《中间件》任务系统

版本：2.6

# 系统概述

任务系统包含主线任务、支线任务、日常任务等；方便指引玩家快速融入游戏，了解游戏内容与玩法并获得经验与阅历的途径；

# 系统设计

任务系统的操作流程：获取可接任务，接受任务，完成任务交付，领取奖励等；在命名空间ZyGames.Framework.Game.Task下TaskService类提供了相关操作，实现时需要在PyScript\lib目录下增加Task.py文件；

Get方法：获取玩家的任务

Accept方法：接受任务；

Delivery方法：完成任务后交付任务；

ReceivePrize方法：领取奖励；

# 使用示例

1. Task任务类（Python脚本）

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| import clr,t sys  clr.AddReference('ZyGames.Framework')  clr.AddReference('ZyGames.Framework.Common')  clr.AddReference('ZyGames.Framework.Plugin')  clr.AddReference('ZyGames.Framework.Game')  from ZyGames.Framework.Common import \*  from ZyGames.Framework.Plugin.PythonScript import \*  from ZyGames.Framework.Game.Runtime import \*  from ZyGames.Framework.Game.Task import \*  from ZyGames.Framework.Game.Cache import \*  def get(userId , currTaskId):  """"获取所有的任务"""  userTaskInfo = GameDataCacheSet[UserTask]().FindKey(str(userId))  usertaskList = []  if not userTaskInfo:  return usertaskList  usertaskList = \_getUserTaskList(userId,userTaskInfo)  list = \_getNextTask(currTaskId,userTaskInfo.currTaskStatus)  for taskitem in list:  userTask = \_getUserTask(userId , taskitem.TaskID , userTaskInfo)  if (not userTask) and \_hasAllow(userId, taskitem, userTaskInfo):  gameTask = \_createUserTask(userId , taskitem)  acceptTask(userId,taskitem.TaskID)  for taskBody in usertaskList:  taskInfo = \_getTaskConfig(userId , taskBody.TaskID)  if not taskInfo:  continue  if (taskBody.Status == TaskStatus.NoTake and \_checkUserLv(taskInfo)):  taskBody.Status = TaskStatus.AllowTake  if (taskBody.Status == TaskStatus.Taked and \_hasCompleted(taskBody, taskInfo)):  taskBody.Status = TaskStatus.Completed  return usertaskList  def acceptTask(userId , taskId):  """"接受任务""""  taskConfig = TaskConfigBll().Get(taskId)  if not taskConfig:  return False  userTaskInfo = GameDataCacheSet[UserTask]().FindKey(str(userId))  taskItem = userTaskInfo.TaskList.Find(lambda t:t.TaskID == taskId)  if not taskItem or taskItem.Status != TaskStatus.AllowTake:  return False  if taskConfig.TaskType == MathUtils.ToInt(TaskType.Master):  userTaskInfo.currTaskId = taskId  userTaskInfo.currTaskStatus = MathUtils.ToInt(TaskStatus.Taked)  if taskConfig.TaskType == int(TaskType.Daily):  taskItem.TaskQuality = 1  taskItem.Status = TaskStatus.Taked  return True  def deliveryTask(userId,taskId):  """交付任务"""  userTaskInfo = GameDataCacheSet[UserTask]().FindKey(str(userId))  taskItem = userTaskInfo.TaskList.Find(lambda m: m.TaskID == taskId)  if not taskItem:  return False  taskItem.Status = TaskStatus.Close  taskItem.CompleteNum += 1  taskConfig = \_getTaskConfig(userId , taskId)  if taskConfig and taskConfig.TaskType == int(TaskType.Master):  userTaskInfo.currTaskStatus = int(TaskStatus.NoTake)  return True  def receivePrize(userId , taskId):  """领取奖励"""  taskConfig = TaskConfigBll().Get(taskId)  if not taskConfig:  return False  contextuser = GameUserBll(userId).GetData(userId)  if not contextuser:  return False  #这里处理奖励  return True |

1. 获取任务（Python脚本）

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| import clr  import sys  from action import \*  clr.AddReference('ZyGames.Framework')  clr.AddReference('ZyGames.Framework.Common')  clr.AddReference('ZyGames.Framework.Plugin')  clr.AddReference('ZyGames.Framework.Game')  from ZyGames.Framework.Game.Task import \*  def takeAction(urlParam,parent):  actionResult = ActionResult()  taskService = TaskService[TaskItem,TaskInfo](urlParam.Uid)  actionResult.List = taskService.Get(userTask.currTaskId)  return actionResult |

1. 接受任务

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| --- |
| def takeAction(urlParam,parent):  actionResult = ActionResult()  taskService = TaskService[TaskItem,TaskInfo](parent.Current.UserId)  actionResult.Result= taskService.Accept(urlParam.TaskId)  return actionResult |

1. 交付任务

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| def takeAction(urlParam,parent):  actionResult = ActionResult()  taskService = TaskService[TaskItem,TaskInfo](parent.Current.UserId)  actionResult.Result= taskService.Delivery(urlParam.TaskId)  return actionResult |

1. 领取奖励

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| def takeAction(urlParam,parent):  actionResult = ActionResult()  taskService = TaskService[TaskItem,TaskInfo](parent.Current.UserId)  actionResult.Result= taskService. ReceivePrize (urlParam.TaskId)  return actionResult |