Sponsoring a Quest flowchart

Things needed:
- Array of players
- Quest Card drawn (foes and stages)

This will be implemented in the default QuestBehavior

Does P1 sponsor? → No

Does P2 sponsor? → No

Does P3 sponsor? → No

Does P4 sponsor? → No → Discard Quest Card and continue to next turn

Yes

Sponsor needs to set up n stages where n is dependent on the Quest Card supplied

There are stages yet to be set up

Sponsor has already set up Test stage

Sponsor has yet to set up Test stage

Sponsor sets up Test stage

Sponsor has set up all the stages

Quest to be played

Sponsor sets up Foe
stage

Foe card can be combined
with weapons, and must be
greater than previous BP
totals in the Quest