

Monster Tome Plugin Manual

The Monster Tome is a plugin intended to allow the player to collect entries for different monsters that they fight, much like the first catch in a pokédex. When the user first engages with an enemy, the monster tome overlay appears in the bottom left telling them the name of the monster they are fighting and whether it has been collected or not. As the user attacks the monster (provided it has not already been collected) the status will change to “Collecting.” Once the player is able to drop the enemy’s health below a certain margin, the enemy is then weak enough to be “Collected,” which is reflected in the overlay. The ID of the collected NPC is then stored so that future encounters with the same creature will also display “Collected.”

The `MonsterTomePlugin` references NPCs through the implementation of methods from the `OpponentInfoPlugin`. These methods listen to the client for `InteractingChanged` events and then set the opponent to the proper Actor target, accordingly. There are a few issues with the plugin in its current state which I would want to change in future. The “Collected” status does not persist between different game sessions, but that is to be expected because nothing is stored with the client. Additionally, when clicking to talk with an NPC the overlay still pops up and displays the NPC as a “Monster.” However, I don’t see that as much of an issue and the status could simply be replaced with “Non-Collectable” or some such thing if an actor is not an instance of an NPC. In future I would want to implement an inventory type system for the monster entries, however, this would require the difficult task of getting the monster ID collection to persist and be stored with the client. I may also want to include some

configuration options if I come up with any that would be useful, but for now I don't see that as an issue.

Overall, the plugin is working as I intended it to and the only thing to add would be more features.