Mission System Quick Reference

Most Common Trigger Types

🚪 Location Entry

```json
{
    "type": "location_enter",
    "location": "quarters|bridge|logbook"
}
```

📦 Item Pickup

```json
{
    "type": "item_pickup",
    "itemId": "communicator"
}
```

💬 Dialogue Complete

```json
{
    "type": "dialogue_complete",
    "characterId": "executiveOfficer",
    "dialogueId": "first_contact"
}
```

⚙️ Property Change

```json
{
    "type": "property_change",
    "property": "tutorial.step_complete",
    "value": true
}
```

Most Common Actions

🔧 Set Property

```json
{
    "type": "set_property",
    "property": "contacts.crew.captain.communicator",
    "value": true
}
```

👥 Unlock Crew Member

```json
{
    "type": "unlock_crew",
    "crewId": "science|engineering|executiveOfficer"
}
```

📡 Unlock Station

```json
{
    "type": "unlock_station",
    "station": "Communications|Navigation|Sensors"
}
```

🎯 Spawn Interactive Object

```json
{
    "type": "spawn_interactive",
    "elementId": "communicator_pickup",
    "location": "quarters_desk"
}
```

📝 Add Item to Inventory

```json
```

```json
{
    "type": "add_item",
    "itemId": "keycard",
    "quantity": 1
}
```

Mission Flow Patterns

📖 Tutorial Pattern

1. **Objective:** Learn about system
2. **Trigger:** Location entry
3. **Action:** Spawn interactive element
4. **Trigger:** Item pickup
5. **Action:** Set tutorial property + unlock features

💁‍♂️ Character Introduction Pattern

1. **Objective:** Meet new character
2. **Trigger:** Prerequisites met
3. **Action:** Unlock character in communicator
4. **Trigger:** First dialogue complete
5. **Action:** Add contextual dialogue options

🔍 Discovery Pattern

1. **Objective:** Find hidden object
2. **Trigger:** Location entry
3. **Action:** Spawn interactive element after delay
4. **Trigger:** Item examination
5. **Action:** Reveal information + unlock new area

🔗 Chain Pattern

1. **Mission A completes**
2. **followUpMissions:** ["mission_b"]
3. **Mission B checks prerequisites**
4. **Mission B auto-starts**

Interactive Element Locations

Quarters

- `quarters` – General quarters area
- `quarters_desk` – Desk area (right side)
- `quarters_bed` – Bed area (left side)

Bridge

- `bridge` – General bridge area
- `bridge_helm` – Helm console
- `bridge_sensors` – Sensor station

Logbook

- `logbook` – Logbook interface area

Crew Member IDs

- `captain` – The player
- `executiveOfficer` – AREA (XO)
- `science` – Science officer
- `engineering` – Engineering officer
- `sensors` – Sensor operator
- `security` – Security chief
- `communications` – Communications officer

Common Property Paths

- `contacts.crew.captain.communicator` – Captain has communicator
- `tutorial.communicator_opened` – Player used communicator
- `tutorial.bridge_visited` – Player been to bridge
- `progress.tutorial_phase` – Current tutorial step
- `inventory.{itemId}` – Item quantities
- `locations.{location}.visited` – Location discovery

Testing Commands

```javascript
// Check mission state
missionManager.debugMissionState();

// Start specific mission
missionManager.startMission('mission_id');

// Fire location event
document.dispatchEvent(new CustomEvent('location-enter', {
    detail: { location: 'quarters' }
}));

// Fire pickup event
document.dispatchEvent(new CustomEvent('item-pickup', {
    detail: { itemId: 'communicator' }
}));

// Set property manually
gameStateInstance.updateProperty('some.property', true);

// Check current objectives
console.log(missionManager.getCurrentObjectives());
```

Mission Naming Convention

IDs (camelCase)

- `findCommunicator`
- `meetTheCrew`
- `exploreBridge`
- `firstContact`

Names (Title Case)

- "First Contact"
- "Meet the Crew"
- "Bridge Systems"
- "Ocean Discovery"

Categories

- `tutorial` – Learning game mechanics
- `main` – Core story missions
- `side` – Optional content
- `discovery` – Exploration missions
- `crew` – Character-focused missions