

Quest

name

uiname

description

Game objects

Humanoid

Objects

Player

Item

NPC

Trigger

Enemy

Destination

Array[] requirements

Array[] tasks

Array[] rewards

Player

Quest configuration

START NPC Dialogue

RUNING NPC Dialogue

Requerements

DONE Quest

HAS Item/s quantity

Tasks

SPEAK NPC Dialogue

KILL Enemy quantity

TRIGGER Trigger/Switch

REACH Destination

COLLECT Item quantity

Rewards

GIVE Item/s Dialogue