

Fallout Worlds and Mods Early Wireframes v2

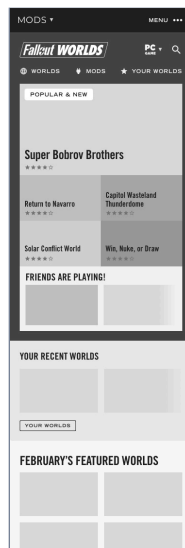
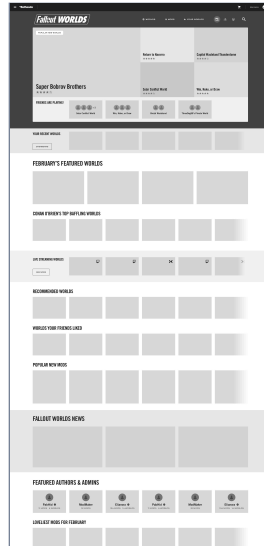
Note: these are very early explorations that should not be used for development or partner engagement.

Worlds homepage

The primary destination for Fallout Worlds.

The content blocks are:

- **High appeal & frequent changes**
 - Popular or featured
 - Active social activity ("Friends are playing")
- **Continuing engagement**
 - Player's recent world activity
- **Curated features**
 - Periodically updated by the content team
- **Immediate action breaker**
 - "Don't miss it" content that is live now
 - Streams
 - Events
- **Social & algorithmic features**
 - Automatically-generated suggestions
 - Personal recommendations
 - Socially-significant content
- **Featured breaker**
 - Curated or recent content that is *not* a world or mod
 - News
 - Promos
- **Topical features**
 - Curated or generated blocks that highlight areas of content
 - Featured contributors
 - Themed content



Navigation

The scheme for high-level navigation will largely be up to how BGS & Marketing position the Worlds feature.

Additional pages

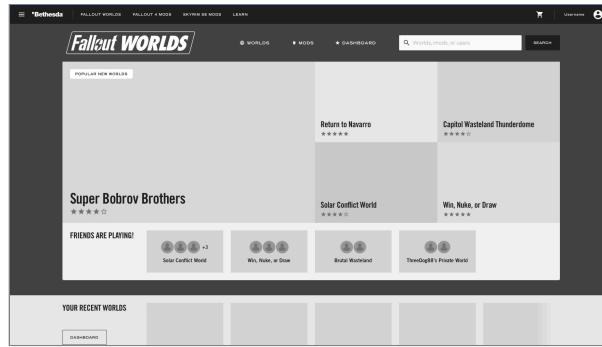
Along with mod content, mod sites may include:

- An introduction to mods
- Instructions for installing & managing mods
- Instructions for creating mods

Simple

Mods & Worlds are sub-pages of Bethesda.net, with a link to each site in the global nav.

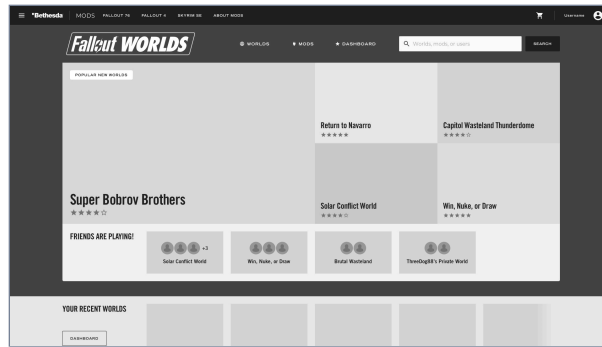
A flat scheme with each game grouped under the Bethesda brand.



Mods hub

All mod sites are treated as sub-sections of a game hub for mods, with links to each site in the global nav.

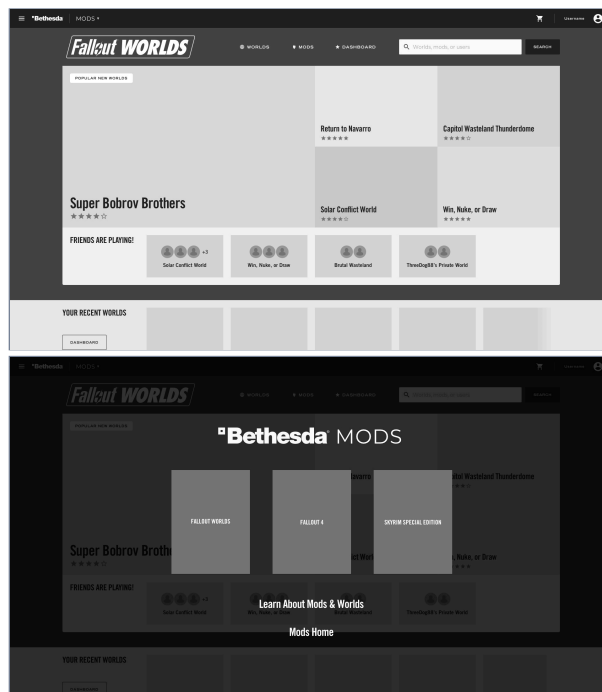
The "Mods" site is treated as a kind of game of its own, presenting a unified identity around BGS's moddable games.



Mods hub with menu

All mod sites are sub-sections, but accessed through a menu.

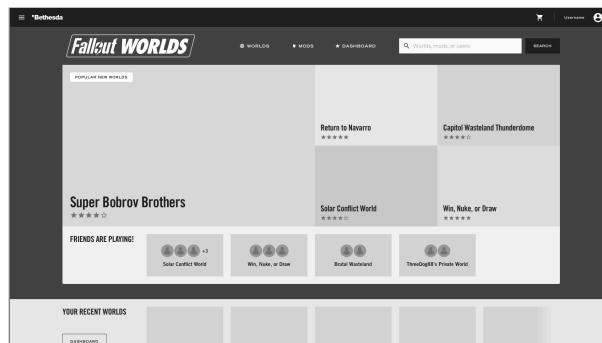
Moving other games to a sub-menu focuses more on the current brand.



Independent sites

Mod sites are not connected.

Removing the presence of other games focuses on Worlds as its own, new feature.

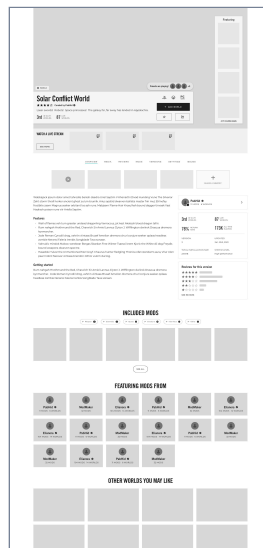


World page

The primary page for an active world.

Sub-pages:

- **Media**
 - Screenshots & videos
- **Reviews**
- **Mods**
 - Mods the world uses
- **Versions**
 - Release notes
 - Betas
- **Settings**
 - The world's configuration outside of the mods it uses
- **Issues**
 - Bug reports that the admin can set a status on

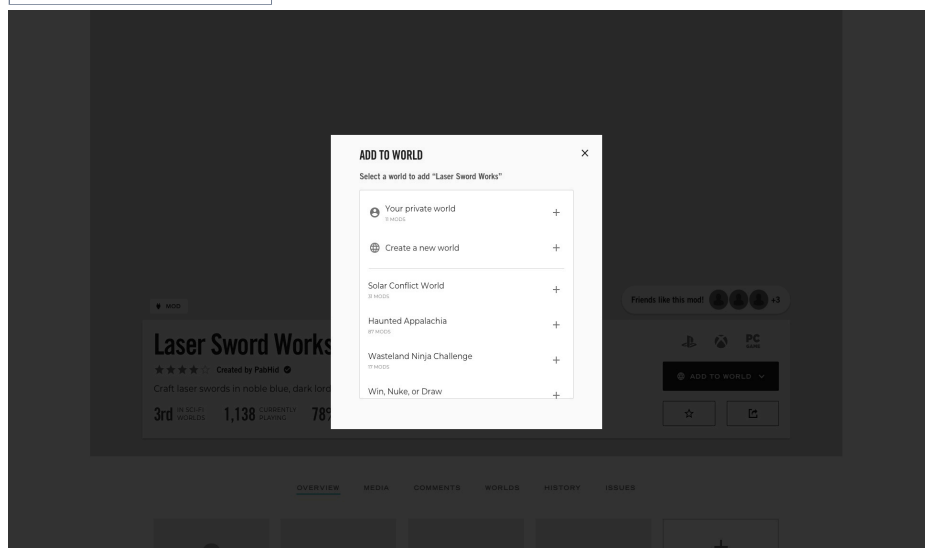
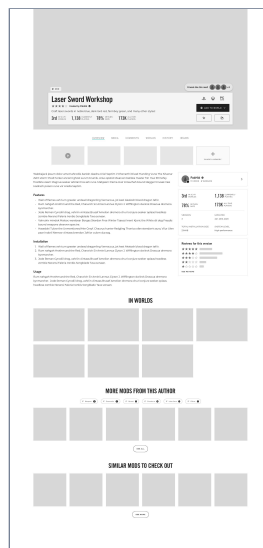


Mod page

The primary page for a mod.

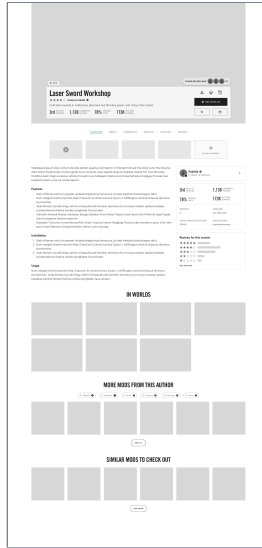
Sub-pages:

- **Media**
 - Screenshots & videos
 - 3D models?
- **Comments**
 - Or "reviews"?
- **Worlds**
 - The worlds that use this mod
- **History**
 - Release notes
 - Betas
 - Or "versions"?
- **Issues**
 - Bug reports that the author can set a status on



No FO1st membership

Players without memberships cannot directly interact with mods. However, if they find an appealing mod they can "see worlds" that the mod is in.



Restricted mod

Some mod authors may only want their creations used in certain worlds (such as to enforce pre-requisites or for large-scale world projects). Users can still "see worlds" that the mod is in.

