

🎯 Quest UI System - Complete Guide

✓ What's New

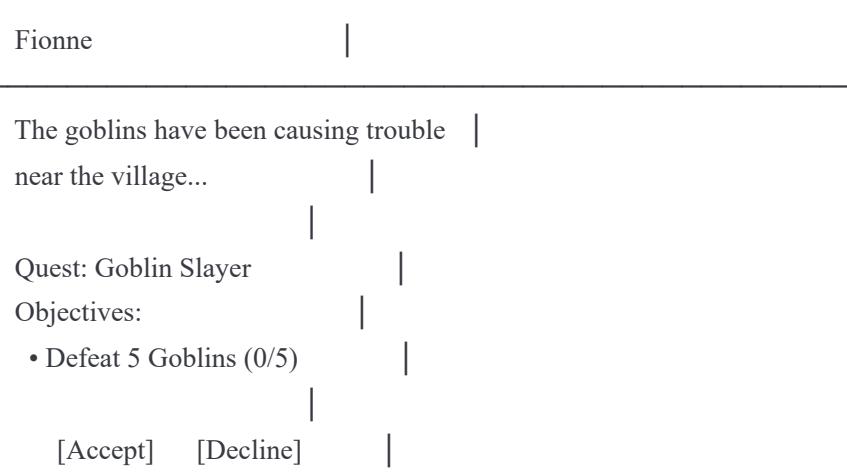
1. **Quest Panel UI** - Full quest log window with tabs and details
 2. **Quest Button** - Unlocks when you accept your first quest
 3. **Abandon Button** - Remove unwanted quests from your log
 4. **Quest Indicators** - Visual feedback (! and ?) on NPCs
 5. **Automatic Updates** - Quest progress updates in real-time
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🎮 How to Use

Step 1: Find Fionne (NPC with !)

Fionne is at tile (10, 5) with a yellow "!" above her head

Step 2: Click Fionne → Accept Quest



Click "Accept" → Quest is added to your quest log!

Step 3: Quest Button Unlocks!

When you accept your first quest:

Vertical Menu (Right side):

Settings	← Locked
World	← Locked
Trade	← Locked
Message	← Locked
Quest	← ★ UNLOCKED! (was locked)
Stats	← Locked
Character	← Locked
SkillTree	← Locked
Rune	← Locked
Inventory	← Unlocked

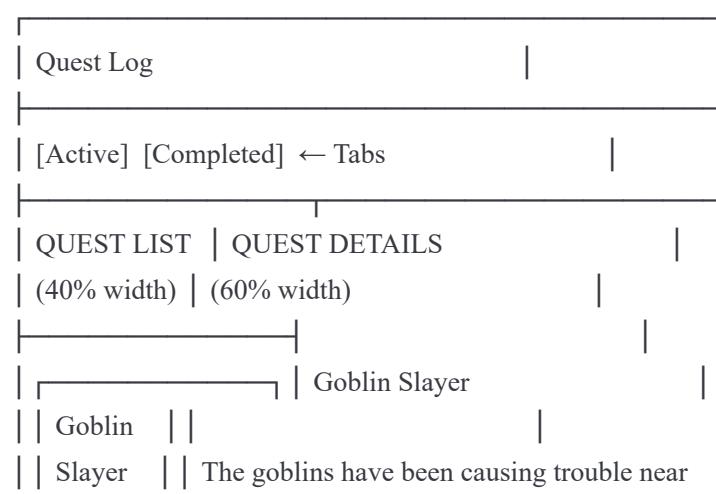
The Quest button becomes usable!

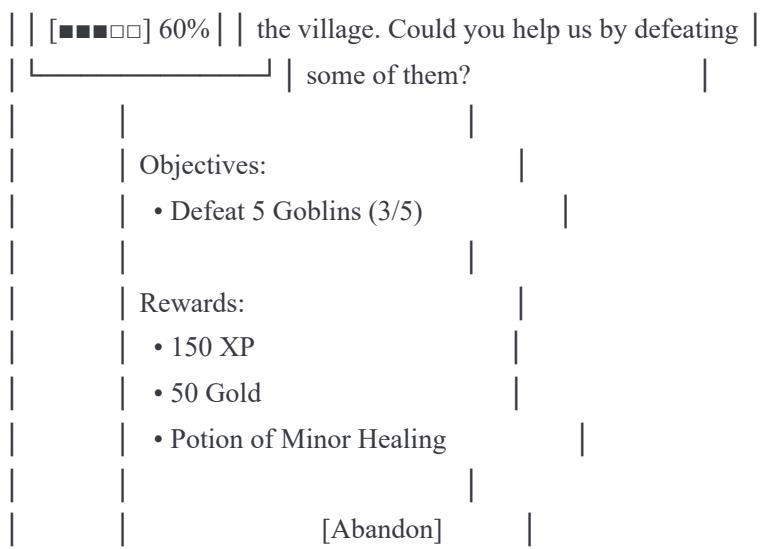
Step 4: Open Quest Panel

Two ways to open:

1. **Click the Quest button** (in vertical menu)
2. **Press J key** (keyboard shortcut)

Step 5: Quest Panel Interface





Features:

- **Active Tab:** Shows quests you're currently doing
- **Completed Tab:** Shows finished quests (claimed rewards)
- **Progress Bar:** Visual progress ($60\% = 3/5$ goblins killed)
- **Abandon Button:** Remove quest from log

Step 6: Kill Goblins

Kill goblins around the map:

Goblin Lv1 TRASH has died!

→ XP Reward: 25

Quest progress: Goblin Slayer - Defeat 5 Goblins (1/5)

Goblin Lv1 TRASH has died!

→ XP Reward: 25

Quest progress: Goblin Slayer - Defeat 5 Goblins (2/5)

...

Goblin Lv1 TRASH has died!

→ XP Reward: 25

Quest progress: Goblin Slayer - Defeat 5 Goblins (5/5)

Objective complete: Defeat 5 Goblins

Quest objectives completed! Return to quest giver.

What happens:

- Quest progress updates **automatically**
- Quest panel shows [■■■■■] **100%**
- Fionne's indicator changes: ! → ? (quest ready to turn in)

Step 7: Return to Fionne (? indicator)

Fionne now has a yellow "?" above her head

Click Fionne → Quest completion dialogue appears

Fionne

Amazing work! The village is safer
thanks to you. Here's your reward.

Quest: Goblin Slayer

Objectives:

- Defeat 5 Goblins ✓

Rewards:

- 150 XP
- 50 Gold
- Potion of Minor Healing

[Close]

Click "Close" → Rewards are claimed!

Step 8: Rewards Claimed!

Quest rewards claimed!

Gained 150 XP from quest!

Gained 50 gold from quest!

Received item: Potion of Minor Healing

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|| LEVEL UP!      ||
|| New Level: 2    ||
|| HP:    120/120 (FULL!)  ||
|| Stamina: 500/500 (FULL!)  ||
|| Attack: 12      ||
|| Defense: 3      ||
|| Accuracy: 1     ||
|| Skill Points: 1  ||
```

What happens:

- Quest moves to **Completed** tab
- You gain **150 XP** (might level up!)
- You gain **50 gold**
- You receive **items**
- Fionne's ? disappears



Quest Panel Features

Active Quests Tab

Shows all quests you're currently working on:

ACTIVE QUESTS

Goblin Slayer

[■■■□□] 60%

← Click to view details

Herb Gathering

[■□□□□] 20%

Completed Quests Tab

Shows quests you've finished:

COMPLETED QUESTS

Goblin Slayer

[■■■■■] 100% ✓

Quest Details Panel

Shows selected quest info:

Quest Name (Gold color)

Description text wrapped to fit width.

Multiple lines supported.

Objectives:

- Kill 5 Goblins (3/5) ← In progress
- Return to Fionne ✓ ← Complete

Rewards:

- 150 XP
- 50 Gold
- Potion of Minor Healing

[Abandon]

Abandon Button

Remove unwanted quests:

1. Select a quest from the list
2. Click [Abandon] button
3. Quest is removed from log

Console:

Quest abandoned: Goblin Slayer

Note: Abandon button only appears for **active quests**, not completed ones.

⭐ Visual Indicators

NPC Quest Indicators

Symbol	Color	Meaning	Action
!	Gold	Quest available	Click to accept

Symbol	Color	Meaning	Action
?	Gold	Quest complete	Click to claim rewards
...	Gray	Quest in progress	Click to see progress
(none)	-	No quests	Normal dialogue

Animation: All indicators **bounce** smoothly above the NPC.

Quest Progress Bar

Empty: [□□□□□] 0%

Progress: [■■■□□] 60%

Complete: [■■■■■] 100%

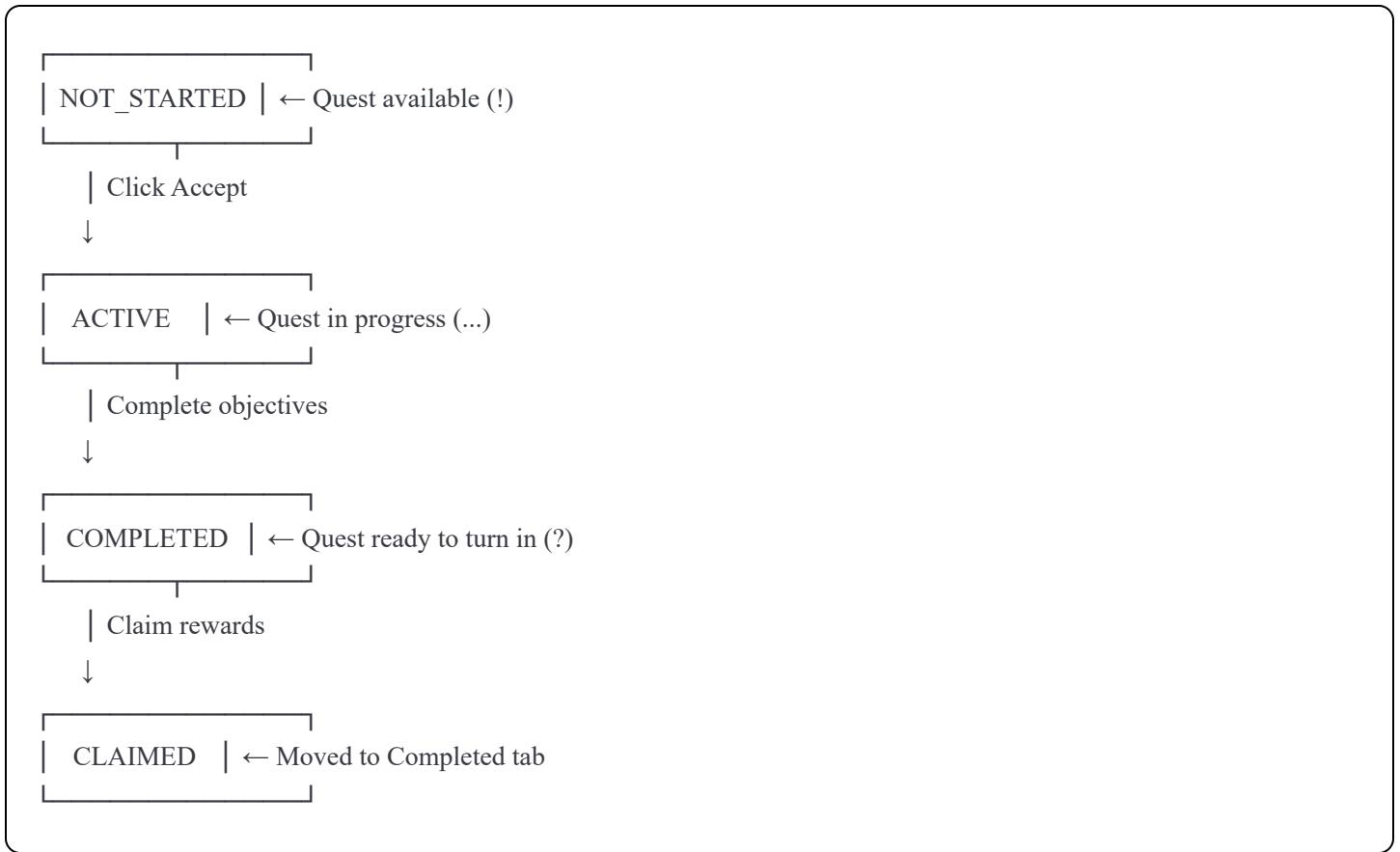
Colors:

- Bar background: Dark gray
 - Bar fill: Green
 - Border: Light gray
-

⌨ Keyboard Shortcuts

Key	Action
J	Toggle Quest Panel
I	Toggle Inventory
F1	Show Controls Help
F3	Toggle Debug Mode

Quest Status Flow



Quest Log Capacity

- **Max Active Quests:** 10
- **Completed Quests:** Unlimited
- **Quest Log Full:** Cannot accept new quests

Testing Checklist

Before First Quest:

- Quest button is **locked** (grayed out)
- Cannot open quest panel (J key does nothing)
- Fionne has ! indicator

After Accepting Quest:

- Quest button **unlocks** (usable)

- Quest panel opens with J key
- Quest appears in Active tab
- Fionne's indicator changes to ...

During Quest:

- Killing goblins updates progress
- Progress bar increases
- Quest panel updates in real-time
- Console shows progress (1/5, 2/5, etc.)

After Completing Objectives:

- Fionne's indicator changes to ?
- Quest shows 100% in panel
- Console says "Return to quest giver"

After Claiming Rewards:

- Rewards granted (XP, gold, items)
- Quest moves to Completed tab
- Fionne's indicator disappears
- May level up from XP

Quest Panel Features:

- Can switch between Active/Completed tabs
 - Can select quests to view details
 - Abandon button appears for active quests
 - Can abandon quests
 - Mouse wheel scrolls quest list
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Common Issues

Quest button won't unlock

Solution: Accept a quest from Fionne
The button unlocks automatically on first quest acceptance

Quest progress not updating

Solution: Make sure you're killing the right monsters
Check quest objective (e.g., "Goblins" not "Bunnies")

Can't open quest panel

Solution: Accept a quest first
The panel is locked until you have at least one quest

Abandon button not visible

Solution: Select a quest first
Button only appears when an active quest is selected

Summary

Complete Quest Flow:

1. **Find Fionne** → Yellow ! above head
2. **Click Fionne** → Accept quest dialogue
3. **Click Accept** → Quest button **unlocks**
4. **Press J** → Open quest panel
5. **Kill goblins** → Progress updates automatically
6. **Return to Fionne** → Yellow ? above head
7. **Click Fionne** → Claim rewards
8. **Quest complete!** → Get XP, gold, items

Features:

- Quest panel with Active/Completed tabs
- Visual progress bars
- Abandon quests
- Real-time updates

- Quest indicators (!, ?, ...)
- Keyboard shortcut (J)

Fionne is waiting at tile (10, 5)!