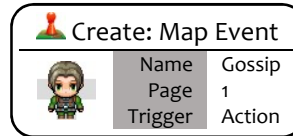


Reputation System [Variables] Required: Game / Map Loader

Add a series of variables that will be used to track your player's "reputation" in the world. A single variable will be a "reputation score" that tracks your current reputation.

To create a Reputation system, you must do several things. First, determine the "ranges" of each reputation bracket. The last table to the right has done this for you. After that, create the 7 variables in the first table to

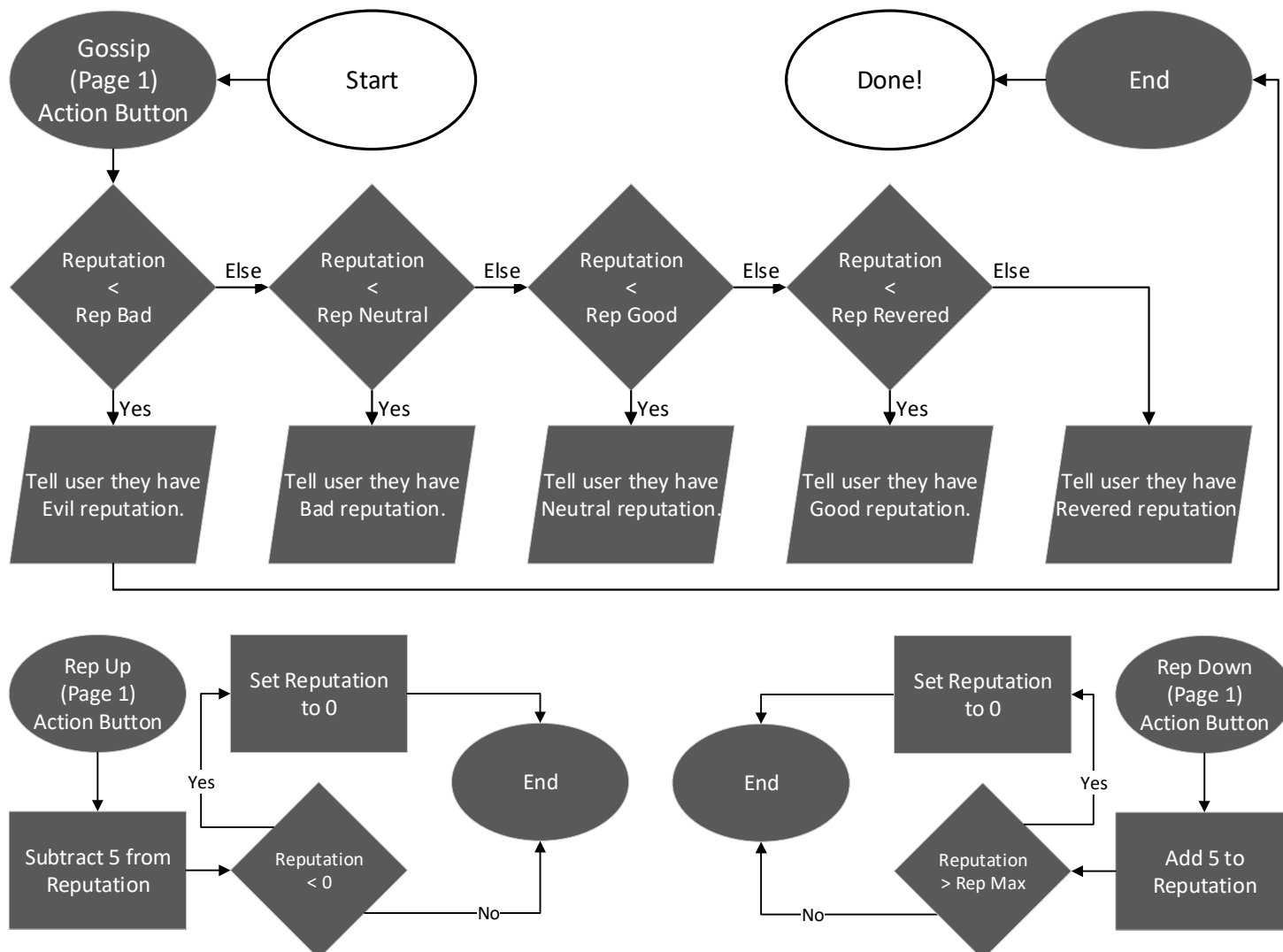
Variable Name	Value
Reputation	Rep Default
Rep Default	25
Rep Bad	10
Rep Neutral	20
Rep Good	30
Rep Revered	40
Rep Max	50



Reputation Level	Range
Evil	0-10
Bad	11-20
Neutral	21-30
Good	31-40
Revered	41-50

the right. Then, in your Game Loader, insert commands to set the 7 variables values to the values in the table below. Finally, make a Gossip NPC, and two events that can raise and lower your reputation.

Remember the trapezoid in the flow chart from "Game Initialization Event"? That is where you insert the command events from the table above. Variables whose values are set once and never change are known as "constants". As we test our game, if we decide we want to change the values of our reputation system, we don't have to track down every instance of them in the game. We just change the "constant" once. The Gossip NPC demonstrates this (flowchart below). Other challenges will use this system as well.



These two smaller flowcharts are code you can add to other events to add or subtract reputation from the player. For example, killing cute animals will make you lose reputation, while rescuing them makes you gain reputation.