Questing and NPCs

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QUEST SYSTEM

QUEST MANAGER

Functions:

- **Manages all quests in the game**

- **Can save and load quests and their states**

- **Keeps track of all quests and their states**

QUEST MARKER

Functions:

- **Can be placed anywhere in levels**

- **Displays when quest is active**

- **Hides otherwise**

- **Renders above all geometry**

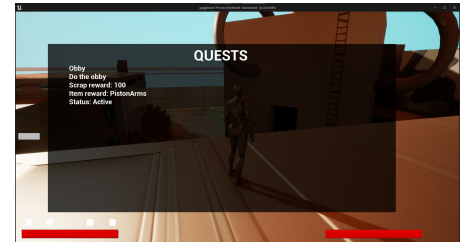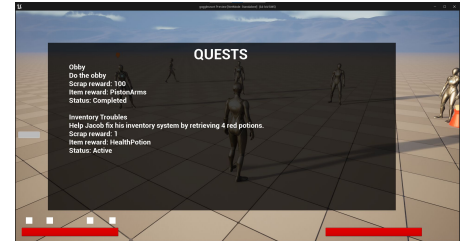- **Can appear in different colors**

QUEST TRIGGER

Functions:

- **Basically an invisible box**

- **Completes a level quest when walked into**

QUEST MENU

Functions:

- **Displays active and completed quests**

- **Can display multiple quests**

- **Included info:**
    - **Quest name**
    - **Quest description**
    - **Quest rewards**
    - **Quest state**

- **Displays completed quests at the top**

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QUEST LIST

Functions:

- **Used to hold all of the quests in the game**

- **Is loaded into the quest manager when needed**

QUEST FUNCTIONS

Function:

- **A library of functions that manipulate and return quests**

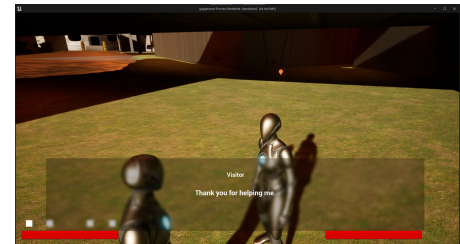- **Is used by almost all items that have something to do with quests**

NPCS

QUEST NPC

Functions:

- **Will look at the player when close**

- **Can be talked to by pressing "E"**

- **A text box appears with info:**

  - **NPC's name**

  - **NPC's dialogue**

- **Dialogue is animated**

- **Camera focuses on player and NPC**

- **NPC can give quests to the player**

- **NPC says different dialogue depending on its quest status**

TALKING NPC

Functions:

- **Will look at the player when close**

- **Can be talked to by pressing "E"**

- **A text box appears with info:**

    - **NPC's name**

    - **NPC's dialogue**

- **Dialogue is animated**

- **Camera focuses on player and NPC**

- **NPC can be talked to multiple times**

- **Used to add enhance environment and story**

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ROAM NPC

Functions:

- **Roam around the level in a set radius**

- **Can walk onto anything accessible by them**

- **Will look at the player when close**

- **Used to enhance environment**

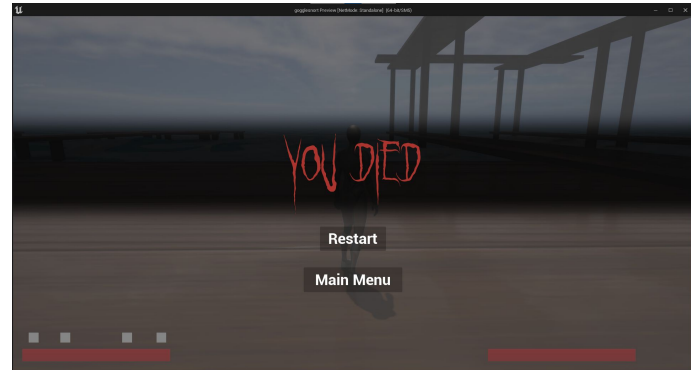# OTHER

START MENU

Functions:

- **Background moves with mouse**

- **Play button starts game**

- **Settings button opens settings**

- **Quit button ends game**

DEATH SCREEN

Functions:

- **Screen fades in on player death**

- **Player ragdolls on death**

- **Restart button reloads current level**

- **Main Menu button loads main menu level**

DOCUMENTATION

Documentation can be seen [here](#).