Overview:
The game is set in the Fallout Universe, time period unknown, but post FO4. The map will encompass the entire world albeit on a compressed scale, only a handful of Major Cities/Settlements will be handcrafted and will epitomize the countries/states/territories they are located in, everything else will be procedurally generated, but will still adhere to the global heightmap and biomes.

The game will be co-op up to 4 players with the 3 joining players assuming control of the main player's 1st Lieutenants.

Asynchronous peer to peer competitive play can be enabled, off by default, wherein a player of the opposite faction, of similar progress, level, and ship rating can take over for the ai during a skirmish as both ships will retreat when enough damage is sustained, players will not have to fear losing progress.

Once the main campaign has been completed players can join a skirmish battle mode where captains and up to 3 crew members can fight above oceans and deserts with all of the unlocked parts and upgrades for their single player ships. A win in this mode awards the player with a small stipend of caps/dollars, while a loss has no detriment to the player.

Set up:
The player can choose to be a part of either the Brotherhood of Steel or the Enclave. The tutorials will be largely identical, with the player flashing back to going through their faction's basic training, getting promoted through the ranks, and being informed that the Scribes/scientists have located a prewar space station that may have cryogenically frozen people aboard. The player, now a captain, is put in charge of an airship (similar to Fallout 4's Prydwen, or a more sophisticated Enclave equivalent.) and given a list of parts/blueprints needed to complete a space shuttle so they can attempt to gain access to the station. The Scribes/Scientists have located the first part in (random major settlement) in the E.U. and the player must set off to attempt to retrieve the part/blueprint.

Gameplay Loop:
As the captain of their airship the player must chart a course with their navigators, and can fly the ship themselves or let the crew fly while they tend to other duties such as scouting, repairing various systems, using weapons, ect.

While on the way to major settlements or home base, the player must keep track of fuel, rations, scrap for repairs, and ammunition, if these run out, some (specifically food and fuel, although there are ample warnings when low) can cause a game over state. To replenish resources, the player can scout for procedurally generated Points of Interest. PoIs will spawn randomly in the wasteland between major settlements and can contain anything from smaller settlements to trade with, junk yards to exhume scrap from, raider gangs hoarding supplies, ect.

When the player reaches a Major Settlement, they will have several options of how to acquire the part/blueprint within. They may land somewhat far off in the wasteland and attempt to sneak in and steal it, they could persuade the denizens of the settlement to give or sell them the part, usually resulting in several quests having to be completed before a deal can be brokered, they may attempt to utilize their military strength to strong arm the settlement into capitulating, or they could attempt an unannounced attack and attempt to retrieve the part from the destroyed city, if the people don't destroy the airship fighting back! Some major settlements will have anti air batteries, and ground forces/militia to fight back against the player, and a city with a factory has far more ammunition than a single Airship.

Once the first, and after every subsequent part/blueprint had been obtained, the crew will *be required* to explore some PoI's or do more quests for the major settlements to restock, refit, and repair their ship while the scribes/scientists locate the next part.

After the second part has been acquired the scouts will inform the player that something odd has been spotted on the radar. While leaving the third major settlement the other (Enclave or BoS) faction's airship will appear and a mid air combat section will ensue. Upon dealing sufficient damage, the enemy airship will retreat, and the player will automatically return to their home base.

After this the enemies airship will be detectable on the map, they will also be trying to acquire parts for a shuttle and will attack you while you are carrying one, can be ambushed while acquiring a part from a settlement themselves, and will sometimes show up simply to skirmish and cause the player setbacks.

At this point the player can customize their Airship at their HQ, parts recovered from the enemies airship after a fight can be researched and other upgrades can be found, bartered for, or researched from blueprints found in major settlements or PoIs. The player can also customize their quarters on the airship, as it will be their home for the majority of the game.

End game:
Once the player obtains all of the parts/blueprints and returns to their HQ the scribes/scientists will inform them that one final and critical component + any that player let the enemy airship retrieve are needed, and the hunt will begin for the enemies HQ.

The player will need to fly around the map and install/repair triangulation relays to get a fix on the other faction's location. The Enclave HQ is located in a hidden base near Mount Rushmore in South Dakota, while the Brotherhood of Steel GQ is in Eglin AFB in Florida.

Once the enemy base is located a final assault must be planned and executed. The player's airship will be accompanied by several squadron's of Vertibirds for this final assault, as opposed to only the 4 that are normally on their airship, and any upgrades for the player's Vertibirds will also be applied to the squadrons.

Once the enemy's airship has been engaged in this final battle, it will finally be destroyed, the extra Vertibirds preventing its escape. The player can then proceed to the enemy HQ and start a siege. When the player has managed to destroy the enemy's air batteries and secure a landing spot, they will join their ground forces on one final assault to storm the HQ and retrieve the part(s) needed to finish their shuttle.

Post game:
End slides will be based on the player's interactions with the major powers of the postwar world, and how they went about acquiring the shuttle pieces. Doing quests and helping = more good, attacking innocents and destroying towns = more bad.

The player's faction finds that there are indeed frozen, un-irradiated prewar humans in the space station, and control of the station allows them to better research and surveil the various people on the planet.

The enemy's airship is recovered and can be repaired and switched to (repainted with the player's factions livery) and used for exploration of the multiplayer with the full customization that their main ship has.

The opposing faction's HQ is converted to the player's faction to allow for research of any enemy faction equipment that was not obtained before the end game.

PoIs will regularly cycle though and the player can continually do ground missions and major settlements will regularly generate new ambient quests to raise reputation. Once reputation is high enough, and if the player has enough money, they may purchase a player home in one or more of the large settlements and decorate it like their quarters on the Airship.