

## Game Subgoal Tracking – Actions

Whenever a game is played, it is common for the player to achieve subgoals which grants them access to other parts of the game. Some of these things are easier to implement. For example, if a player talks to a particular NPC, they get something from the NPC. This was handled when we implemented our NPCs. The harder thing is when commands are added to the player's ability when subgoals are achieved. In order to track whether a player has achieved particular subgoals so we can react to them individually, we need to store those states.

1. Add a descriptive **boolean** variable to the game class to indicate whether the player has achieved a particular goal in the game. Test this variable whenever the player tries to do something that he shouldn't be able to unless he has achieved the previous subgoal. This sounds very simple but it can be quite complicated. ASK if you are wondering whether something should be a subgoal.
2. Be sure to test your project thoroughly and check your changes into Github ***for each subgoal boolean added***