I'm Listening Lesson Progress 18/07/2022

Teleporting- I've added teleporters instead of portals. In order to get to places, the player interacts with an NPC (Portal trainer) to teleport them to places. Currently working on the Talybont teleport link

Quest and storytelling- I've given the quest-specific NPCs the ability to give items to players that they need. I'm still developing the storylines more and making custom quest items.


Other developments for I'm Listening

Lobby- I understand that talybont is the start point. But, I think it organizes it a bit more if people spawn here and get the telepot link to Taly. Only because It provides a space for both staff and students and a better help and advice centre. I've tried to make it greener so lots of gardening side quests and bee hives.

I've put a **boundary wall** around the lobby so the only way to cross is to take a teleport rom the NPC's
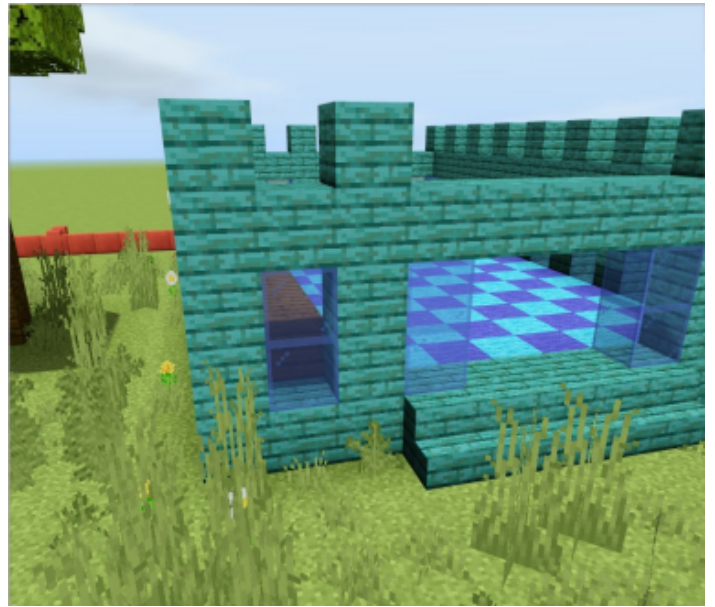
Built a specific building for **staff and ambassadors** to coordinate things. I'll be adding all the mini-map and observation mods to this room.

I've added some more dog breeds for the animal interaction part of I'm Listening. Work the same as usual wolfs and can be tamed via bone

Talybont specific developments

Wanted to make the questing more student-like. So I've added a mod that gives us fridges, washing machines and other household items. I've also added some laptops and screens. These are more for immersion than questing. But I have plans for them to be part of quests

Next steps

1. I'm going to continue developing the quests and storylines for Talybont. I'm going to add a custom achievements mod that will be similar to Java achievements.
2. I'm going to