

Market Stall Stealing [Switches, Branches, Movement]

Add a market area where you can buy supplies, or even steal them! If you get caught, the guards will attack you.

In this challenge, you will not be given a flow chart or any creation prompts. You will instead get an outline of what the events are supposed to do, and you can build the challenge and flow chart yourself.



You will need four events:

1. A Stall Vendor NPC with two pages
 - a. On the first page, give them a Custom Movement Route that makes them face up, right, down, and left. If you speak to them, they can sell you food items.
 - b. On the second page, the “CaughtStealing” switch must be ON, and the Custom Movement Route instead faces the Player. If you speak to the NPC, they accuse you of being a thief.
2. A Food Crate with two pages
 - a. On the first page, the Image is a full food crate. On Action Button:
 - i. if the Stall Vendor NPC is facing AWAY from the player, give the player one food item (always tell them when you give them an item), and turn Self-Switch A ON.
 1. You can determine if the Stall Vendor is facing away by comparing the NPC’s and player’s X and Y coordinate on the map, or by hard-coding one direction into the NPC’s commands.
 - ii. If the NPC is not facing away, make the Stall Vendor accuse you of stealing, and turn “CaughtStealing” ON. If you have a reputation system, reduce the player’s reputation score.
 - b. On the second page, the Image is an empty crate. On Parallel Trigger, wait 5 seconds and turn Self-Switch A OFF.
3. A Guard NPC with two pages
 - a. On the first page, the Action Button will make the guard tell you about how he used to be an adventurer like you.
 - b. On the second page, the “CaughtStealing” switch must be on. The Custom route makes the guard approach the player rapidly, and if the guard NPC touches the player, start combat with a Guard Enemy. If the player wins the combat, Erase this event.
4. A bartender, theifmaster or gossipier with one page
 - a. If “CaughtStealing” is on, they will offer to turn it back off for money
 - i. Make sure the players cannot spend money they don’t have
 - b. Otherwise, they offer their normal services (shops, reputation, etc)