

Colonel Langston's Vault design Doc

Premise

When the bombs fell, the eccentric billionaire Colonel Langston and his closest friends retreated into his personal vault. There they waited out the nuclear winter before emerging to a mutated world of wild creatures. Avid hunters, Langston and his comrades found a change to hunt new and dangerous game, basically anything that moved from rad roaches to, synths, and super mutants. They hunted until they killed the wrong super mutant bringing down the wrath of the tribe on them. Now the super mutants occupy their vault, along with all the Colonel's treasures.

Objective

Kill all super mutants

Collect all loot

Playtime: 5-15 minutes

Difficulty: Difficulty is minimal for a player at about level 8 minimum, designed as an early game area to explore and loot.

Enemies: super mutants are tough but all enemies are scaled for the player's level.

Melee super mutant

Rifle super mutant

Radroach ambush

Player interactions

Doors open switch

Loot chests

Safe to pick

Items/loot:

- Railway rifle
- 10mm pistol
- Laser pistol

- Combat shotgun
- Assault rifle
- Stimpaks
- Bouban
- 10mm receiver Heavier
- Hunting rifle sniper
- Assorted randomized loot

Environment: The area is set inside a Vault constructed by an eccentric billionaire for himself and his friends. The first half is a cold metal of a vault, however it is dirty after the Super Mutants broke in. The vault section has since been occupied by the super mutants who have set up beds, tents, fire barrels, and their obelisk of old metal and cages. Further in the Vault no longer looks like a vault, instead the interior has been decorated to look like the trophy room of a mansion crossed with a museum with wood paneled walls and various display cases chronicling the various prey the Colonel and his friends hunted including stuffed corpses, heads, and weapons taken as trophies. The center piece is a huge taxidermized death claw. Balcony floors run along the sides of the room, with a bar on one side and seating on the other. Again the room is decrepit from exposure to the elements and being ransacked by super mutants, display cases are shattered, dirt litters the ground, and due to the Colonel's cheap nature, the vault was build below standards and is partially collapsing, with sections of ceiling fallen in and stalactites pushing through the ceiling and pieces of the walls collapsing in. Upstairs on one side is the personal office of Colonel Langston, furnished well with the finest furniture that is now falling apart.

Environmental features:

- Doors
- Chests
- Safe
- Radroach ambush

Tone and mood: The mood of the vault is dark and decrepit, its falling apart with sections of rock and dirt from the outside breaking through. Lighting is mostly dark, with sporadic spots of brightness where the light fixtures are still functional or the fires set by the super mutants.

Pacing and flow: The vault has two main sections of combat with a respite between them. Players will engage the first group of super mutants in the first large room. After defeating them, the player has a respite, giving them time to collect any loot and replenish their health before going through the door into the second combat area in the trophy room to engage the second group followed by stripping the rest of the vault for loot.

Environmental inspiration



