**Quest Designer**

**Quest Editor – Main**

-Section 1- Single Quest

* Quest List: List of all the created quests.
* Add Quest: Create a new Quest.
* Delete Quest: Deletes a Quest.
* Copy Quest: Copy an existing Quest.

-Section 2- Chain Quest Creator

* Chain List: A list of all Chain Quests created.
* Create Chain: Create a new chain of quests based on available quests.
* Remove Chain: Removes a Chain Quest.

**Windows**

Chain Quests

Single Quests

**Quest Attributes**

* Quest ID: an ID number unique to each mission.
* Name: The name of the mission.
* Description: The description of the mission.
* Origin: NPC/Item/Zone: What is the start point of this mission.
* Requirements: Character Level/Quest/Item: The requirements to begin this mission.
* Objective: Item/NPC/Enemy/ Character Level: The objective that needs to be completed.
* Reward: Item/Experience/Coins.

**Chain Quest Attributes**

* Chain ID: an ID number unique to each Chain Quest.
* Name: The name of the Chain Quest.
* Description: The description of the mission.
* Origin: NPC/Item/Zone: What is the start point of this mission.
* Requirements: Character Level/Quest/Item: The requirements to begin this mission.
* Objective: Item/NPC/Enemy/ Character Level: The objective that needs to be completed.
* Reward: Item/Experience/Coins.

**Objectives Attributes**

Type: NPC/Item/Enemy/Character Level

Enemy

* Enemy ID
* Quantities

Item

* Item ID
* Target: Enemy/Zone

Character Level

* Level

NPC

* NPC ID
* Zone

**Window Drafts**

**Menu Structure (Toolbar)**

Quest Designer

* Single Quest
  + Create
  + Find
* Chain Quest
  + Create
  + Find