

Quest design blueprint

Quest name:

Expected duration:

Difficulty:

Reward:

Summary:

How does this quest contribute positively to the game:

Dialogue:

1 - NPC 1: Proposal for the quest

Player: Answer -----> Yes / No / Branching dialogue

--- // Interactions throughout the quest with NPC / Items

--- // divided by chapters (order of appearance)

Final chapter - NPC 1: Finishing quest

Flow chart

I would recommend a flow chart like the one below to properly visualize the quest where the key steps are made clear as well as the transition between each. It will also help in the case of branching quests to better visualize the consequences of each decision.

