MAX GAME Guide
Setting up Quests in GameGuru MAX

HELP GUIDE

This guide is designed to give an understanding of the basic mechanics of setting up quests and quest items in your game in GameGuru MAX.

It is assumed you have created the RPG Huds as explained in the Hud Guide. Quests/Missions can be created in all sorts of ways and they all use the Quest Poster or Quest Giver behavior to set them up. But first lets deal with your object you want to do something with in the quest. Items/objects within a game world can have flags checked that can effect the interaction within various huds. In the General panel on an object you can check *'Is Collectable'* this will allow the item to be picked up placed into the inventory and also for collecting quest items. Also for quests can check *'Is Objective'*, this allows the object to show up and be highlighted on the Map Huds when the quest is activated. If this is a multiple quantity collect quest then also check *'Is Resource'.* Also attach the Collect Item behavior if its not an item that has a specific behavior attached already, this is the behavior that will allow your player to pick-up the item and place in your inventory for use.

Making your Quest Objective

So create an object of your choice in this example we used Aztec Gold and give it a unique Identity Name eg: *"Treasure - Gold Pile"* (this will be used in your quest settings later) check the *'Is Collectable'* and *'Is Objective'* options.

You can now go into the collectable options of the object and put in some details for its *Cost* and *Value*, for the container, ingredients and style leave them as the default for 'none'.

(The *Style* can be set for *'spell'* for spells or *'recipe'* if its an ingredient object for crafting, *'recipe'* allows stacking of multiples of the same object within the inventory.)

Quest Poster and Quest Giver

You can use either a Object *(Quest Poster)* or a Character *(Quest Giver)* to issue a quest/mission. Both do the same thing with the exception of a Character being more interactive and can have a Speech played . (For example you might use a military commander character using the *(Quest Giver) behavior* to issue a quest/mission or a special object or document *using the (Quest Poster)* to issue a quest/mission). Depending on your quest type selected in the *Quest Poster/Quest Giver* behavior Quest Details panel, different quest events can happen.
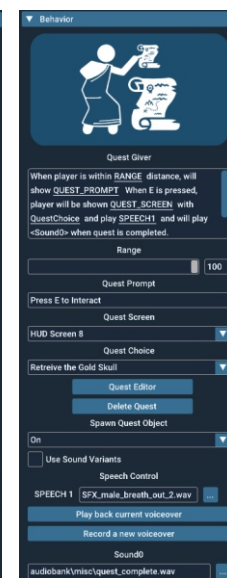
Quest Sequencer

A special quest issuer is the Quest Sequencer behavior. You can use a *(Quest Sequencer)* for running a sequence of quests in order automatically. This is ideal for mission based incremental quests that continues on to the next mission automatically when one is completed. You can add this to an object and enter your settings. To start the *(Quest Sequencer)* activate it by a linked zone or switch.

Enter your sequence of quests in the order you wish into the *collection - quests.tsv* file using a spreadsheet editor such as Google Sheets or Microsoft Excel or add them in their sequence order via the *Quest Editor*. If a quests Quest Status field = *END_SEQ* then that quest sequence is finished upon completion and the object with the *Quest Sequencer* behavior itself is destroyed .
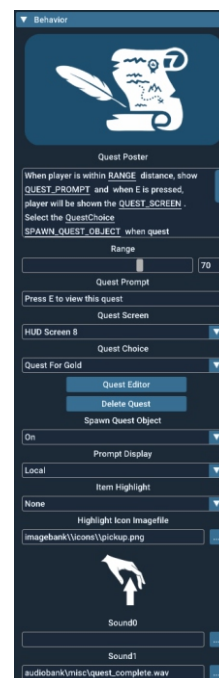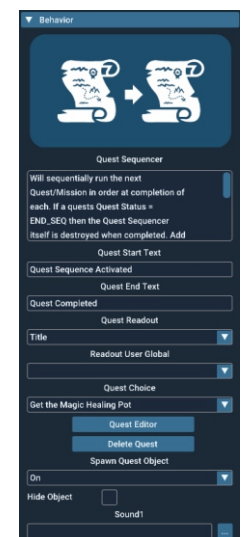

Quest Poster   *Quest Giver*   *Quest Sequencer*

Collect Quests

Allows for your object *eg: treasure or a required item to be obtained.* The objective is marked on the map for you if the named object itself is flagged as an objective. Once collected will give the attributed experience and reward in the Quest Poster behavior.

Destroy Quests

Allows for eliminating or destroying a named object or character to complete the quest. Once destroyed will give the attributed experience and reward in the Quest Poster behavior.

Delivery Quests

Allows for delivering a named object to a named character or place called the *Quest Receiver* to complete the quest.

The first stage of this quest type is the named object has to be collected. When you have collected the named object then it has to be delivered to the named character or place. When within proximity of the *Quest Receiver* you will be prompted to complete the delivery by pressing E.

NOTE: If using the Quest Giver behavior and creating a "Delivery" quest, leaving the "Receiver" at "none" in the Quest Settings Panel allows the Quest giver itself to be the "Receiver" if required.

Activate Quests

An *Activate* is a special type of quest that allows to activate a Quest Switch. The Quest Switch behavior is applied to the object that will act as the switch this can be linked to any logic linked object for activation.

This switch will be disabled until the corresponding quest selected for the switch is active. Once this Quest Switch is used the quest will end in the normal manner and the switch becomes disabled.

EXAMPLE QUEST:-

Place your Quest Object

For this simple exercise we will do a *collect* quest, using the *Quest poster* behavior, so place your *Treasure* object in the map somewhere to be collected from. To make it interesting to get to it could reside in a nest of enemies to be fought to get to it. Now lets go and create a *Quest poster* to assign the quest to retrieve your object.

Place your Quest

Place a scroll or note or object for the Quest. Make sure its set to a dynamic object. Set its Identity name to the Name of your Quest eg: *"Quest for Gold"* . Now attach the *Quest Poster* behavior to it. Now we can set the details in the behavior. Set the Range to interact with the quest poster object, Set the details of the Prompt, Set the Quest Screen *(Usually HUD Screen 8)* and if a quest is already available you could select it from the Quest choice drop down but for now we will create a new quest, so make sure it is set to *'none'*. Then you can press the *Quest Editor* Button as highlighted. This will give you the Quest Editor window to put the details of your quest in.

The Quest Editor.

You are now presented with the *Quest Editor* window, all quests can be added/deleted or edited from here. It is accessed either via the *Quest Editor Button* on the behaviors or can be accessed from the Tools menu in the top bar menus.

In the top section of the *Quest Editor* it shows a scrollable list of available quests (if any). Selecting one will allow to edit any details and pressing Save to update them. Pressing Insert will add a new entry *(below the highlighted one if any)*, allowing for insertion in the list at that point. This is ideal for creating sequential quest lists. Pressing Delete will remove the highlighted entry.
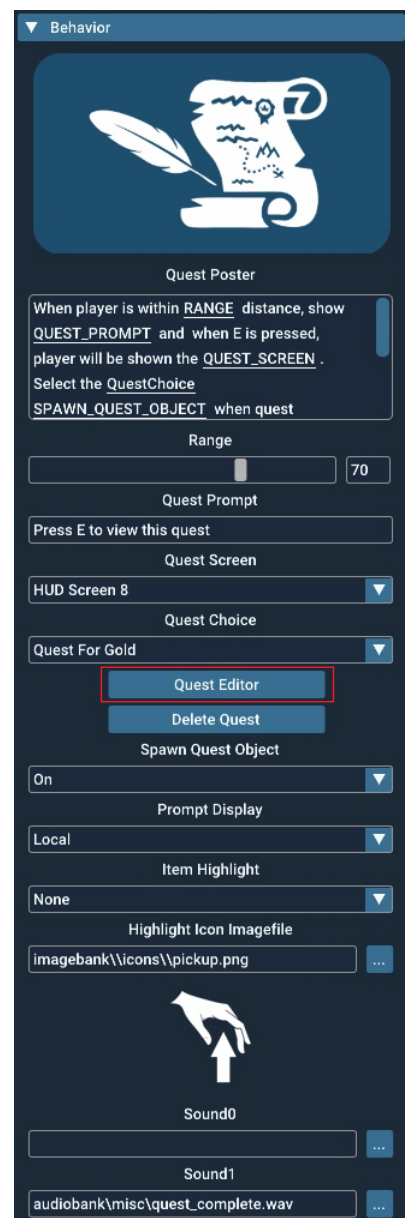
Adding our example quest details

Select *quest title*, if not filled in by default then enter your quests title here.

Select *quest type*, in this case *'Collect'*.

In the *3 Quest description* fields put the description/instructions about the quest.

Clicking on the *quest icon image*, allows to place an icon/image for this quest if required and can be shown on the *quest hud* screen.

Add in the *Quest Object* the Name of your object that is required to be collected for example: *"Treasure - Gold Pile"*. (This is also used in other quest types for an object to be destroyed or delivered etc.)
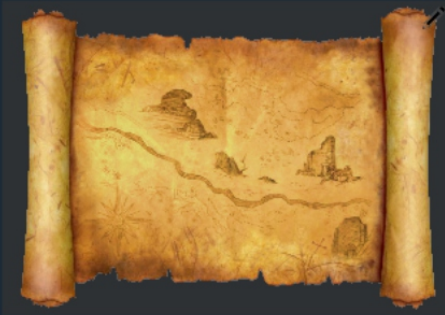
HELP GUIDE

The *Quest Receiver* field is used in *'Delivery'* type quests for the name or place of the receiver of the *Quest Object*. Since this example is not a *'delivery'* quest leave the *Quest Receiver* field as 'none'.

Enter the *Quest Level*, the player cannot activate this unless they are of the required level.

Enter the *Quest Points*, this is the Experience (XP) points gained from successful completion of your quest.

Enter the *Quest Value*, this is the Monetary value gained from successful completion.

Quest Status , by default *'inactive'*. Is used by the system when a player collects a quest.

Quest Activate, by default is *'none'*. If a *name* of an object is placed here, then when the quest is completed it will be activated and any logic links to this *named* object will also be activated. This is ideal for making another hidden quest appear, so you can daisy chain quests or for objects or characters that may be part of the storylines.

Quest Quantity, by default is '1'. This is used if you want a multiple collection quest for example: collecting 3 plants for an ingredient or collecting 4 pelts. Place the number of required items to be collected to complete the quest.

End Map, select the map that this quest will end on. The quest will not be active unless this map is the active map being played and will complete the quest on.

Ok, we are done now so press **save** and exit the *Quest Editor* then in the dropdown for the quest in the behavior select the one we just created.

Doing the Quest

Walk over to the quest poster object and select the option to view it. It will show the details you entered earlier of what to do. Accept the quest. Now look at your Map HUD it should show and highlight the named *Quest Object* to collect (if it has been flagged as *"is Objective"*). Go to the site of the object kill any enemies and then collect the named *Quest Object* to finish the quest. As soon as you have collected it you will receive your XP points and reward money if any. You could also sell the item for more money if its of value.

Quest Start Triggering

On some quests you may want a hidden quest object shown or other things activated only when a quest begins. To activate an object or other triggerable entity place its name in the IfUsed field in the Developers panel of the Quest behavior. This is activated at the start of a quest, it could be be used to show a previously hidden object or trigger a 'clone_entity" or other behavior for example.

In Summary

Quests allow for a lot of varied gameplay, for example in a modern style game you could use the *Delivery* quest type to pick up explosives and deliver them to a place to blow something up. You could also have the *Destroy* quest type to gain experience from destroying the *object* you took the explosives to for example.

Or in a stealthy style game your objective may be to collect secret documents or object.

In a classic style rpg game you may *deliver* a message or object to another character who may have another quest for you to kill a large bear.

In conjunction with other behaviors they can set some excellent scenarios. For example your *quest object* could be held by a character using the *NPC Item Drop* behavior which means you have to kill that character to get the item to complete the quest.

This document is only introductory so it hasn't even touched the surface of complexity for gameplay, as completing a quest can also trigger logic linked items or characters or even other quest objects. This flexibility allows for chaining quest to create unique scenarios for your game.