Tester’s Name: Chris Gregory

Date: 10/12/14

Time: 1:15 AM

**Feedback**

* Not clear if player needs to be passed into NPC.
* Consider generic rewardables.

**Feature Request**

* Generic Rewardables
  + QuestReward.addReward()
  + QuestObjects would know less about reward receivers.
  + Rewardables types or strings for inventory.
  + Have enumeration reward type or string for primitives.
  + Rewarder sends collection of rewards

**Moderator Observations**

* Made a quest object outside of NPC initially.
  + Fixed this later.
* Rewarder.AddReward() and To() were unclear and needed to be explained.