

Richard Cooper

What if

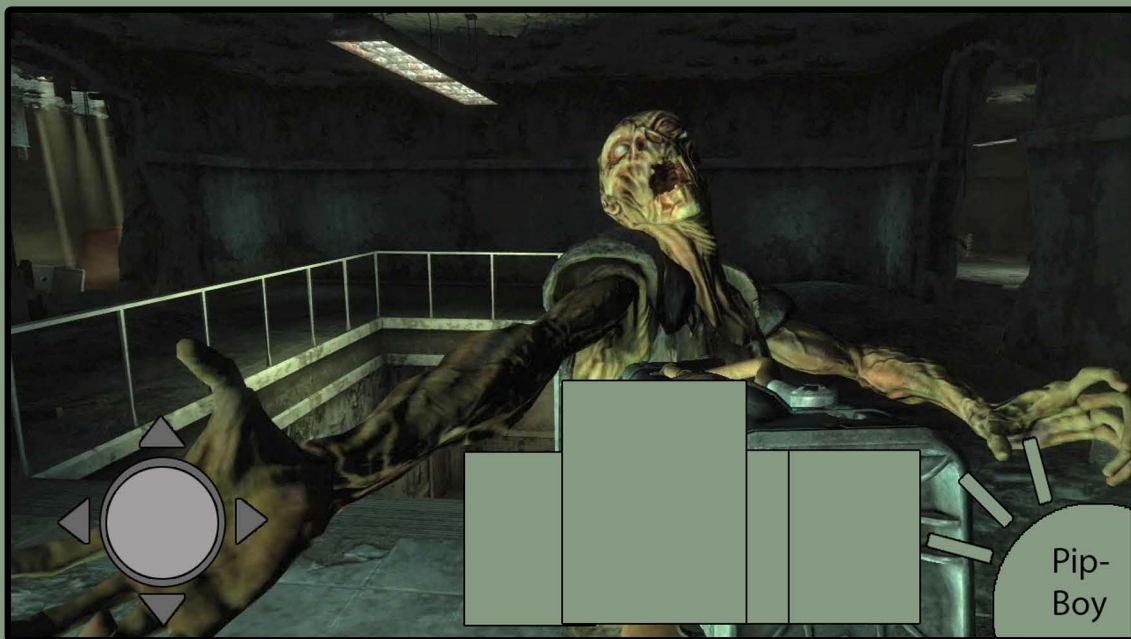


was on the



My initial idea concept

My initial UI idea was to implement Fallout 3 onto the Apple iPad, and also adding the feature that the game would never pause for the player in game, unless in the pause menu. I felt that the no pause option would be beneficial for this game on the iPad as I felt it would've given more realism to the game, due to the player only having the slowed down time to enter their inventory and to find a suitable gun. As if it was in a real life scenario when the player was in danger, they'd have to think quickly about how to act, and what actions would be best for the current situation.



The UI wireframe that I made for this version, was shown over an in game image of Fallout 3 where the player is about to be attacked. I chose this as I wanted to implement the slow motion element of the game, and how the player can quickly enter his pip-boy hud and scroll down to find a weapon or to heal etc.

There were two major issues which I took into account whilst having this idea. The first was the amount of screen space that the pip-boy hud may take, without being too hard to quickly find objects. The second major issue, which is why I decided to change to Fallout 3 on the WiiU, is because of the analog situation for first person shooters on the iPad/iPod products. After looking into this, I found out there were a lack of FPS game on these products due to this situation, as people didn't like using the virtual analog sticks, as you couldn't feel them, and players lost their position of them frequently.

Initial idea complications

After planning out my wireframe for my initial idea for having Fallout 3 on the iPad, I researched how and if it could work, and the weaknesses of both the game and the device. After researching the two main problems of screen space and the FPS game of the device, I decided to plan out the same idea of having Fallout 3 with no pause option, but instead on the WiiU.

The first issue of not cluttering the small screen of the iPad was an issue which I believe I could've worked around, but thought to get the most out of the interface without it becoming to confusing, or to easy for the player to get lost and to not be able to equip a weapon in time, it would be best to think of another way around it. Fallout 3 as a hud called the pip-boy, in which it displays information such as player attributes, weapons, quests & the world map to name a few, so there is a lot of information in the pip-boy on this game, which is an integral part of the Fallout 3 & Fallout New Vegas games.



I felt that if I were to implement this system onto the iPad screen, then I could, but it would mean either the screen being cluttered and complicated to browse, or not having all of the different screens of information. But I decided, that due to the pip-boy being a good feature for Fallout fans, and being rated highly in these games, that changing the way it works and looks dramatically would probably not go well with the Fallout fanbase.

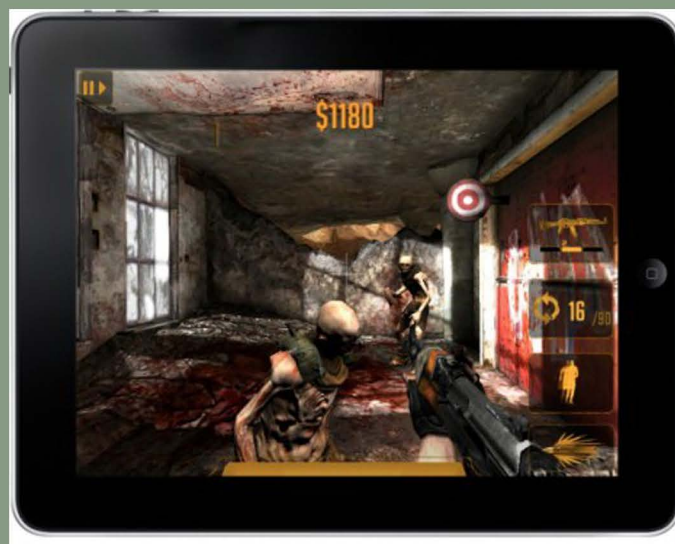
FPS for the iPad issue

The second issue that I assessed was the problem with first person shooters for the iPad or any mobile in that regard. I already knew that due to memory limitation and the fact that the software used for mobile games means that any games will not look as clean and natural to as it would on a console or on the PC, but this wasn't my main concern. My concern with an FPS game on the iPad like Fallout would be if it were to be implemented, is down to the controls for the iPad. FPS shooters don't do as well as they should on the Apple store due to the virtual analog sticks. These are a big problem for iPad gamers due to the player constantly losing control of the virtual sticks, and having to constantly look towards them to reposition their thumb over it, which isn't too easy whilst being shot at.



Despite this being a problem, when the Apple products such as the iPod first came out, all FPS games including Call of Duty even used this virtual analog stick system, but since the iPods induction, FPS shooters have slowly died down, especially from the well known gaming companies. Smaller companies do quite often bring out FPS shooters, with some being a success, as some people have got used to the virtual analog stick system, but until a new moving system is made for the iPad, then I can't see I rise in sales for FPS games for Apple products.

After researching FPS games from both major and minor game companies, I found RAGE, a game in which I played on the PS3. This got my full attention, because as a big fan of Bethesda Game Studios, I knew that RAGE was a Bethesda game. As Fallout 3 and RAGE both being Bethesda games, and both being FPS, I looked into how Bethesda implemented this game onto the iPad. After researching how it works, it didn't surprise me that Bethesda had looked into this issue, and actually made 2 different movement controls, so that the player had the option. The first was the basic touchscreen, but without the virtual analog stick, instead the player could touch anywhere on the screen. The second option was to tilt the iPad, tilting it forwards to move forwards etc. Ben Cousins, a former Battlefield developer, revealed how a game he was developing called The Drowning, would revolutionise the way FPS games were played on Apple and mobile devices. Instead of the virtual analog stick, the game would use a two button control scheme, and uses common gestures such as taps, swipes and pinches, allowing the player to play the game with just two fingers. After watching some gameplay footage, I quickly realised that it was a completely different game and story to the version of the console. I assumed that the main story couldn't be done due to this issue, and the story in Fallout 3 is one of the key reasons that it was awarded game of the year, and that the majority of the Fallout fanbase would more than likely never warm to the idea of a different story and gameplay. So after this I decided it would be best to try and implement Fallout 3 onto another device, and as the WiiU is a similar device in many ways e.g. the touchscreen, it also has a touchpad which was the main weakness I researched, so I felt that the transition for my idea from iPad to WiiU wouldn't be too dramatic, and will more than likely improve my UI.



Fallout for the Wii U

My idea for Fallout 3 on an handheld device was definitely the concept that I wanted, as I believe that the game could be well implemented without making many major changes which may disrupt the fanbase. I believe switching the handheld device from iPad which was my initial idea to the Wii U will be an easy switch, as the difference in screen dimensions isn't major. I believe the Wii U option fixes the 2 big problems I was having with implementing Fallout on a handheld device, as the screen won't be cluttered with buttons and the FPS shooter problem for iPad are both fixed due to the Wii U having buttons on the side of the screen. If anything this is actually more beneficial for my Fallout for handheld idea, as the controls for Wii U are the same as the PS3 and Xbox controllers.

By having it on the Wii U it also benefits my no pause feature, as the player has two screens; one for trading/ minigames/ pipboy HUD etc, and then the TV screen for keeping an eye out for danger, as the player will be able to look about the screen by using the right analog stick, but as soon as the player releases the stick, the player camera will snap back to forward if playing a minigame e.g. back to the safe if picking a lock. The player will also be able to use the radar which is underneath the player's HP bar to look out for red lines which means an enemy is nearby in that direction, and then the player will be able to continue picking the lock but looking and listening out more frequently for an enemy as they may not see the player, or to quit picking the lock and deal with the enemy beforehand.



No pause feature

The no pause feature which I want to implement will be implemented on the games 'Hardcore mode' which is a feature in Fallout New Vegas, which raises the difficulty of the game by adding a number of features such as; tougher NPC's, the player must drink and eat occasionally, and the player must sleep etc. So I think the no pause feature would be a perfect fit for the hardcore mode, as I believe just implementing it into the normal mode may not appeal to the Fallout lovers who have played the game on console and want that same system and game experience, but on a handheld device. Many who played Fallout New Vegas played the game in the normal game mode but then also played it on the hardcore difficulty, as it made the game a much different experience, as the player must focus on several survival features in this game mode which gave the player different focuses on completing the game.



I believe that the no pause element will benefit the realism of the hardcore mode, as it makes this experience even more challenging. The hardcore mode which I wish to implement into Fallout 3 for Wii U will be the same as the feature for New Vegas on the console. The game is not paused but it is not live speed, the gameplay will be slowed down, allowing the player to concentrate on e.g. selecting a weapon in their inventory sufficiently. However this feature will not only be for when the player is entering their pip-boy, but the game will not be paused when doing other activities such as; trading, repairing, mini games. So if the player is trying to pick a lock they must keep an eye on the TV to make sure they're in no danger.

User Interface

As I wanted the transition for Fallout 3 from the console onto the Wii U to be clean and easy, I didn't want to change too much of the current console game interface, so initially I wireframed how the current weapons screen for the console version of the Pip-Boy, to see if it would work well for the Wii U.



After doing this, and seeing how it would look on the Wii U screen dimensions, I thought that it could work, but due to it being a touchscreen, and the player will have to select and scroll through the interface by touching the screen, I thought that the interface will need to be remade. My main issue with the original interface for the Wii U was that the images of the vault boy holding the weapon, and the information of that weapon were too large in comparison to the interactive selections like the weapon name, and the stats, items and data. As the no pause feature that will be implemented into the hardcore mode of Fallout 3, I felt that these interactive sections must be quick and easy to browse through, as if the player is out of ammo and under attack, and if the player is playing in hardcore mode, the game will not pause despite the player being under attack, so in the slowed down time, the player will need to easily be able to browse through the interface and change their weapon. Of course the player can also assign hotkeys for weapons like on the console versions of Fallout 3, by assigning a weapon a hotkey in the Pip-Boy and then choosing the dialogue/ directional buttons to assign a weapon, but the player may want to use a different type of weapon for a different type of enemy, so I feel the interface needed clearer interactive options.

User Interface

I then started to wireframe different designs on which interface would be the most efficient, but still looked elegant and kept the Fallout Pip-Boy appeal. On the PS3 version of the game, when the player presses circle to equip the Pip_boy, the screen normally shows the players forearm with the Pip-Boy on the players wrist, but for the Wii U version I decided to only implement the Pip-Boy screen, meaning that the actual Pip-Boy design itself will not be on show. As for this, an alteration I had to ammend, was that the 'Stats, Item and Data' options were not on the screen of the Pip-Boy but on the Pip-Boy itself, I had to put these 3 options of the screen also.



As in the picture above shows, the Stats, Items and Data are just below 5 more categories, and I didn't want the main categories so close to the subcategories. I wanted them both to be clear, so I decided to put the categories at the top, and they're also the largest, as I thought that would attract the players attention first, and that the player would understand this. I then moved the subcategories to the left hand side of the screen, as most subcategory lists in games/ software are down the left side, and I wanted this to be intuitive to the player. Finally the information e.g. in the weapons category, the weapon names and information will be at the right side in a list which the player can either scroll down or touch the up and down arrows to browse through, with the image of the vault boy holding the weapon in the centre. The weapons selection is fairly large like the subcategories, but the image and information doesn't take up much space on the screen.

User Interface



In game, the player will move, interact and fight by the controls on the Wii U. The exceptions of this are when entering menus such as the Pip-Boy HUD and pause menu, which are both touch screen only. But many other elements will also be touch screen only such as; the mini games, trading menus, speech interaction screens etc. I decided on making these screens touch only, due to the no pause feature for the hardcore mode, as this separate control system will allow the player to use both, the touch screen to e.g. trade items whilst in menu, and the second system of the Wii U controls to look around for danger nearby, allowing you to focus on the trade and knowing that you're safe for the meantime and not get attacked unexpectedly. This means that if the player is trading with an NPC, that if the player hasn't completed their trading and they're under attack, that the player will have to exit the trade, then fight the enemies that are attacking to become safe to trade again. This isn't in the normal Fallout games, but I believe it will be a great addition for the hardcore mode, as it gives more realism towards the game, as if the world was bombed and became destroyed and highly radiated, these events will happen where the player will be under attack when busy.



Target Audience

The intended target audience for this is quite obvious, Fallout lovers and Nintendo lovers. For me this is a great target audience, mainly because both franchises have loyal fanbase. This fanbase is good as it is very large, but also means that changing elements in the game around could cause outrage from the fanbase, which was the main thinking behind me adding the no pause element into the hardcore mode and not the normal game mode. Also the fact that many fans who play Fallout will play the game more than once, due to many factors like not doing all the quests, or wanting to play the game a different way, so I believe implementing the hardcore mode from Fallout New Vegas which was a welcome addition for me, into Fallout 3 with the addition of the no pause element won't frustrate the fanbase as they can play the game the original way, as in the console versions of the game.



The Nintendo fanbase is another unique and loyal fanbase. Nintendo are known for being an innovative industry, and are always making the newest device etc, but there flaws are with the fact that they have a great idea, for example the Nintendo Wii when it first arrived in 2006. It was a great idea but never lived up to its full potential, as XBox demonstrated with the Kinect in 2010, which was far superior to the Wii as it didn't need a controller, the player was the controller. But the Nintendo fanbase is loyal to Nintendo due to certain franchises that Nintendo still uses today for games and marketing such as Pokémon, Mario and Zelda. So in order to make sure that Fallout on the Wii U was unique and wasn't just a PS3 game being implemented onto the Wii U, I decided to add a lot of Nintendo events, like the mini games in Fallout will be controlled by the touch screen, and would differentiate away from the analog sticks system of picking a lock as it is on the PS3.



Colour Range

Fallout 3 is known for its dark and dull colour range, and this colour range is across the whole game, from the gameplay itself to the menu screens. This selected colour range of dull colours blends perfectly with the radiated world, and in a strange way makes for beautiful surroundings across the Capital Wasteland.



So for my version of the Pip-Boy on the Wii U screen, I decided to stick with the same colour range as the Pip-Boy on console, which is made up of different shades of green. The Pip-Boy colour in game can be changed in the console version, but the default colour is green, as that most contrasts with the colour range of the environment, as in Fallout New Vegas, the colour range in the Pip-Boy is orange which contrasts more with the desert environment.



FPS Games on the Wii U

Despite the Wii U having the same controls system as both the console controllers, there have only been 4 FPS shooters released on the Wii U since its introduction back in 2012, with Call of Duty contributing to half of that with Call of Duty: Black Ops 2 in November 2012 and then a year later with Call of Duty: Ghosts. The latest FPS released on the Wii U was a game called The Letter released in July 2014 and got an awful Metacritic user score of 3.1/10.



The lack of FPS games on the Wii U is a mystery to myself, as it has multiple ways to control the game, with both buttons just like the console and the touch screen option. The graphics of the game are very similar to the console version of the game as shown above. There is a 32GB Deluxe Wii U which is enough for many games to be played and saved on. Personally I think it's just down too the lack of FPS games on all Nintendo products, as many of the fans who buy Nintendo products are hardcore fans, who most likely enjoy one of the Nintendo games. With the likes of Pokémon, Mario, Zelda, Donkey Kong and may others, it is to no surprise that Nintendo is still one of the leaders in its market due to its game franchises. So by implementing Fallout 3 onto the Wii U, then I hope it will get the best of both target audience wise, as its getting a relatively unknown type of game being FPS onto the Wii U, which will hopefully attract both Fallout and Nintendo fans. This could also be the start of FPS games becoming big on Nintendo products, which will only help game developers as well as Nintendo.

Control Mechanics

The controls for Fallout 3 on the Wii U in game will be the same as both the PS3 and the Xbox 360 versions of the game, it is only when in menus or mini games when the controls change from the buttons to the touch screen. I thought about maybe changing some controls around as it may be easier to understand the controls that way, as Fallout 3 has a different control system to many other FPS games, including other Bethesda games such as Skyrim. However I decided it would be best to keep the controls the same as on the console versions of Fallout 3, as adding the touch screen controls is already making the game too diverse from the console versions, and Fallout fans will already be used to the controls, and I feel they'd like the transition as normal as possible.



Pip-Boy for Wii U

The three main categories for navigation are the 'Stats, Item and Data categories that I've put to the top of the screen, they are also the largest icons so I believe the player will gather from this that these are the main sections. These 3 categories on all screens of the Pip-Boy will be the first thing that grabs the players attention, due to their position and size. I've changed the colour and style of the highlighted categories, as the screen has to be easier to read and browse due to the gameplay I wish to implement, and all without cluttering the screen, so I think this new style does just that.



On the console version of the game, these categories have a little red light underneath them to indicate which category you are currently in, but I feel that the colour contrast between the two green colours is easy for the player to understand which category they are currently in. I've also changed the subcategories e.g. Status, SPECIAL, and also the lists of information and items on the right side, as I think that by having the same designs across the Pip-Boy the player will find it more recognisable as it is the same throughout the whole Pip-Boy. For the screens such as the weapons screen on the console versions the weapon which is hovered over normally as a box around it to show that the player is currently on that, and the rest have no box around them, but I thought it looked better with the same way I did the categories.



PipBoy - Stats/ Status Screen

When the player first presses the A button in game to enter their Pip-Boy HUD screen, this is the starting screen that will appear.



This is the Pip-Boys default screen where the players in game status information is showed, which includes information shown in the picture such as their level, health points, experience points to name a few. The categories at the top 'Stats, Items and Data' and the subcategories down the left hand side 'Status, SPECIAL etc' never change their position on the screen, which allows the player to understand the display of the HUD, however the subcategories will change name depending on if you're on the Stats, Item or Data screen. As you can see in the picture though, there is another subcategory on screen which is in between the Stats and Status. This is not a fixed display on all of the screen, but it is easy for the player to understand that it has the same touch controls, and will go onto a different screen, due to the layout and colours being the same, with the lighter green showing that the player is currently in that category. So it starts in the CND screen, which is the players condition, and RAD is the other screen in the Status subcategory, which is the players Radiation levels. To switch to the other screen, the player simply touches the RAD button on screen and then the screen changes as shown below.



PipBoy - Stats/ Status CND

On the condition screen on the Status page, the player also has an interactive option which is where the player can apply a stimpak to regain their health, or they can select a certain limb of the character which may be weaker or even crippled, and apply a stimpak to just that limb.



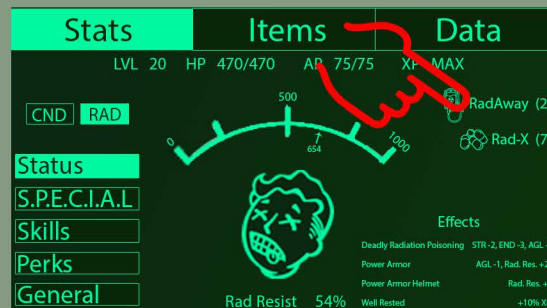
If the player is injured in game by an enemy attack, lets say he was in an explosion by a frag grenade, the player could use a stimpak in the Aid page in the Items menu, or even by hotkey, but this well not fix a crippled limb, and to find out whether or not a limb was crippled in combat, or which limbs are more badly damaged than others, the status screen in the condition option shows this. I have transferred the same sort of design over from both the console versions as I believe this an efficient way of letting the player know this information, but due to it being on Wii U with touchscreen controls I've made a few alterations. As the image above show in comparison, when one of the players limbs get badly injured, the bar nearby will lower down, in the picture above it's the players left arm which has lost a lot of health, and it is almost out of life. When the bar does run down on this limb, it will become crippled. The crippled limb is also very noticable and easy to notice, which is why I kept this system, as the bar disappears and it says 'Crippled' to indicate which limb is crippled. Another nice feature is that the Vault Boys face changes expression depending on his state. If the player had a head cripple as well and lost some more health, his expression will change again and he'll look in even more discomfort. In the console versions, when the player hovers over a limb, it will flash to indicate which limb is hovered over, but due to it being touchscreen I changed the system slightly, as the player cannot hover over, but can only select. So I decided it was best for the player to touch on a limb, and then the selected limb will flash, and can then choose to leave the limb be, or what's best in this players case, to select the crippled leg and click on the apply stimpak button in the top right. I've kept the number systme next to the stimpak to show how many stimpaks the player has left, plus I've also added the stimpak logo to make it look better.

PipBoy - Stats/ Status RAD

On the radiation screen on the Status page, the player has similar interactive options as in the condition page, which gives the player the option to apply aid to their character, the difference being from applying it on this page is that you can see it take action.



As the image shows, the player his highly radiated and is very close to death, so if the player takes a RadAway, the players radiation level will decrease, as with the Rad-X, the players radiation resistance at the bottom of the screen will go to a higher percentage and the players radiation levels will increase at a slower rate.



As you can see in this picture, when the player touches over RadAway, the RadAway amount goes down, in this case it has gone from 3 to 2, and also the radiation amount has gone down by 200 on the radiation gauge.



And when the player touches on the Rad-X, again the amount goes down depending on how many the player used, which in this case is again 1, as it's gone from 7 to 6, and also the radiation resistance has gone up to 79%.

PipBoy - Stats/ Status RAD

I have made significant changes towards the radiation screen for the Pip-Boy from the console versions. The RadAway and Rad-X which I've discussed are used the same way as they are in the console, as you just click on whichever you intend to use and it has applied, with the addition of the image next to it, but that is the only similarity.



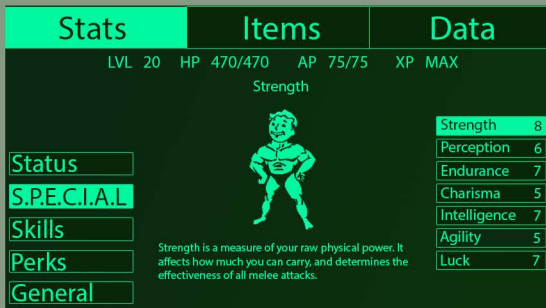
The radiation screen on the consoles is very plain and basic, and there are lots of empty spaces. So I decided to change a number of aspects in order to make sure that there wasn't lots of empty space. I decided to change the radiation gauge, one the curved gauge takes up more space, and also I believe that the gauge is very basic in Fallout. I tried to make my gauge resemble more of a realistic gauge, which tend to be curved. I added the vault boys face also, which changes depending on how radiated the player is. As you can see in the picture the player has deadly radiation poisoning, which is why the vault boys expression is next to dead.



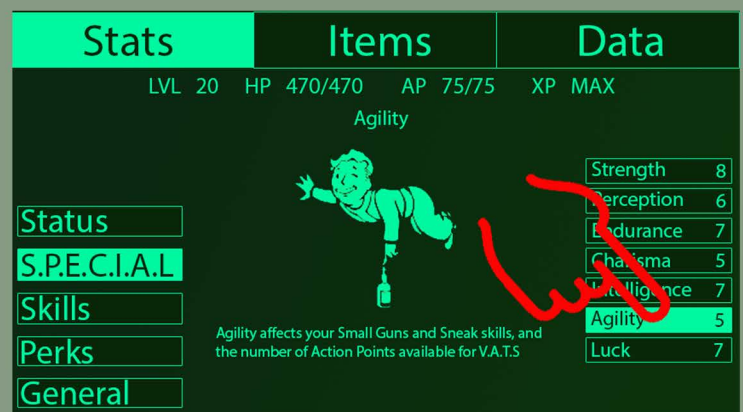
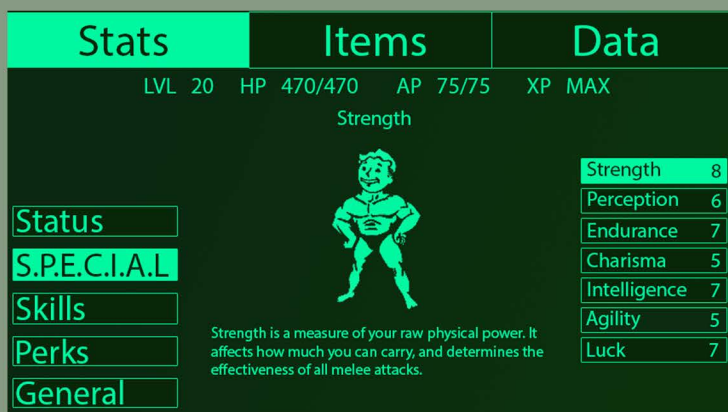
I felt that the effects screen in Fallout 3 is very basic and empty similar to the radiation screen, so I decided to merge the effects screen in with the radiation, as I didn't see the point in creating to pretty basic pages, and I wanted to change the situation instead of just assessing it, as I felt they don't need to be on separated screens, so I simply put the effects in the bottom right of the radiation screen, which also frees up more space. It's also less of a hassle, as there are less screens to have to browse through, plus due to the no pause feature, I want it to be simple to apply a stimpak or radaway.

PipBoy - Stats/ S.P.E.C.I.A.L

When the player touches the S.P.E.C.I.A.L icon, they will see the players characteristics such as their characters strength & intelligence etc. By default it will load up the first characteristic which is the players strength.



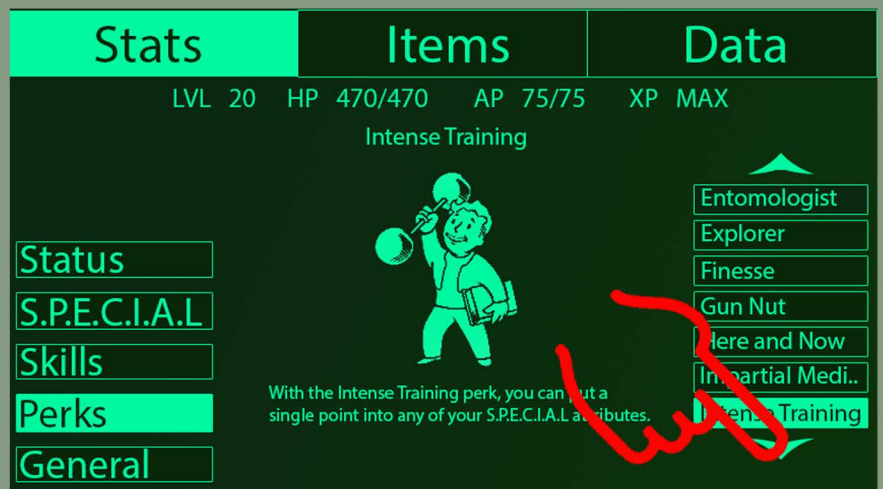
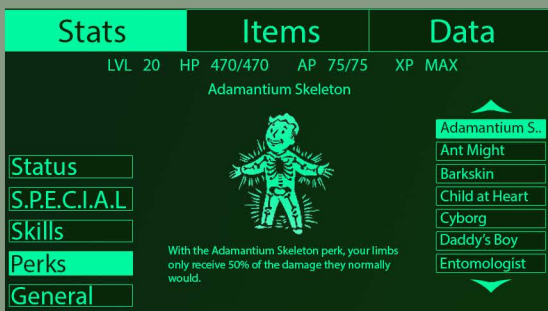
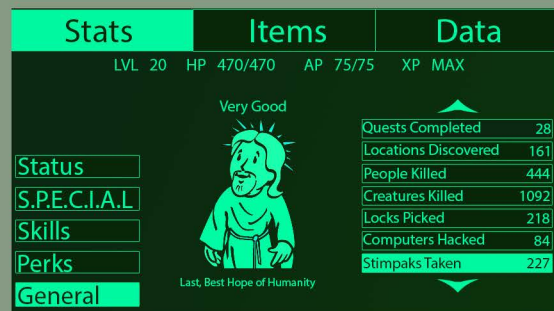
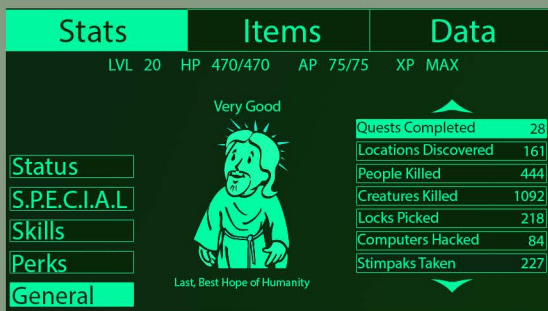
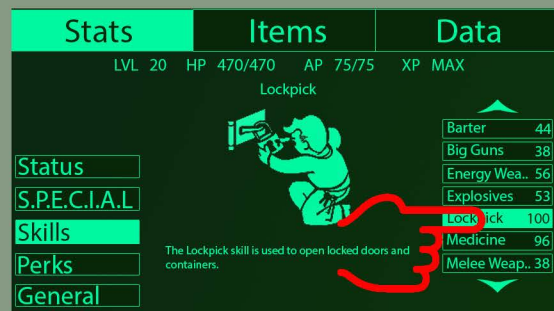
I didn't change much for this screen, mainly because there isn't a lot of interactivity, apart from the menus of course. In fact, on the Stats category, apart from the Status subcategory, there isn't any real interactivity such as applying stimpaks and selecting crippled limbs etc, apart from scrolling down menus. The SPECIAL, skills, perks and general subcategories all have a very similar layout, albeit a couple of different text box sizes and different sized images. With the layout on this screen, I moved the characteristics list to the right side, due to having the subcategories down the left, as I wanted the picture and information of the characteristics to be in the centre of the screen.



In order to go from one characteristic to another, the player simply clicks on the characteristic of their choosing. The screen will then change e.g. from strength to agility as it does in the picture, and then the title at the top, the image of the vault boy and the information of what that characteristic does in game is displayed on screen, and also the newly selected characteristic will go light green with the strength changing to a darker green like the other non-selected characteristics.

PipBoy - Stats/ S.P.E.C.I.A.L

The Skills, Perks & General subcategories function in the same way as the S.P.E.C.I.A.L screen, apart from the list at the right. Under SPECIAL there were only 7 characteristics, so there was no need to scroll down as they all fitted on the screen, but with these 3 there are more than 7 and don't all fit on screen, so I created up and down arrows so the player can either use those to scroll through, or can swipe up and down and the list will scroll slow or fast depending on the power of the swipe.



An example of how the Perks screen will look when touching the down arrow to see more perks that your character has further down the list.

PipBoy - Items/ Weapons

The whole Items category as a lot more interactivity than the other two categories, as all five subcategories have options such as; equipping an item, dropping an item, repairing an item and assigning hot keys to items.



In this image, the player has selected to view the information for the 10mm Submachine Gun, but if you look at the lists of guns, at the bottom, Sawed Off Shotgun isn't highlighted but has a green square to the left of it. This symbolises that this is the currently equipped weapon and not the Submachine Gun. In order to equip the 10mm, the player can simply highlight it like it is now and then press the equip button at the bottom of the screen, or they can double tap the 10mm Submachine Icon.

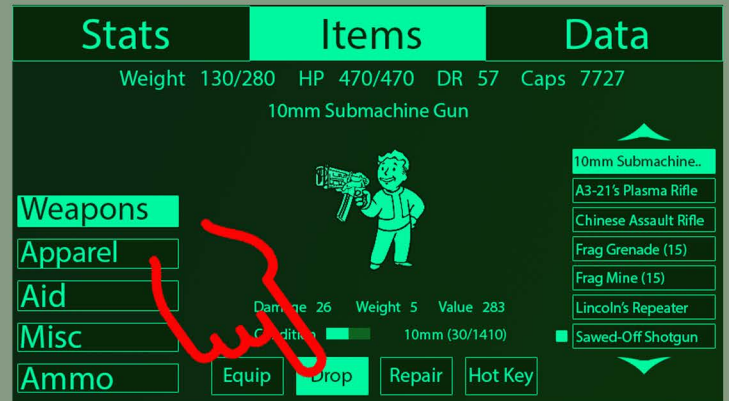


The player has equipped the 10mm Submachine Gun, which is shown as the green square is now to the left of it and has gone from the Sawed Off Shotgun. Also at the bottom, the icon has changed from 'Equip' to 'Unequip', if the player was to tap unequip then the player would not have any weapon equipped.

Along side the equip button at the bottom, there are 3 more, Drop, Repair and Hot Key. In the player wants to do one of these functions, the weapon only has to be selected like the 10mm Submachine Gun in the first image, it does not have to be equipped, as if you want to drop the selected gun and it is equipped, then the player will not have a weapon holstered.

PipBoy - Items/ Weapons

So the Drop function is simply dropping the selected item in your inventory, and dropping it back into the game world. If the player drops an item by mistake, then there is no undo button or warning message asking if you really want to drop it, however it will be dropped back in the game world, on the floor very near to your player.



When the player taps Drop, the icon will flash light green, the same colour as the categories to indicate it is selected. Then the item will be dropped into the game world and out of the players inventory. The next weapon down in the list will then be selected, and the screen will show the information for that weapon. As the item has been removed from the players inventory, you will also notice at the top, that the weight has gone down 5, as that is what the 10mm Submachine Gun weighed.

PipBoy - Items/ Weapons

The repair function is one of the four buttons that is not always selectable. There are a couple of reasons why this may be greyed out, the first being that the repair function can only be used depending on the player's repair skill in game. The player can improve this skill whenever they rank up after gaining enough experience points, which are gained by completing quests etc. So no matter how low the weapon's condition can be, the player cannot repair it themselves, and must pay a trader in game to repair it for them. The second reason is that the weapon may not need repairing, as the condition of the weapon is at its maximum, or near to the maximum. The better the repair skill of the player or the trader in game, the more they can repair it, hence the condition bar going up further to its maximum. Also if you are going to repair the weapon yourself, you must have a second of the same weapon e.g. if you want to repair your 10mm Submachine Gun, you must have another 10mm Submachine Gun, otherwise the repair skill will be greyed out.



So if the player's repair skill is high enough, and they have a second of the same weapon which they want to repair, the player must simply select the weapon and then tap repair.



Then this screen will appear. The current weapon which the player wants to repair is always at the top, with the little square to the side of it. The player must simply highlight over another, which will be indicated by a box, and then tap on the highlighted repair icon again. The second gun which repaired the selected weapon, will then be removed from the inventory and from game.

PipBoy - Items/ Weapons

Assigning hot keys is the final function of the four in the Items screens. This allows the player to assign a weapon to an arrow of the directional keypad on the Wii U, which allows the player to simply press that button and that weapon will be equipped. I felt it was vital for me to keep this function from the console versions, as due to the no pause element in my hardcore mode for the Wii U game, the player doesn't want to keep having to go through the people and quickly assign a weapon whilst under attack in slow motion.

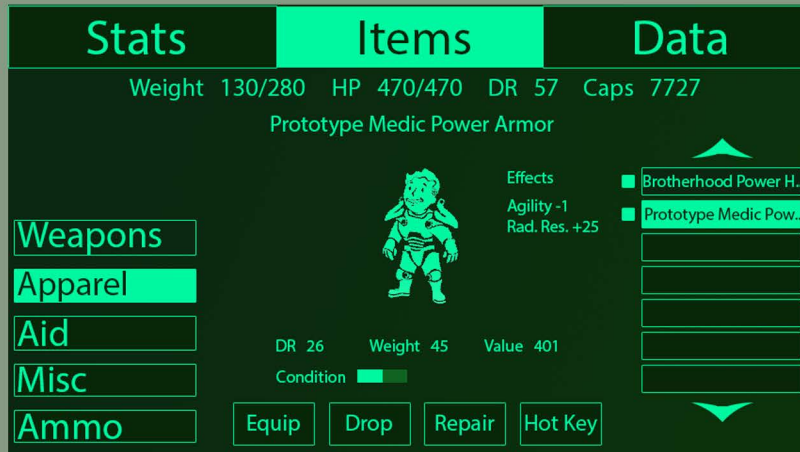


So when the player touches the hot key slot that they want the item, it will flash as it's been selected, and then an icon of the item they chose will appear. Then the player can exit the Pip-Boy, and when they push, in this case the Up directional arrow, the player should equip the weapon. To show that the player has equipped the item they should be holding it out, but just incase it's holstered and the players wants to check if it is ready, it should show the ammo and condition in the bottom right of the screen.



PipBoy - Items

The rest of the five subcategories on the Items page have the same design and the same four function at the bottom which can be used. The player can equip, drop, repair and hot key apparel as well.



The layout is the same as well for these screens, but I wanted to point out that the player has two pieces of apparel in his inventory and the both have a little square at the side of them which represents that they're being used. The reason they're both currently in use is because one is body armour and the other is a helmet. The only difference between the weapon and apparel is that you can have a number of pieces of apparel currently in use e.g. body armour, a hat and sunglasses.



PipBoy - Local Map



The Local Map I felt didn't need much change, due to the console version being capable of being intergrated onto the Wii U version. The player will around the screen by dragging their finger across the screen. There are two ways in which the player can zoom in and out of the map, the first being the minus and plus icons at either side of the map. The second way is to pinch the screen to zoom in, and the opposite movement to zoom out.

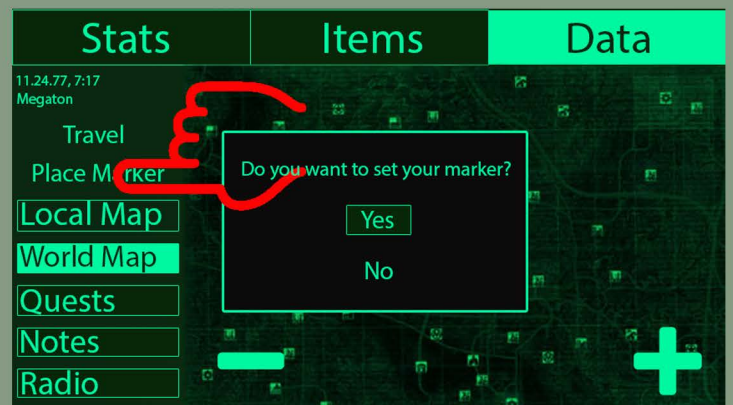
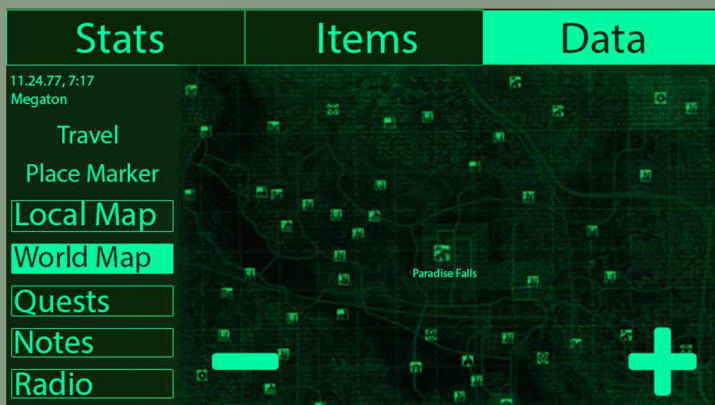


In order to place a marker, you tap on the place which you want to set a waypoint for, and then click on the 'Place Marker' icon at the top left and then the screen on the picture at the right will come up which is asking if you wish to set the marker. By tapping on each place, the icon will expand slightly and the name of the building will appear.

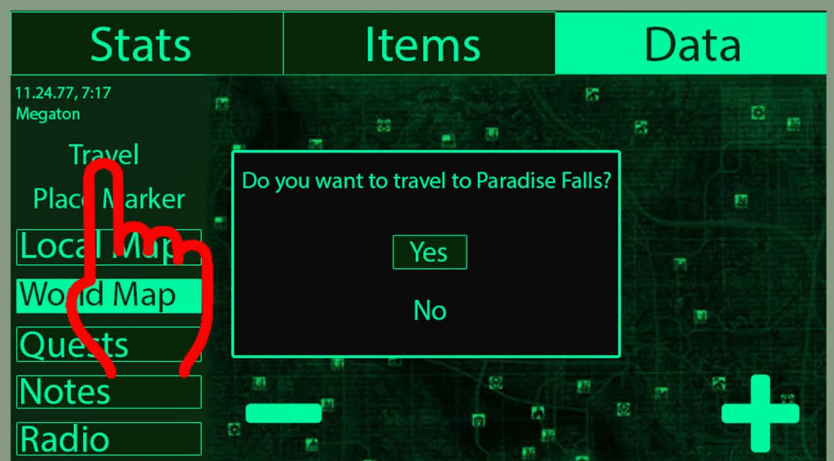
PipBoy - World Map



The World Map is very similar to the Local Map, with the same controls, dragging your finger across the screen to browse around the map, with the pinching the screen or the zoom in and zoom out icons for zoom. The only difference is the addition of the 'Travel' icon above Place Marker.

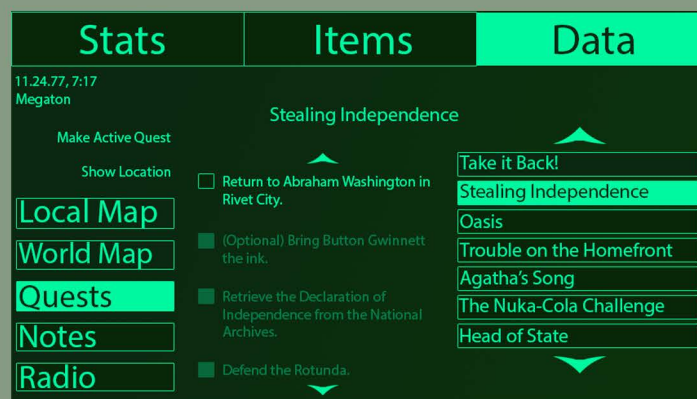


If the player taps on an icon on the map, it will increase the size of the icon slightly and will display the name underneath, the same as with the local map, and the place marker is the same as well. The Travel icon which isn't in the local map screen, works just like the Place Marker does. You select a place where you want to travel, tap on the Travel button and tap 'Yes', then a loading screen will appear when the game loads the area.

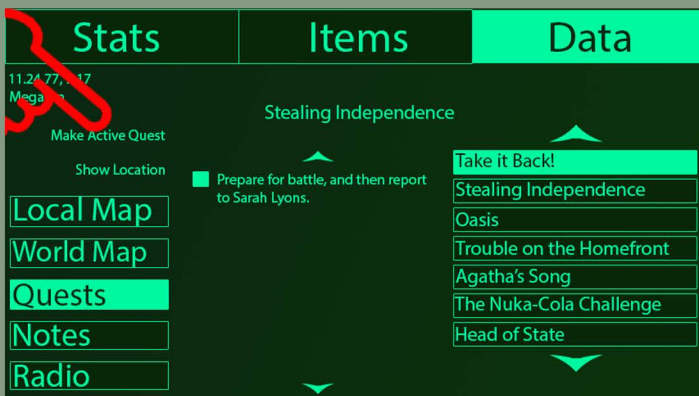


PipBoy - Quests

On the quests screen, the player is shown the list of quests that the player has found throughout their journey in the wasteland. The list only shows quests that the player has activated, it does not show quests which have not been found, just like in the console versions. I debated whether to add the quests which haven't been found, as when I was playing the game I wanted to complete every quest on the game, but unless you find them all then you aren't sure if you've done everything. Many Fallout 3 lovers have played the game through a few times, because of this reason that they don't want to miss a quest to play.



This screen has a list with the names of the quests on, in the same layout as the General subcategory under the Stats, but this also has another list in the centre of the screen where the image of the Vault Boy is on some of the screens. This list works the same way with the arrow keys or the flick and drag. Just like the World Map screen, there are two functions in the top left, which are 'Make Active Quest' and 'Show Location.'



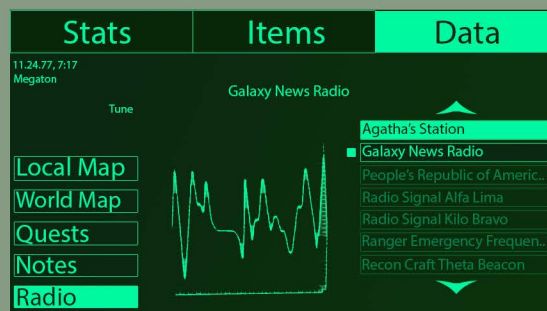
By tapping the 'Make Active Quest' icon, the quest is then selected and the waypoint on the radar in game will follow that quest. 'Show Location' takes the player to the World Map, and as the destination selected on the map, and shows a line from where you are to where you need to get to.

PipBoy - Notes & Radio

The final two screens of the Pip-Boy are 'Notes' and 'Radio' which both finish off the 'Data' category. The notes screen is fairly similar to the quests screen, as it has a large list at the right and in the centre it normally has a lot of text, as most of the notes are letters to and from people. There are also two functions on the left which are 'Play Audio' and 'Show Active Quest Notes'.



Show Active Quest Notes is never greyed out as all of the notes possess this, however the Play Audio function will often be greyed out, when there is a note without audio. In the picture of the right, it shows the screen when the player presses the show active quest notes when the Keller Family Transcript note is selected. It shows a couple of quest notes which the player has found which may help, or gave information of this quest. The picture on the left is the default, but if you tap the play audio, you can see the line on the graph moving across and a time remaining above it to show how long the audio lasts for.



The radio screen is similar to the console versions, as nothing else can really be changed. It has the radio station at the right side, with the audio graph in the centre of the screen. The majority of the radio stations are greyed out, this means that the player has no signal for that particular station, and will have to travel elsewhere to gain a signal. Finally there is a 'Tune' function, which basically allows the player to switch from one station to another.

Fallout 3 for Wii U Final Screens

Stats	Items	Data
LVL 20	HP 470/470 AP 75/75	XP MAX
CND RAD		Stimpak (9)
Status		Effects
S.P.E.C.I.A.L		Deadly Radiation Poisoning
Skills		-2 Strength
Perks		-3 Endurance
General	Player - Level 20	-2 Agility

Stats	Items	Data
LVL 20	HP 430/470 AP 75/75	XP MAX
CND RAD		Stimpak (9)
Status		Effects
S.P.E.C.I.A.L		CRIPPLED Deadly Radiation Poisoning
Skills		-2 Strength
Perks		-3 Endurance
General	Player - Level 20	-2 Agility

Stats	Items	Data
LVL 20	HP 470/470 AP 75/75	XP MAX
CND RAD		RadAway (3) Rad-X (7)
Status		Effects
S.P.E.C.I.A.L		Deadly Radiation Poisoning STR -2, END -3, AGL -2
Skills		Power Armor AGL -1, Rad. Res. +25
Perks		Power Armor Helmet Rad. Res. +3
General	Rad Resist 54%	Well Rested +10% XP

Stats	Items	Data
LVL 20	HP 470/470 AP 75/75	XP MAX
CND RAD		RadAway (2) Rad-X (7)
Status		Effects
S.P.E.C.I.A.L		Deadly Radiation Poisoning STR -2, END -3, AGL -2
Skills		Power Armor AGL -1, Rad. Res. +25
Perks		Power Armor Helmet Rad. Res. +3
General	Rad Resist 54%	Well Rested +10% XP

Stats	Items	Data
LVL 20	HP 470/470 AP 75/75	XP MAX
CND RAD		RadAway (2) Rad-X (6)
Status		Effects
S.P.E.C.I.A.L		Deadly Radiation Poisoning STR -2, END -3, AGL -2
Skills		Power Armor AGL -1, Rad. Res. +25
Perks		Power Armor Helmet Rad. Res. +3
General	Rad Resist 79%	Well Rested +10% XP

Stats	Items	Data
LVL 20	HP 470/470 AP 75/75	XP MAX
CND RAD		Strength 8
Status		Perception 6
S.P.E.C.I.A.L		Endurance 7
Skills		Charisma 5
Perks		Intelligence 7
General		Agility 5
		Luck 7

Stats	Items	Data
LVL 20	HP 470/470 AP 75/75	XP MAX
CND RAD		Agility 5
Status		Strength 8
S.P.E.C.I.A.L		Perception 6
Skills		Endurance 7
Perks		Charisma 5
General		Intelligence 7
		Agility 5
		Luck 7

Stats	Items	Data
LVL 20	HP 470/470 AP 75/75	XP MAX
CND RAD		Barter 44
Status		Big Guns 38
S.P.E.C.I.A.L		Energy Wea.. 56
Skills		Explosives 53
Perks		Lockpick 100
General		Medicine 96
		Melee Weap.. 38

Stats	Items	Data
LVL 20	HP 470/470 AP 75/75	XP MAX
CND RAD		Lockpick 100
Status		Barter 44
S.P.E.C.I.A.L		Big Guns 38
Skills		Energy Wea.. 56
Perks		Explosives 53
General		Lockpick 100
		Medicine 96
		Melee Weap.. 38

Stats	Items	Data
LVL 20	HP 470/470 AP 75/75	XP MAX
CND RAD		Adamantium Skeleton
Status		Adamantium S..
S.P.E.C.I.A.L		Ant Might
Skills		Barkskin
Perks		Child at Heart
General		Cyborg
		Daddy's Boy
		Entomologist

Stats	Items	Data
LVL 20	HP 470/470 AP 75/75	XP MAX
CND RAD		Intense Training
Status		Entomologist
S.P.E.C.I.A.L		Explorer
Skills		Finesse
Perks		Gun Nut
General		Here and Now
		Impartial Medi..
		Intense Training

Stats	Items	Data
LVL 20	HP 470/470 AP 75/75	XP MAX
CND RAD		Intense Training
Status		Entomologist
S.P.E.C.I.A.L		Explorer
Skills		Finesse
Perks		Gun Nut
General		Here and Now
		Impartial Medi..
		Intense Training

Fallout 3 for Wii U Final Screens

Stats | **Items** | **Data**

LVL 20 HP 470/470 AP 75/75 XP MAX

Very Good



Last, Best Hope of Humanity

Status
S.P.E.C.I.A.L.
Skills
Perks
General

Quests Completed 28
 Locations Discovered 161
 People Killed 444
 Creatures Killed 1092
 Locks Picked 218
 Computers Hacked 84
 Stimpaks Taken 227

Stats | **Items** | **Data**

LVL 20 HP 470/470 AP 75/75 XP MAX

Very Good



Last, Best Hope of Humanity

Status
S.P.E.C.I.A.L.
Skills
Perks
General

Quests Completed 28
 Locations Discovered 161
 People Killed 444
 Creatures Killed 1092
 Locks Picked 218
 Computers Hacked 84
 Stimpaks Taken 227

Stats | **Items** | **Data**

Weight 130/280 HP 470/470 DR 57 Caps 7727

10mm Submachine Gun



Weapons
Apparel
Aid
Misc
Ammo

Damage 26 Weight 5 Value 283
 Condition 10mm (30/1410)

Equip Drop Repair Hot Key

10mm Submachine...
 A3-21's Plasma Rifle
 Chinese Assault Rifle
 Frag Grenade (15)
 Frag Mine (15)
 Lincoln's Repeater
 Sawed-Off Shotgun

Stats | **Items** | **Data**

Weight 130/280 HP 470/470 DR 57 Caps 7727

10mm Submachine Gun



Weapons
Apparel
Aid
Misc
Ammo

Damage 26 Weight 5 Value 283
 Condition 10mm (30/1410)


Unequip Drop Repair Hot Key

10mm Submachine...
 A3-21's Plasma Rifle
 Chinese Assault Rifle
 Frag Grenade (15)
 Frag Mine (15)
 Lincoln's Repeater
 Sawed-Off Shotgun

Stats | **Items** | **Data**

Weight 130/280 HP 470/470 DR 57 Caps 7727

10mm Submachine Gun



Weapons
Apparel
Aid
Misc
Ammo

Damage 26 Weight 5 Value 283
 Condition 10mm (30/1410)

Equip Drop Repair Hot Key

10mm Submachine...
 A3-21's Plasma Rifle
 Chinese Assault Rifle
 Frag Grenade (15)
 Frag Mine (15)
 Lincoln's Repeater
 Sawed-Off Shotgun

Stats | **Items** | **Data**

Weight 125/280 HP 470/470 DR 57 Caps 7727

A3-21's Plasma Rifle



Weapons
Apparel
Aid
Misc
Ammo

Damage 37 Weight 8 Value 1824
 Condition MF Cell (12/1145)


Equip Drop Repair Hot Key

A3-21's Plasma Rifle
 Chinese Assault Rifle
 Frag Grenade (15)
 Frag Mine (15)
 Lincoln's Repeater
 Sawed-Off Shotgun
 Shishkebab

Stats | **Items** | **Data**

Weight 130/280 HP 470/470 DR 57 Caps 7727

10mm Submachine Gun



Weapons
Apparel
Aid
Misc
Ammo

Condition Damage 26
 +20% +3
 Condition Damage 29


Repair Skill 88
 Equip Drop Repair Hot Key

10mm Submachine...
 A3-21's Plasma Rifle
 Chinese Assault Rifle
 Frag Grenade (15)
 Frag Mine (15)
 Lincoln's Repeater
 Sawed-Off Shotgun

Stats | **Items** | **Data**

Weight 125/280 HP 470/470 DR 57 Caps 7727

10mm Submachine Gun



Weapons
Apparel
Aid
Misc
Ammo

Condition Damage 26
 +20% +3
 Condition Damage 29

Repair Skill 88
 Equip Drop Repair Hot Key

10mm Submachine...
 A3-21's Plasma Rifle
 Chinese Assault Rifle
 Frag Grenade (15)
 Frag Mine (15)
 Lincoln's Repeater
 Sawed-Off Shotgun

Stats | **Items** | **Data**

Weight 130/280 HP 470/470 DR 57 Caps 7727

10mm Submachine Gun



Weapons
Apparel
Aid
Misc
Ammo

Damage 26 Weight 5 Value 283
 Condition 10mm (30/1410)

Equip Drop Repair Hot Key

10mm Submachine...
 A3-21's Plasma Rifle
 Chinese Assault Rifle
 Frag Grenade (15)
 Frag Mine (15)
 Lincoln's Repeater
 Sawed-Off Shotgun

Stats | **Items** | **Data**

Weight 130/280 HP 470/470 DR 57 Caps 7727

10mm Submachine Gun



Weapons
Apparel
Aid
Misc
Ammo

Damage 26 Weight 5 Value 283
 Condition 10mm (30/1410)

Equip Drop Repair Hot Key

10mm Submachine...
 A3-21's Plasma Rifle
 Chinese Assault Rifle
 Frag Grenade (15)
 Frag Mine (15)
 Lincoln's Repeater
 Sawed-Off Shotgun

Stats | **Items** | **Data**

Weight 130/280 HP 470/470 DR 57 Caps 7727

10mm Submachine Gun



Weapons
Apparel
Aid
Misc
Ammo

Damage 26 Weight 5 Value 283
 Condition 10mm (30/1410)


Equip Drop Repair Hot Key

10mm Submachine...
 A3-21's Plasma Rifle
 Chinese Assault Rifle
 Frag Grenade (15)
 Frag Mine (15)
 Lincoln's Repeater
 Sawed-Off Shotgun

Stats | **Items** | **Data**

Weight 130/280 HP 470/470 DR 57 Caps 7727

Prototype Medic Power Armor



Weapons
Apparel
Aid
Misc
Ammo

DR 26 Weight 45 Value 401
 Condition

Effects
 Agility -1
 Rad. Res. +25

Equip Drop Repair Hot Key

Brotherhood Power H...
 Prototype Medic Pow...

Fallout 3 for Wii U Final Screens

Stats Items Data

Weight 130/280 HP 470/470 DR 57 Caps 7727

Buffout

Weapons
Apparel
Aid
Misc
Ammo

Equip Drop Repair Hot Key

Effects
HP +60
END +3
STR +2

Weight -- Value 20

Blood Pack
Brahmin Steak
Buffout (23)
Cram (2)
Crunchy Mutfruit
Dandy Boy Apples (2)
Dirty Water (2)

Stats Items Data

Weight 130/280 HP 470/470 DR 57 Caps 7727

Brotherhood of Steel Holotag (5)

Weapons
Apparel
Aid
Misc
Ammo

Equip Drop Repair Hot Key

Android Component
Bill of Rights
Bobby Pin (42)
Brotherhood of Steel
Cherry Bomb (27)
Experimental Rho ID
Finger (120)

Weight -- Value 1

Stats Items Data

Weight 130/280 HP 470/470 DR 57 Caps 7727

5.56 Round (1912)

Weapons
Apparel
Aid
Misc
Ammo

Equip Drop Repair Hot Key

308 Caliber Round
32 Caliber Round
44 Round, Magnum
10mm Round
5.56 Round
5mm Round
Dart

Weight -- Value 1

Stats Items Data

11.24.77, 7:17
Megaton

Place Marker

Local Map
World Map
Quests
Notes
Radio

+

Stats Items Data

11.24.77, 7:17
Megaton

Place Marker

Local Map
World Map
Quests
Notes
Radio

+

Stats Items Data

11.24.77, 7:17
Megaton

Place marker

Local Map
World Map
Quests
Notes
Radio

Do you want to set your marker?
Yes
No

+

Stats Items Data

11.24.77, 7:17
Megaton

Travel
Place Marker
Local Map
World Map
Quests
Notes
Radio

+

Stats Items Data

11.24.77, 7:17
Megaton

Travel
Place Marker
Local Map
World Map
Quests
Notes
Radio

Paradise Falls

+

Stats Items Data

11.24.77, 7:17
Megaton

Travel
Place Marker

Local Map
World Map
Quests
Notes
Radio

Do you want to set your marker?
Yes
No

+

Stats Items Data

11.24.77, 7:17
Megaton

Travel
Place Marker

Local Map
World Map
Quests
Notes
Radio

Do you want to travel to Paradise Falls?
Yes
No

+

Stats Items Data

11.24.77, 7:17
Megaton

Stealing Independence

Make Active Quest

Show Location

Local Map
World Map
Quests
Notes
Radio

Return to Abraham Washington in Rivet City.
(Optional) Bring Button Gwinnett the Ink.
Retrieve the Declaration of Independence from the National Archives.
Defend the Rotunda.

Take it Back!
Stealing Independence
Oasis
Trouble on the Homefront
Agatha's Song
The Nuka-Cola Challenge
Head of State

Stats Items Data

11.24.77, 7:17
Megaton

Stealing Independence

Make Active Quest

Show Location

Local Map
World Map
Quests
Notes
Radio

Prepare for battle, and then report to Sarah Lyons.

Take it Back!
Stealing Independence
Oasis
Trouble on the Homefront
Agatha's Song
The Nuka-Cola Challenge
Head of State

Fallout 3 for Wii U Final Screens

