

Collection of Quest Ideas

This document gives an overview over a collection of possible quests for the Solice metaverse. There are three different types of quests inside this document.

Introduction/ Info Quests

In this category are quests who uses information from the docs and website. This Quests are perfect for a tutorial storyline to help the user discover the Solice world. A starting Area would be optional where some finding/ movement quests could be added.

The dialog is an idea of myself and I would recommend an older person, who needs the player help. The player needs to complete all quests for finish the storyline. A combination of introduction info's about the Solice ecosystem and VR movement/ keyboard instructions would be great. So the old person can give hints like did you know this and this:

Hi my young friend. I am living already a long time here in Solice. But with my high age I already forget some info's about my home. Can you help remember me?

A: Yes, sure I will help you. B: No, sorry. I have no time.

When I was younger, I played often a minigame at the tavern. What is the name of the minigame you can play there?

A: Golf B: Bowling C: Football D: Darts

Oh yes, you are right. Its Bowling, how could I forget it. I have a small 1x1 parcel of LAND in my Portfolio. Do you know how many meters each side has?

A: 12x12m B: 20x20m C: 16x16m D:18x18m

16x16m that's right. For me it sounds really big and I believe it is perfect for a small home. When you own a LAND, you can stake there your SLC Tokens and earn rare materials/ ingredients.

A: Tell me more about LAND staking. B: I heard about it, do you have more quests?

With the rare materials you can create scarce assets or you can enhance the rarity of an existing asset. Of course, you can trade them on the marketplace.

While we talked about LAND I started dreaming about all the nice places I have already visited on my home Island Amoris. Do you know many other Islands exists?

A: 2 B: 3 C: 4 D: 5

C is correct. There are 4 other islands. All islands have their specials and you can't compare them to each other. Different vegetation and resources lead to different cultures and species. I hope you visit one day every one of them like I did. You will learn a lot of different skills.

Lets get started with this island Amoris. There are different places you need to visit. Here is a list of places I visit a long time ago. (Update Map with some waypoints)

When you visit all places and read the signs, come back to me and tell me about how they changed in time.

A: I'm on my way.

Discover World (Everywhere placed some Markers you need to visit, possible signs or just areas where you need to move in, Points of interest)

Now the player moves around Amoris and tries to find different special places. You can extend the questline to other islands with some similar questions or end it after he visited all points of interest.

Its hard to write a deeper storyline without the knowledge of interactions and all functionality of Solice.

Some possible Ideas of some fundamental tutorials.

How can a player build something on his land?

How can a player transfer asset?

How works the marketplace?

How can a player teleport on the map?

How can a player add a buddy and communicate with him? Probably the questioner is in a chat list where you can try some functions

How can you change the look/ clothes of your figure?

How works the crafting system?

What are rare resources, how do I get them?

Usage of a pet and how you get one?

Some more facts about the law and backstory/ historic of Solice World. Who created this? What are the different species? What makes the island special?

Hints on cross-platform working

Some talk about the currency SLC and tokenomics

Delivery Quests

Delivery Quests are close like the discover quests and helps the player to discover the Solice world.

For this type of quests, I would use a chef cook who needs different ingredients for his dish. The player needs to collect them all over the world in different spots.

For example, he needs to collect 6 Mushrooms on Island Yamashi, some Fish on Kriaz and some spices in Amoris and some special Ice from the mountains of Zephyros.

Also, a quest with a smith works well, where you need different resources to collect and run throw the world and gather them from different NPCs and places. Some possible reward is a weapon or a simple upgrade which you can use for an asset. In this questline you can learn stuff about the crafting system and how you can create assets, possible with some explanation of the functions of the Editor.

Jump and Run Quests

This is an easy way of creating a labyrinth with different mechanics to complete a parkour i.e. moving platforms, time opened doors and different puzzles. You have a start area and an end zone and between are many blocks you need to cross.

A combination of labyrinth with different leverages and possible false ways is more interesting than a strait way.

A mechanic where you can pay some SLC at the start and earn later your SLC with a multiplier which depends on your speed would give this parkour an extra flare. This mechanic must be regulated by an amount x, how often you can do it and a possible total lost.

Escort Quests

For this Quests you need an own Portal to a different world. In this area it would be best when you get temporary NFTs like weapons and armor you can use to clear this quest. After you finished the area and leaves it this items gets removed.

A cool feature would be if you can join this Quest with some buddies and fight with them.

There is a way where you need to escort for example a patrol and every x times there is a wave of monsters who attacks your group. Some classic examples are a trader who needs support on his trading route.

Complete possible Questline

A combination of Info Quests + Delivery Quests + Escort Quests to a complete questline.

Topic could be a story about the lore where you give some more info's about the creation of Solice world.