***Quest Master:* Typical Workflow**

*Quest Master* opens with a Component Palette on the right pane, an Adventurer tree on the left pane, and a blank area in the middle for various dialogs and editors. The Component Palette is preloaded with the Registries that contain Items, Occupations, Skills, Buildings, etc. The Adventure pane is preloaded with a default Adventure: Quasqueton, which is also the name of the Arena, and is associated with the town of Bil’jurBaz.

Double-clicking an Adventure element will open its editor, either dialog window (e.g., Occupation attributes) or graphic editor (e.g. for Arena Room).

All workflows and use cases in Iteration 1 is designed and implemented to support the corresponding Adventurer workflow of Iteration 1.

1. **Create an Adventure:** Author drags and drops (DnD) a new Adventure component from the palette onto the Adventure Tree (AdvTree), It contains a default (placeholder) Town and Arena pair.
2. **Create New Hero Support.** Author cannot create a Hero in Quest Master, but can identify certain default option list for the player to select from when creating a new Hero: list of Races, Occupations, and hair color. The author can also define default aspects for a newly created Hero, e.g., starting inventory, Skills associated with an Occupation or Race.
3. **Create a Town.** The Town’s name, scaling factor for all pricing, and healing rates for where the Hero is sleeping/resting in that town. The name of the Arena is linked to it so that the Town and the Arena of the Adventure must be used together.
4. **Create a Building.** One of the Building components DnD to the town, and becomes one of its components. Each building (e.g., Inn, Store, Bank), will have its own editor. Each Building has a Name and a *Building* Master that transacts with the Hero during Play. The author can create a new building in the Town later.

* **Inn: (**Innkeeper) Hours of operation, number of patrons that come and go within that time, menu with prices, and price of rooms. Certain meals may optionally be included with room rental. Author can set how long a Hero can be banned from the Inn in case of insulting patrons or starting brawls.
* **Bank** (Banker)**:** Currently, the Bank supports storing Hero wealth, giving loans, and making wills. Author sets prices for each service, or optionally, can turn off any or all of these options.
* **Store** (Shop owner): Author defines starting inventory Items, either from the standard database or he/she can create new Items. All prices are based on the base Item price, adjusted by the Town price scaling factor. Author also determines how frequently, and how many, Items are lost or gained by Inventory refresh.

1. **Create an NPC** (Non-playing character). NPCs transact (*negotiate*) with the Hero during play. Generally, 10 NPCs are used to come and go in the Inn, plus a Building Master for each building, including the Guilds. Guild masters may also be patrons of the Inn. Building Masters will never leave their building. All NPCs must have a name, long-distance description, and a close-up description. They must also have sets of responses to the Hero, based on context and friendliness.

* **Inn Patron*.*** Each patron needs a name, at least three negative responses in case they are insulted, and at least three positive responses when they are friendly. The last response should be the Arena rumor, although the author may choose to provide useful information, or in some cases, false information. The patron will leave after giving the rumor, or when they run our of negative responses.
* **Innkeeper:** Same as Inn Patrons but provides services to the Hero too.
* **Banker:** Nothing at this time except name, two descriptions, and set of responses for the Bank’s services.
* **Shop Owner:** Nothing at this time except name, two descriptions, and set of responses for buying/selling Items.
* **Guild Master:** A building master who provides a negative response when a Hero attempts to join his/her Guild. Later, these NPC will be more functional: promotions, quests, mentoring-type activities.

1. **Create an Item.** There are many Items, with different properties. Currently, Inventory is categorized by Provisions, Arms, Armor, Transport, and Rigging (exploration equipment). Each has weight, price, and sometimes come grouped (as a quiver of arrows). Some Items are magical, clerical, or special. Items are sold in the Store, by a Guild, or found in the Arena during play. For iteration 1, the sets of Items needing to be created is the Hero’s default Inventory, Inn’s menu, and Store’s starting Inventory. Arena Items are not in Iteration 1.
2. **Create an Arena.** For Iteration 1, each Arena has a name, a general description, and a close-description when the Hero starts to enter the Arena. “Exploring the Arena” is a later Iteration. Each Arena must be associated with a Town.