

A decorative graphic on the left side of the slide consists of two overlapping parallelograms. The front one is blue and the back one is a light green. They are positioned diagonally, with the blue one partially covering the green one.

# Quests and missions

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# Quests?

"A quest, or mission, is a task in video games that a player-controlled character, party, or group of characters may complete in order to gain a reward." - WIKIPEDIA



Little stories that help the player:

- Gain strength (gameplay)
- Learn mechanics
- Get to know more about characters
- Learn about the amazing world you are creating
- Create their own history in the world

Quest = story

# The wild sheep chase





# Good/Bad

- 1- Goblin killing quest
- 2- Final Fantasy XIV online
- 3- The Witcher 2 - Hung Over
- 4- Any role playing game

## Little tips:

Play test a lot

Gameplay does not mean action

Find battle on target audience



# Grinding

“Position in time when the player ways to progress are limited to the ones that does are not designed for that level or point in time”

Reasons:

- Not enough skill and need more strength
- Required a lot of strength even with all quests done



# While you wait

- Discuss how, which point in story and which type of quests to include in your game
- Discuss Bartle type for your target audience
- Put into your calendar a brainstorming session for quests
- Look at my github and ask me anything
- Go out for a coffee