

Bugs:

1. Text overlapping (vertically) with quest names that are too long still
 - a. also, in the “Delete Quest” dialogue, the box scales vertically but not *horizontally*, which is kinda separate and could be a new issue
2. (For GM) in quest description does not start in edit mode, button switches to edit mode, but then button does not switch back out of edit mode
 - a. same in GM notes section, and probably all other sections that are just big text boxes
 - b. it looks like there’s a “save” button that switches out of edit mode, I see no reason why there are two buttons instead of just one (especially since when in edit mode the “switch to edit mode” button is still visible but just doesn’t do anything)
 - i. especially since exiting the quest without hitting save *does* save it, so save doesn’t actually *save*, it really is just a “switch out of edit mode” button
 - ii. also the save button isn’t pressable unless something has been changed (it really seems like it was implemented with the intention of it actually being a save button (not to say that’s a good thing, I don’t think that’s necessary at all), but it’s really just a “preview mode” button and should work accordingly)
3. (For GM) when making a quest, after adding a quest description or GM notes, and then hitting save (so back to preview mode), the edit button stays visible regardless of cursor placement, rather than disappearing when the cursor is not over the text box as it should
4. Cursor doesn’t turn into a hand when hovering over the X for blue popup boxes
 - a. apparently you can click anywhere to close it, which is probably why the X doesn’t pop up, but it’s still strange. I would still expect a hand to appear over the X, or maybe even over the entire popup (but probably just the X, if it was over the whole popup why even have the X, right?)
 - b. idk if this popup is a forien’s thing or just a foundry thing though
5. player hovering over the lock icon on locked object rewards opens the popup saying “reward is locked. Click to unlock”, while they don’t have the option to unlock them. It should just say that the reward is locked. Seems like that tooltip is meant for the GM
 - a. weird text for when it’s unlocked as well
6. subquests don’t get listed in the completed or failed sections
 - a. is this intentional? if it is it’s stupid and shouldn’t work like that
7. When creating quests, the “Entity/Actor UUID:” textbox highlights orange when moused over, even though it isn’t editable. I’d say probably don’t highlight it.
 - a. maybe do, but only when it has text in it? since you can copy paste the text. idk
- 8.

Enhancements:

1. Make dragging of rewards look nicer/maybe you can drag the names not just the arrows
2. Make “Show All” become “Hide all” after it is clicked / or all rewards are manually made visible

3. Similarly, make “Unlock all” become “Lock all” after it is clicked / or all rewards are manually unlocked
4. Add icons for the tabs (available, in progress, etc.), should match the ones used in the “set available”, “set in progress”, etc. options
 - a. if this is added, add an option to collapse the bars to show only the icons (like submitti, for reference)
5. Add reordering of quests (similar to the reordering of rewards)
6. Deleting a sub-quest should probably also delete the sub-quest’s sub-quest’s
 - a. if added, a popup box should appear warning the user of this . Perhaps there could be an option asking “Would you like to delete all sub-quests of this sub-quest, or simply delete this link in the chain” or something to that extent
7. Hanna’s suggestion - add a space for a tagline for quests (like a subdescription that would be displayed on the list of quests, but not the big description already there)
8. For box left of quest title and description, make an option to set it other than drag and drop (like, click and then navigate. Drag and drop as the only option is mildly inaccessible, and sometimes simply not desirable)
 - a. same with rewards box
9. The blue popup box should be forced to generate in a more favorable position (or at least me movable, it tends to keep popping up half blocking the menu buttons at the top of the current quest box)
 - a. maybe add an option in the settings to simply remove the popups altogether, as well
10. Under “Objectives” section, add options to move reorder, delete, and change status of sub-quests (like are shown in the “Manage Quest” section)
 - a. maybe to keep consistency, instead of adding the change status buttons to the right, just let the checkbox do that (and make it so that hovering over a textbox elaborates on what status it represents. That would be a nice addition to normal objectives as well)
11. Simplify switching the status of a quest
 - a. currently to switch from “completed” to “failed” I have to switch to inactive, then to in progress, then to failed. Should be a single button press
 - b. it’s also weird that the quest window gives so much space to writing out the quest status, especially since it’s such a large textbox and always such short text. This space would be better used for the tagline mentioned above. If all 5 statuses were to be shown with buttons on the right, then it could be shown which was chosen simply by having that button be highlighted (and, additionally, maybe with the symbol appearing to the left of the quest title or somewhere else where it’s easily readable)
 - i. I now see this space is also for listing the actors, which changes things, but it could probably still use reworking (also, test how it displays with multiple actors. Does it break with too many? I’ve only tested with one so far)
 1. oh you can only have one actor, it’s the person *giving* the quest not the people involved with it. Switching out sources works fine, although it would be nice to before the source’s name add like “Quest giver: ” or something along those lines.

12. Make the button that opens the quest log also close the quest log
 - a. not sure if this is difficult/impossible due to foundry quirks, but look into it.
Going over to hit close at the top right is a pain
13. Do stuff with gold and experience as rewards, maybe automatically rewarding, maybe making them default options
14. Allow for setting the status of a quest at time of creation. Often, I want to create a quest to be made available to the players immediately, and having to go to the inactive tab every time to then just switch it over is a bit tedious (and hey, maybe I want it to come in immediately as completed (maybe a subquest?), which is even more steps to do in the current system.
15. Make the “Available” tab always visible to the GM, regardless of the option in the module settings
 - a. or alternatively when the available tab is made invisible, remove the options to send quests there from the GM (but this makes it weird with quests already in that tab. Send them back to inactive I suppose, but then when the option is turned back on we’d want them to go back to available, and that’s just more nonsense to deal with)
- 16.

Other Notes:

- Take a closer look at visibility of quests and their subquests, and them being in different states (available, in progress, etc.)
 - I can envision reasons why a subquest should be visible, while keeping its parent quest invisible (like, oh you’re just doing some helpful tasks for the king, but if you do enough he’ll ask you to prove yourself to become a knight or something, but at first you didn’t know that was an eventuality). In these cases, not only should there be an option for the parent quest to not be visible (which I believe already exists), but if the parent is hidden then the very fact that the sub-quest is a sub-quest at all should be hidden as well (but only hidden from the player, the DM should be able to see it)
 - maybe make a visualization screen for quest-hierarchies, visible only to the DM
 - Just noticed, there’s no option to make a sub-quest “available”, which I think there should be. Like, it should be able to be made to look like a totally normal quest to the players, I think
 - There should also be an option to make an existing quest a sub-quest after it’s already been created. I can easily envision players doing several quests for one NPC, which the GM hadn’t been expecting, which then lead to some new bigger quest being made available, but still dependent on them completing those already existing quests
- The checkboxes next to objectives are confusing
 - (why full black, check, and dash? is the dash for failed? why not an X? and why is full black an option and not full white, which is a state for sub-quests but seemingly not achievable for normal objectives)

- looks like for sub-quests the states are full white, check, and X. I can get behind them being a color inverse for the normal objectives, to separate them visually, but X instead of dash? (also full black box will always look like “checked” to me, so maybe I can’t get behind inverse colors)
- The link symbol next to sub-quest names in the objectives box is maybe a bit unnecessary. It seems that the names highlighting orange when hovered over is maybe enough of an indication. Could be an option in the settings, or just removed.
- Status bars on the top-level quest log are like a slightly different color which is bugging me
- not sure if I said above, but currently reordering objectives is super gross
- When putting text into the Quest description or GM Notes textboxes (when first creating a quest), the boxes widen if a single word long enough is given. This will add a scrollbar, but not before shortening the width of the other textbox, to the point a “...” icon is needed to even see the edit tools. I think that the textbox should not be able to be shortened to the point where this is needed.
 - it actually gets shorted enough to the point where the “...” overlaps the edit button
- When switching an objective or reward to and from visible/hidden, the width of the box changes slightly and everything pops in/out a little. It would be better if the only thing changing was the grey shading and the hidden/visible icon itself, no spacing.
- locking abstract rewards is weird and confusing and I don’t think it even does anything
- It’s weird that the permission is “owner”, when it doesn’t give them full GM powers. I’d expect it to be “editor” or similar
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