

You are assigned to create a quest for a game, the next data is given to you about it. You must deliver a good planning on how to make a quest and plan in advance your main idea.

Background: Mountain area

Mission: Throw a sword in a lake

Controls: Xbox gamepads

Theme: Fantasy/ medial

Desired outcome: Player must learn teleport magic skill.

Main character: A powerful Knight, that comes from a poor family.

Main point to be taken in account:

1. Create an original story
2. How to find the quest? (How to attract player's attention?)
3. How to go on in the quest in an organic way? (From objective to objective without being too obvious)
4. In the way, be sure to teach a mechanic (Follow the four main Xs)

After writing your idea down, divide this 4 main things into a production plan. Following the Working strategy from class, develop a Plan on how do you plan to create this quest. What would you do in each step and what do you need?

Working strategy:

1. **First's steps:** come up with an idea and write it down, show it to others, get feedback.
2. **Logic steps:** State what you will need in other to complete it. Dialogs assets, props, scenery, npcs, anything. Elaborate a script on how is the quest flow. Is not the final one, just place holder to work with?
3. **Quest and World Structure:** follow your game theme, mechanics to create an inside experience that follows the rules of the word you have stablished. Write down how to start the quest, and the process of how to complete it.
4. **Start development:** Select the main trigger events and program your quest inside the game, plan conditions to trigger events and each dialogues, information and everything there would be in the experience. Important: we are using placeholders for everything. Characters, dialogs, animation. Just work with the basis.
5. **Testing:** test your quest and think about the player experience. Is it possible to complete? Is it well balanced? Timing is correct? Too difficult, too long? Make the necessary changes. Once everything is done, create documentation on what you will need in order to substitute your place holder. Be specific. What do you need and why?
6. **Working with other teams:** now that the quest is almost done, work with the needed team and give them your documentation with all the thing you need. When done, set everything in position a make a final test.

After you are done, you may take the first information given and change it with your own game information. Follow the same steps and you will have a starting point on how to design your quest inside your personal project