Quest design blueprint

Quest name:
Expected duration:
Difficulty scale:
Reward or outcome:

Summary:

Contribution to the game progress and player engagement:

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.

```
                    ┌─────────────┐
                    │ Quest start │
                    └─────────────┘
                           │
                     ╭───────────╮
                    (  Requirements to  )
                    (     advance       )
                     ╰───────────╯
                           │
                    ┌─────────────┐
                    │  Next step  │
                    └─────────────┘
                           │
            ┌──────────────┼──────────────┐
     ╭───────────╮   ╭───────────╮   ╭───────────╮
    ( Requirements for )( Requirements for )( Requirements for )
    (    ending 1      )(    ending 2      )(    ending 3      )
     ╰───────────╯   ╰───────────╯   ╰───────────╯
```