**Achievement & Title System**

**Summary Overview**:

* **Types of Achievements**:
  + **Character** – These achievements are restricted to the specific character being played and may be unlocked on each play-through.
  + **Player** – These achievements are persistent between different characters and are unlocked the first time any character completes it. New characters do not build off of the work of previous characters towards these achievements.
* **Storage Method**:
  + WSE file system.
    - Player achievement status & completion information.
  + Troop Data Slots.
    - Player achievement data.
    - Character achievement status, data & completion information.
* **Benefits**:
  + **Character Achievements** – These should provide a benefit to this specific character.
    - “Title Feats” that are like nicknames with a benefit.
    - Silverstag emblems.
    - Renown.
  + **Player Achievements** – These should provide permanent benefits to all characters once they have been unlocked.
* **Interface Hub**: (Achievements, branch from “Personal Reports” report menu)
  + Character Achievements – Handles character achievements.
  + Player Achievements – Handles player achievements.
  + Metric Data – (Debugging) Displays slot data for achievement progress.
* **Achievement Stamp Appearance**:
  + Line 1 - Display the title as a bolded line above any data.
  + Line 2 – Displays the criteria for completing the achievement.
  + Line 3 - Show the progress for this achievement underneath in text format.
    - Should begin by showing if the achievement is “Active”, “Completed” or “Blocked” depending on how it is tracked. For player completed achievements the date should be displayed along with the name of the character that completed the achievement.
    - Example: Active: 15 of 25 tournaments attended within the last 100 days
    - Example: Completed by Lord Henrik on 7/12/2015. (Day 83)
    - Example: Blocked: Criteria not met for gaining this achievement.

**Attachment #1: Character Achievements**

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| **Med.** | ***Legendary Moment*** |
| Achieve a “Legendary Presence” award with tournament difficulty set to 75+%.  **Reward**: |
| **Hard** | ***Dominant Force*** |
| Achieve 3 “Dominant Presence” awards within the same tournament.  **Reward**: +2 bonus to Strength. |
| **Hard** | ***Compulsive Gambler*** |
| Earn 25,000 denars in tournament bets in a row without failing one.  **Reward**: +2 bonus to Intelligence. |
| **Med.** | ***Skilled Tactician*** |
| Win a field battle where you are outnumbered 3 to 1 at the start.  **Reward**: +1 bonus to Tactics & Leadership |
| **Med.** |  |
| Successfully fend off a siege where you are outnumbered 5 to 1.  **Reward**: +1 bonus to Tactics & Leadership |
| **Easy** | ***Knighted*** |
| Achieve the mercenary rank of *Hedge Knight*.  **Reward**: 2 Emblems  **Title Unlock**: Knight of *Faction* |
| **Med.** | ***Risen from the Ranks*** |
| Accept vassalage from the mercenary rank of *Elder Knight*.  **Reward**: +5 Right to Rule. |
| **Easy** | ***The Politician*** |
| Convince five lords to become your vassal. Upgrading companions does not count.  **Reward**: 2 Emblems |
| **Med.** | ***Birthright*** |
| Achieve 75 right to rule.  **Reward**: +1 bonus to Persuasion |
| **Med.** | ***The Troublemaker*** |
| Instigate five wars via the provoke quest on the same character.  **Reward**: 3 emblems |
| **Easy** | ***Gentle Valor*** |
| Become a vassal as a female character.  **Reward**: 1 emblems |
| **Med.** | ***The Troublemaker*** |
| Instigate five wars via the provoke quest on the same character.  **Reward**: 3 emblems |

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| **Med.** | ***Skilled Diplomat*** |
| Maintain less than 25% ownership of fiefs within your kingdom. This is meant to work as a final toggle for a character achievement. It should not begin counting until you have at least 8 fiefs within your kingdom.  **Reward**: None |
| **Med.** | ***The Outsider*** |
| Start a kingdom without having first been a vassal.  **Reward**: +2 relation in every village, +50 renown |
| **Hard** | ***The Upstart*** |
| Establish a kingdom with less than 20 right to rule.  **Reward**: |
| **Hard** | ***Profiteer*** |
| Repair 500,000 denars worth of equipment at your artisan crafter.  **Reward**: +5% upgrade chance on artisan repairs. |
| **Med.** | ***Trade Network*** |
| Own eight enterprises.  **Reward**: -10% cost on raw materials for your enterprises. |
| **Easy** | ***Varied Talents*** |
| Contribute a +4 player bonus to at least 4 party skills.  **Reward**: |
| **Med.** | ***Well Traveled*** |
| Visit every town on the map.  **Reward**: 3 emblems |
| **Med.** | ***Defender of the People*** |
| Complete the “Sending Aid” quest 25 times.  **Reward**: +2 relation in every village  **Block**: Completing “The Merciless Raider” blocks this achievement from continuing. |
| **Easy** | ***The Merciless Raider*** |
| Raid 20 villages.  **Reward**: -2 relation in every village including within your own kingdom. |
| **Med.** | ***Restoring the Orders*** |
| Establish a “Mercenary Chapterhouse” within three towns.  **Reward**: +5 Mercenary recruits per week in each town that has a chapterhouse.  **Reward**: -10% cost for hiring mercenary troops within these towns. |
| **Hard** | ***Slayer of the Lawless*** |
| Defeat 2,000 bandits.  **Reward**: +3 relation in every fief. |
| **Hard** | ***Great Marshal*** |
| Assemble a great host of over 2000 troops as your faction’s Marshal.  **Reward**: +10 Army Size for every lord that serves beneath you. |

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| **Med.** | ***Go Big or Go Home*** |
| Win a bid of 10 points in a performance mode tournament with difficulty of 80+%.  **Reward**: 1 emblem. |
| **Med.** | ***The Blood Price*** |
| Sell over 250 prisoners to a Ransom Broker.  **Reward**: +10 Army Size for every lord that serves beneath you. |
| **Hard** | ***Game of Houses*** |
| Convince at least 10 lords to support your choice (other than you) when a fief is chosen.  **Reward**: +25 relation boost with the lord you have benefited. |
| **Hard** | ***The Sycophant*** |
| Gain 100 relation with any single fief.  **Reward**: This location has a -25% recruitment cost for troops. This bonus can apply in any number of locations, but is tracked only once for achievement benefits. |

**Attachment #2: Player Achievements**

* **Tournaments**
  + Win 25 tournaments within 100 days. – Crowd Favorite
  + Achieve a “Mythical Warrior” award with 80+% difficulty. – Legendary Presence
  + Achieve a “Legendary Presence” award with 100% difficulty. – The Champion
  + Earn 100,000 denars in bets in a row without failing one. – A Sure Bet
  + Win a tournament at level 1 with a 100% difficulty setting. – The Underdog
* **Battle**
  + Win a field battle where you are outnumbered 5 to 1 at the start. – The Great Captain
  + Successfully fend off a siege where you are outnumbered 10 to 1. – Unbent & Unbroken
  + Rack up 50 kills in a single siege without using a ranged weapon. – The Butcher
  + Rack up 100 kills in a single siege using a ranged weapon. – Deadly Marksman
* **Diplomacy**
  + Force three rival kings to submit in the same game. – There Can Be Only One
* **Kingdom**
  + Unify Calradia with the following character achievements active: The Upstart, The Merciless Raider & The Outsider. – The Invader
  + Unite Calradia without having ever purchased a veteran troop. – The Peasant King
  + Unite Calradia without razing a single village. – Crown of Honor
  + Unite Calradia with the following character achievements active: Knighted – Humble Beginnings
  + Unite Calradia with the following character achievements active: Gentle Valor – Against the Odds
* **Economics**
  + Store 1,000,000 denars in a single town treasury. – Fort Knox
  + Own an enterprise in every city. – Trade Empire
  + Own an enterprise of every type at the same time. – Diverse Portfolio
  + Repair 1,000,000 denars worth of equipment at your artisan crafter. – Profit Minded
* **Tactics** – Speed Play-through
  + Own a castle by 50 days. – The Bold
  + Become king within 100 days. – The Usurper
  + Unite Calradia within 400 days. – The Great Conqueror
* **Personal**
  + Acquire 20+ STR, 20+ AGI, 20+ INT & 20+ CHA on the same character. – Versatile Training
  + Acquire 30+ INT & 30+ CHA on a character without exceeding 10 STR and 10 AGI. – The Thinker
  + Build three separate proficiencies to exceed 500 points. – Weapon Master
  + Read every book on a single character. – The Scholar
* **Quests**
  + Complete “Nissa’s Redemption” on hard quest difficulty. – It Was Rigged!
  + Complete 100 village quests without failing one. – Hero of the People
* **Exploration**
  + Visit every fief on the map within 100 days. – The Great Journey
  + Raze 10 villages in a single war. - Ruthless

**Attachment 3: Necessary Scripts “script\_ach\_???”**

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| **1** | unlock\_player\_achievement |
| Set a given achievement to an unlocked state and apply applicable bonuses for completion. This script will require interaction with WSE’s file system so that achievement progress is saved across save game files. |
| **2** | Set\_character\_achievement\_status |
| Set a given achievement to the desired state and apply applicable bonuses for completion as appropriate. This script will handle data through the use of dummy troop slots so that it can function without WSE enabled. |
| **3** | add\_player\_achievement\_progress |
| Increment this specified achievement towards completion by a given amount. This script will require interaction with WSE’s file system so that achievement progress is saved across save game files. |
| **4** | advance\_character\_achievement |
| Increment this specified achievement towards completion by a given amount. This script will handle data through the use of dummy troop slots so that it can function without WSE enabled. |
| **5** | reset\_player\_achievement\_progress |
| Reset this specified achievement’s progress data. This script will require interaction with WSE’s file system so that achievement progress is saved across save game files. |
| **6** | reset\_character\_achievement\_progress |
| Reset this specified achievement’s progress data. This script will handle data through the use of dummy troop slots so that it can function without WSE enabled. |

**Attachment 4: Necessary Triggers**

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| **1** | player\_attribute\_checks |
| Once per day cycle through the player’s attributes and check for any related player or character achievements based on having a certain level of attributes, weapon proficiencies or skills. |
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| **3** |  |
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