

Quest and mission design

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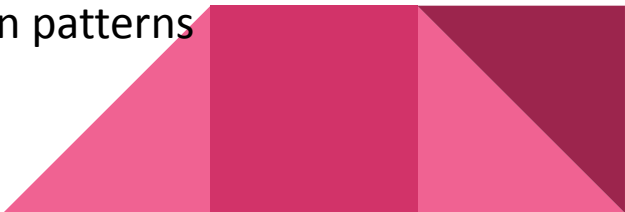
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What do we understand as quests?

- Quests, fundamentally, are tasks or objectives assigned to the player which provide a reward of some sort. They are an essential part of game design to the point that they have the ability to drive and define entire games.
 - Kill, Gather , Travel, Escort, Deliver, ...
 - Groups of quests can be grouped further beyond based on patterns
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Market Study

- Games with an approach that can be helpful in a turn based RPG.



World of Warcraft - The MMO approach

- Grindy
- Easy to understand mechanics
- Kill, kill and kill some more

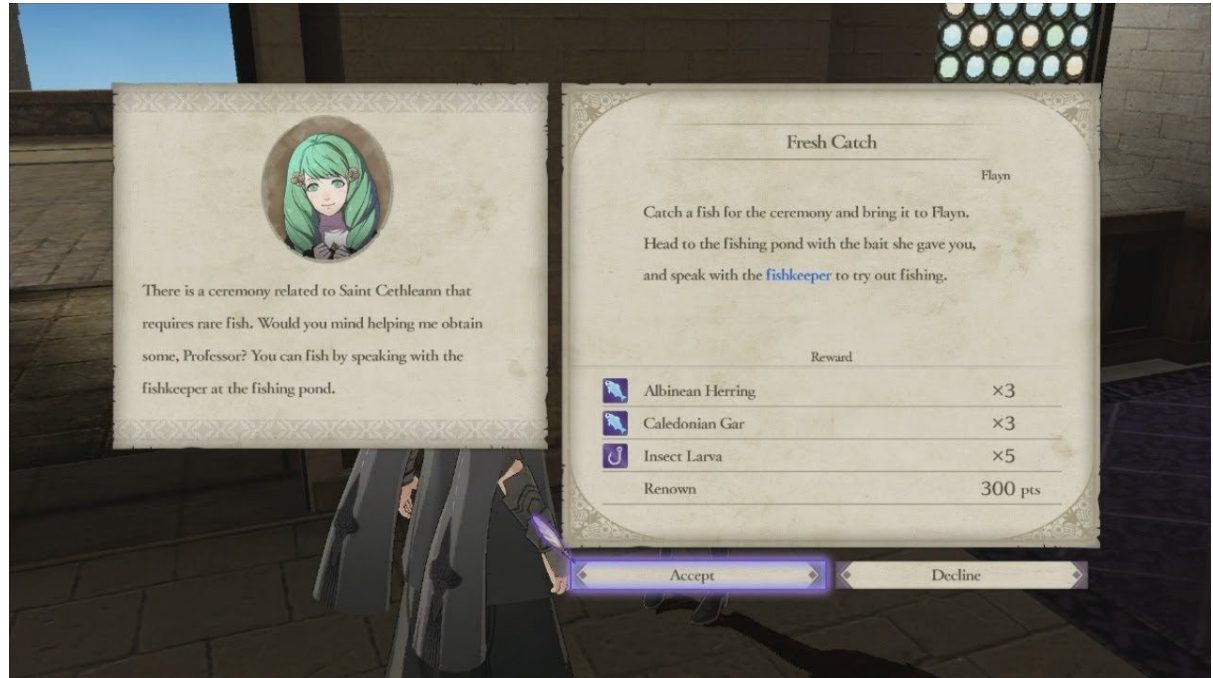


World of Warcraft - The MMO approach



Fire Emblem Three houses - The freedom of choice

- Narrative heavy
- Simple approaches but effective
- Give player agency



Fire Emblem Three Houses - The freedom of choice



The screenshot shows the Fire Emblem Three Houses map screen. The map is divided into regions: Albion, Faerghus, Veritas, and Brigid. The 'Plains' region is highlighted. In the top left corner, a circular icon shows '2/15' and 'Pegasus Moon'. In the top right corner, a circular icon shows '2'. On the right side, the 'Battlefield' menu is open, displaying a list of missions and their activity points.

Type	Operation Name	Activity Points
Mission	Conflict in the Holy Tomb	
Paralogue	Death Toll	1
Paralogue	Sword and Shield of Seiros	1
Auxiliary	Monsters at Gronder Field	
Auxiliary	Battle in the Ruins	1
Auxiliary	Battle in the Empire	1

Available Until: 2/22 Suggested Level: 15

Ignatz and Raphael, two sons of merchant families, set out to put an end to a series of monster attacks on merchants in Alliance territory.

Unit(s):  

Our approach

- Good usage of quests as a learning tool
- Compelling and interesting rewards



Blueprint

- Schematic enough that everyone can understand it at first glance
- Simple disposition that can be built upon based on each teams' ability
- Able to be used outside of the project



Webgraphy

- [GDC talk on quest design in Far Cry and Assassins Creed](#)
- [GDC talk on narrative and quest design in Assassins Creed III](#)
- [Gamasutra blog by Stanley Handschuch on quest design](#)
- [Game dev post by Jacob Laurits Besenbacher Kjeldsen on dynamic quest design](#)
- [Gamasutra blog by Richard Moss on games to look at for good quest design](#)



Thanks for your attention

- Any questions?
- If enough time, Night Fae Covenant Introduction exercise

