Quest Machine

Opsive Ultimate Inventory System Support

Contents

Chapter 1: Introduction

This manual describes how to use Opsive's Ultimate Inventory System (UIS) with Quest Machine.

Quest Machine's UIS integration provides these features:

- Quest conditions to check inventory and currency.
- Quest actions to modify inventory and currency.
- UIS-aware procedural quest generation.
- Save Opsive character controller data using the Pixel Crushers Save System.

How To Set Up Opsive Ultimate Inventory System Integration

To enable Opsive character controller integration, select **Tools → Opsive → Ultimate Inventory System → Integrations Manager**. Scroll down to Quest Machine, and click the Integration button. This will open a page for the Quest Machine integration package. Download the package and import it.

Demo Scene

Talk to the Guide by the well to get quests. He has one hand-crafted quest (Stubbed Toe) and one procedurally-generated quest.

The main menu (I) has a Journal button to view the Quest Machine journal.

This demo scene uses the Pixel Crushers Save System.

Chapter 2: How To Configure Your Scene

To configure your scene:

1. On the UIS Game GameObject, untick the **Inventory System Manager** component's Dont Destroy On Load checkbox. This will prevent duplicate copies when loading saved games.

2. Add the Quest Machine prefab as per regular Quest Machine setup.

3. Set up Quest Machine's Save System.

   ○ Add **Save System**, **Json Data Serializer** (or another Data Serializer), and **PlayerPrefs Saved Game Data Storer** (or another Saved Game Data Storer).

   ○ Add a **UIS Saver** component.

   ○ Alternative: If you want to use UIS's save system as the primary save system, do not add a UIS Saver component. Instead, add a Pixel Crushers To UIS Saver component.

   ○ If you want to save the slot positions of items, add an **Inventory Grid Saver** to the Inventory Grid component in the UI.

4. Optional (*for testing only*): If you want to connect to the Pixel Crushers Save System's test menu script, add a Redirect Save Load Button To Test Menu component to the UIS Inventory System Canvas > Main Menu > Save/Load button GameObject. Then assign the UIS SaveLoadMenu GameObject to it. Note: This script is not intended for release builds. Use it only for quick testing.

5. If you're using an Opsive character controller:

   ○ Import Quest Machine's Opsive character controller integration.

   ○ Add a **UCC Saver** to your player, and <u>un</u>tick the **Save Inventory** checkbox. The UIS Saver component saves inventory, so UCC Saver doesn't also need to save it.

   ○ Add the Scripting Define Symbol `UIS`.

6. Set up your player and NPC GameObject as per the regular Quest Machine setup. If you want an NPC to generate UIS-aware quests, see *Chapter 5: Quest Generation*.

7. Use UIS Quest Conditions and Quest Actions in your quests (detailed in the next section).

Chapter 3: Quest Conditions

The integration adds two conditions that you can use in your quests:

- **UIS Currency Amount Quest Condition**: Requires a currency owner to have a required amount of a currency.

- **UIS Item Amount Quest Condition**: Requires a character to have a specified amount of an item.

Chapter 4: Quest Actions

The integration adds four actions that you can use in your quests:

- **UIS Add Currency Quest Action**: Adds currency.

- **UIS Remove Currency Quest Action**: Removes currency.

- **UIS Add Item Quest Action**: Adds a quantity of an item.

- **UIS Remove Item Quest Action**: Removes a quantity of an item.

Chapter 5: Quest Generation

To procedurally generate quests:

1. Add a **UIS Quest Generator Entity** component to the Quest Giver NPC. This special subclass of Quest Generator Entity handles UIS items, including backtracking quests if the player's inventory drops below the required amount of an item.

2. Optional: Add a **UIS Reward System** to the NPC. This reward system gives UIS currency and/or items as rewards.

3. Create action(s) using **UIS Get Item Action**, or use the demo's pre-made Fetch action.

Chapter 6: Save System

There are two ways to connect the UIS and Pixel Crushers save systems:

1. Allow the Pixel Crushers Save System to control saves. This lets you use your choice of saved game data storer (e.g., Disk Saved Game Data Storer, Player Prefs Saved Game Data Storer, etc.) to store saved game data wherever you want. This is the method described above in *How To Configure Your Scene*.

2. Or allow UIS's Save System Manager to control saves.

To tie UIS into the Pixel Crushers Save System:

Recapping the steps in *How To Configure Your Scene*:

1. Set up the Pixel Crushers Save System.

2. Add a **UIS Saver** component to the same GameObject as the Pixel Crushers Save System component.

3. On the Game GameObject, replace the Save System Manager component with a Save System Manager No Disk component.

4. Untick the Inventory System Manager's Dont Destroy On Load Checkbox. This will prevent it from creating a duplicate when loading new scenes.

Alternative: To tie the Pixel Crushers Save System into UIS's Save System Manager:

1. Set up the Pixel Crushers Save System.

2. Add a **Pixel Crushers To UIS Saver** component to the same GameObject as the Pixel Crushers Save System component.

Final Advice

Pick apart the demo scene to see how it works. If you have any questions, we're here to help! Please visit the forum or email support@pixelcrushers.com any time!