The Eckert House Basement Key will not spawn until the Red Scare quest is started

Eckert Safety Shelter

The Eckert Safety Shelter is a small location behind the Eckert House in Concord. The entrance will be inaccessible until unlocked through Amos Eckert's Terminal. The area has no NPCs, but serves as an environmental storytelling piece for the Red Dawn quest. The players will find Amos' skeleton with Med-X nearby, a terminal logging Amos' stay in the shelter, and a final holotape from Amos.

Layout



Eckert Bunker

Construction

The Building Construction Kit will heavily be used for this area. Maybe some vault props since they are more metallic. Use clean alternates because this area has been undisturbed.

Loot and Items of Note

Hardware junk, weapons, large quantity of ammo, large quantity of crafting components, food, beverage.

Quest Stages

(Note that not all quest stages are made visible to player so some are for internal use only)

Accept Quest

This is given after initially talking to Michael. It's used to mark that the player has already been through the initial dialogue and to skip to Michael asking the player if they want the quest. Used if player initially rejects quest.

Investigate the Eckert House

Given after accepting the quest from Michael's dialogue. Michael will give the player the house key and tell them to look there.

Investigate Eckert's Hardware and Lumber

Given after player activates the Eckert Family Terminal in the Eckert House.

Search the Eckert House Basement

Given after player gets Basement Key from Eckert's Hardware and Lumber.

Investigate the Eckert Safety Shelter

Given after reading Amos Eckert's Terminal in the Eckert House Basement.

Tell Michael About His Father

Given after entering a trigger zone in Eckert Safety Shelter near Amos' skeleton.

Quest Finish

The player can reveal his findings to Michael in 4 ways: that Amos was a psycho who locked himself up, that Amos was mentally ill and it was a tragedy, that Amos got separated unfortunately but he loved his family, or Amos died in the bunker from natural causes (lie). Upon Completion Michael will pay the player 400 caps.

Characters

Michael Eckert

A ghoul investigating his father's fate. Michael's father, Amos, left the family shortly before the Great War, but Michael was too young to remember and his mother would never say what happened. Michael was taken to another shelter before the bombs and grew up in an eradicated, post Great War Midwest. Michael 'ghoulified' in his early twenties and has been a roamer ever since.

Amos Eckert

A U.S. Military Veteran. Michael Eckert's father. Through holotapes and terminals, the player learns Amos was suspicious of communist invaders; over time, paranoia led him to believing nearly everyone was a communist spy, including his own wife. His dementia causes him to seal himself in his underground safety shelter. While underground, the Great War occurs. Unable to live with himself after realizing his mistakes and how he ended his relationship with his family, Amos delivers a lethal dose of Med-X to himself.

Nancy Eckert

Michael's mother and Amos' wife. Terminals reveal she tolerates Amos' oddities about communistic threats, but worries about the money Amos spends on his eccentric shelter. Nancy gets angry at Amos in a holotape which causes Amos' to believe Nancy is a spy. Nancy leaves a note on the family terminal telling Amos she loves him and where they went. The note goes unread. Nancy holds too much sorrow to reveal the events to Michael, who was only an infant at the event's occurrence.

Terminals

Eckert Family Terminal

In the Eckert House bedroom. This would be the family computer so it would have personal correspondence, notes, etc.

Basement Key

Decided to keep the spare basement key at the store. It's hidden inside that hollowed out globe, if ya didn't know it you'd never spot it. It's better to keep things spread out - it'll make it harder for them to find.

Note to Julia

10/01/77

Julia,

I was so thrilled to have you and Joe at the house, feel free to come by anytime! I'm sorry Amos wasn't out more to talk with Joe - he's been so worried with the news and all.

I gave what you said some thought - about Michael and a bigger house. We will need more room when Michael gets a little older, but to be truthful money is so tight. The hardware store is getting us by but Amos spends so much on his projects...

Talk to you soon,

Nancy

Amos' Examination

10/03/77

Nancy,

I was very happy to see Amos and yourself last week. Because Amos designated you as his proxy, I can disclose the results of my psychological examination. Amos exhibits symptoms of post traumatic stress disorder. These symptoms often shows as paranoia, specifically of foreign attackers. I know this sounds worrisome, but I don't want you to be alarmed. Many veterans experience this and I've know Amos for a long time, he is a strong man. If anything, I encourage you to give him space, I'm sure he can work through this himself.

As always, I'm a call away if you need anything.

Sincerely,

Dr. Bourne

Lights

Ran into a problem for the bunker...lights. If the power grid is knocked out for a considerable amount of time and we're underground, we'll be in the dark. Gotta research nuclear options. I've heard those fusion cores can keep things running for centuries...

Note to Amos

10/20/77

Amos,

I've tried all I know to do. I knocked on the bunker door for hours. We just can't wait anymore. Not with the news. I'm taking Michael to my parents in North Dakota. I'm so sorry. I want to help you but I don't know how. I wish I did.

I love you. Please take care of yourself. We'll come back when it's safe - then we can get you the help you need.

Nancy

Amos Eckert's Terminal

In the Eckert House Basement. This is Amos' personal terminal, where he would note his projects, investigations, or thoughts.

Bunker Security

Putting this here just in case -

bunker password: MIKEY

If the input at the bunker ever gets destroyed or breaks, I've attached the .bat file to unlock the bunker in this log.

Sokolov

Been tailing Sokolov for about a week now. He stays drunk mostly and piddles around. Sometimes he drops packages off near benches or trash bins. I've researched more on the chemicals he's always buying - they're used for some sort of drug. Could he be planting this drug into Concord to weaken forces for some sort of invasion? Chemical warfare?

Duty

Our job as Americans is to dislodge the traitors from every place where they've been sent to do their traitorous work. - McCarthy

Eckert Hardware and Lumber Terminal

Inventory Notes

Need more cement, industrial grade bolts, and plating with high lead content. Probably have to get a specialty wholesaler for the last item. It's not in budget, but if I pull from the business saving's account I think I can make it work.

Customers

Weathersby - Comes in once or twice a week, normally to get supplies for his car. Sells insurance, has a wife and two kids. Seems like a hard working American.

Jacobs - Fellow vet, but a generation after me. Buys lumber on a weekly basis, building his own house. Earned a commendation for bravery.

Zhang - Moved into the neighborhood with his family a year or two ago. Says they're from 'up North'. Comes in often, but sporadically. Gets plumbing items, tools, hardware, a mix of things. Doesn't speak English well. Must keep a closer eye on him.

Sokolov - Comes in pretty often. Buys a lot of chemicals - not sure what he's up to. Usually smells of vodka. Sometimes I hear him muttering in what must be Russian. I'll try to find what he's doing.

Log – October 17 2077

Business is slow today. Gives me time to clean up, maintenance, stuff like that. Still, I can't shake the feeling that something's wrong...like someone is in the store watching me.

Working on the shelter later today. Gotta get it built.

Amos Eckert's Final Terminal

Located in the Eckert Bunker. This terminal shows the progression of Amos' psyche from full on delirium to acknowledging his condition. It holds his last holotape.

theyknowimheretheyknowimhere

ihearthebangonthe*door*.icannotsleepicannoteat.bangbangbangbang.theyknowimin here.theyrecomingtogetme.

Log

I don't remember when the banging stopped, but I finally got some sleep. I'm not sure how long I've been in here. I can't even remember why I'm here. Was it in my head? No, no I'm sure of it. The spy...I had him.

Log 2

I...think I might have a problem. Things are clearer now. The spy, the attacks, I think imagined them. Man, I really messed up. I'm remembering some things now...I was an asshole. Sheesh...how am I going to make this up to Nancy? As soon as I show my face she's gonna chew myyyyyyyyyyyyyyyyyyyyy

Holotapes

Amos Holotape #1

Transcript:

This is Amos Eckert, U.S. Army Sergeant, Retired. These tapes will serve as a record of my investigation. No one in this town knows it, but Global Thermonuclear War is imminent. The Reds, the Chinese, they're targeting us. To make matters worse, I have reasonable suspicion to believe a communist agent is here, in Concord. I swore an oath to protect the constitution from threats: foreign, and domestic. I'll be damned before a Red Bastard hurts my community, or my family.

Amos Holotape #2

Transcript:

I... I found a wire, under the counter in the store. How.... how long could it have been there? 3 days? A week? I'm not sure the last time I cleared the place for bugs. If someone's been tapping it then they'd have to have been a regular...Weathersby? Jacobs? I... It's not safe here...I've gotta get home.

Amos Holotape #3

Transcript:

If I can get the audio off this thing...find the day of the first recording...cross it with the people at the store that day...Not now, Nancy, I'm busy. I said I'm busy! Don't you understand what I'm doing here? I'm trying to save us! Shut up, shut up, SHUT UP! I am trying to protect us from those communists, and you're always a thorn in my palm, every step of the way. It's like...like you're supposed to stop me...Oh... oh no.... This whole time...I've been looking everywhere but in front of me...you...you're the spy. They brainwashed you - programmed you to spy on me. Stay...stay away from me...no... get away...get... GET THE HELL AWAY FROM ME!

Amos Holotape #4

Transcript:

I ... I could feel the Earth shake from down here. The rad scans confirm it - it happened. Everything, everyone, it's gone. Nancy, Michael...I couldn't save any of them...and the way I left things...my last words to her...oh god.... oh god...

Dialogue

[Attached](#) is an excel sheet, detailing the dialogue scenes between the player and Michael Eckert.

Dialogue in the creation kit is implemented via a file structure of assigned strings. To easily archive this, as well as correspond with voice actors, I used a [line sheet](#).

Holotapes are implemented the same way as dialogue, so a similar data sheet was used to archive the [holotape lines](#).