

Basic setup – quick guide

Add the script “QuestHandler.cs” as a component to an object in your scene.

Add the provided “CQExamplePlayer” and “PlayerUI” prefabs to the scene.
(The Player UI contains several elements that can be used or not as desired)

Optionally add the provided “Environment” prefab to the scene. (found in the Demo folder)

Alternatively look at the Custom Quest Demo for examples of how to set this up.

Creating a quest – quick and dirty.

Go to Tool -> Custom Quest Editor

Go to the “prefabs” tab.

Create your quest.

Set up the quest

Add criteria

Add rewards

Go to the “Quests in scene” tab

Click your quests in the left menu to add it to the scene

Click select on the quest window created

Go to the inspector to add “handInObject”, “QuestGiver” and “SpawnZone” as needed.

Your first quest

Your first Quest – A Custom Quest walkthrough

The following guide will walk you through creating a basic quest in Custom Quest.

This is meant to show you the ropes and get you started making amazing quests that engage and challenge your players.

This is in no way an exhaustive guide, for further information refer to our explanations on the more complex elements of Custom Quests or the full [readme](#)

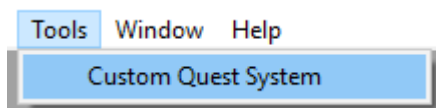
Custom Quest Editor

Once the basic [setup](#) is complete your scene is ready and you have added the components and handler to your project you are ready to create your first quest!

In this example, we are working from the assumption, that you are using the inbuilt UI features as well as minimap and compass.

Let's start by making a simple gathering quest, where the player has to start the quest by walking up to a signpost, find and gather some cubic "gems" and then return to the signpost to deliver the quest and claim his reward.

To add a quest first access the custom quest editor in the tools dropdown



The quest editor has a few tabs.



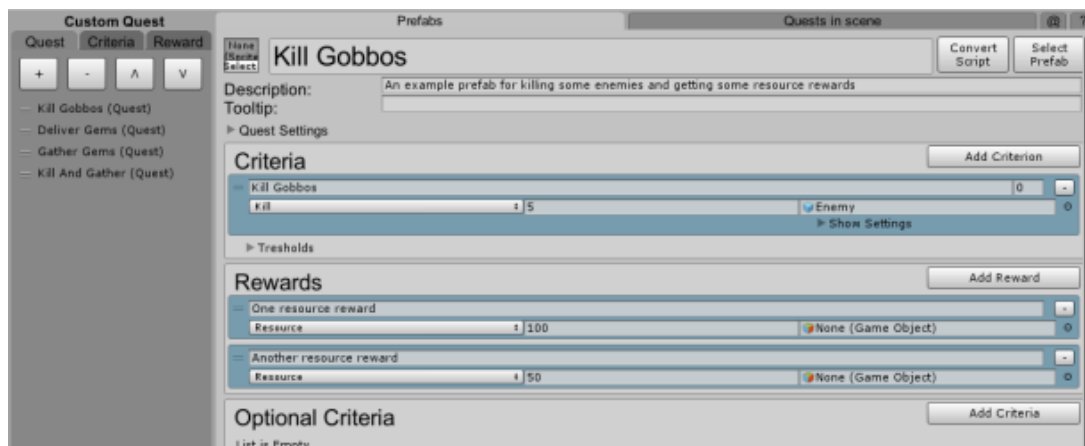
"Prefabs" is where the game wide quests are created and modified.

"Quests in scene" where the finished quests are added to the active scene. Most things in these menus can be hovered for more information.

And On the far right you will find the settings menu and a help button.

For now, all you need to focus on is the prefabs tab. This is where you create and edit the quests, missions and objectives for your game.

While in the prefabs tab you have two windows, one on the left and one on the right.



On the left, you will find three submenus, quest, criteria and reward, an add button, a delete button an arrow up and an arrow down, as well as a list of your current quests, these can be sorted by clicking and holding the lines to the left of the name or by clicking one and then clicking the blue arrow buttons to sort the active quest up or down.

The right menu is the editor, this is where you edit the currently active quest, criteria and rewards.

Building your quest

Let's start by adding a quest.

To add a new quest, click the "+" button in the left menu while in the quest submenu.



The quest will automatically become the "active" quest so you can start editing it right away.

While in the quest submenu the right menu is the quest editor, this is where you can edit your quest to suit the needs of your game.

None
Select

tmpQuestName

Convert Script

Select Prefab

Description:

Tooltip:

Start by giving your quest a name, tooltip and description.

None
Select

tmpQuestName

Convert Script

Select Prefab

Description:

Tooltip:

Later you can choose which of these texts will be visible to the player in the settings menu.

You can give your quest an icon as well, this will by default be shown on the player UI and will be the icon on the MiniMap. Click the box to select an image to represent your quest.

For now, you can ignore the button “Convert Script” this is for advanced users, it will create a unique script for your quest so you can edit the quest more in depth by writing your own code.

Quest settings

The next step is to choose the quest settings, you can hover each of the settings to learn more about them.

▼ Quest Settings

Start Availability	<input type="checkbox"/>	Constant Availability	<input type="checkbox"/>
Auto Complete	<input type="checkbox"/>	Pick Up Able	<input checked="" type="checkbox"/>
Don't Delete	<input type="checkbox"/>	Single Complete	<input type="checkbox"/>
Timed	<input type="checkbox"/>		
Repeatable	<input type="checkbox"/>		
Start Spawn on Discover	<input checked="" type="checkbox"/>	No Spawn If No Player	<input type="checkbox"/>
Set all criterias despawn	<input type="checkbox"/>	Match criteria levels	<input type="checkbox"/>

Set all

For this example, tick “pick up able” so the quest needs to be picked up, a quest giver and “start spawn on discover” so the quest objects (gems) will start spawning when the quest is activated by the player.

Criteria

Now it's time to add some criteria to the quest!

Criteria are the tasks the player must complete in order to complete the quest.

To add a criterion, click the “add criterion” button. When clicking this button, a few options are available, you can add a new criterion by clicking selecting “empty” or you can choose a premade criteria (you can create premade criteria in the left “criteria” submenu) you can add as many criteria as you want but for this example we will stick with one new empty criteria.

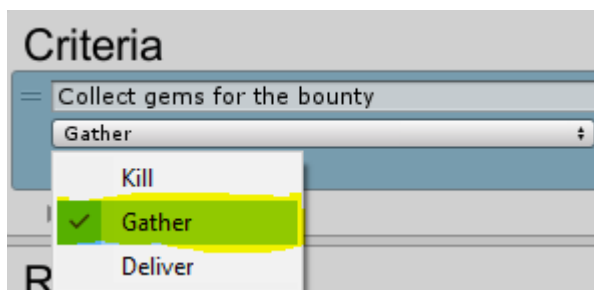


Give your criterion a name, like “Collect gems for the bounty”

For now you can ignore the criteria level on the right of the naming bar, this is for advanced quests where criteria are chained to be unlocked one after another.

Click the dropdown to select the type of criteria you want to create, for this example we want the player to gather gems so we will be picking gather.

[More info on available criteria and rewards types](#)



Now choose how many gems you want the player to gather, I think 5 is plenty but you can pick however many you like as long as you make sure to spawn enough for the player.

We won't be using thresholds and levels for this example but a final thing you can do is picking how many criteria need to be completed before the quest is considered complete, for further information on levels and thresholds go [here](#)

Choose an object for the quest to revolve around, click the object reference nipple on the right and choose which object will be your "gem" we have supplied a "gem" prefab you can use as.



(The quest will instantiate the object you choose so there is no need to add it to the scene.)

Finally, you can check the "show settings" for further settings on criteria but we won't be ticking anything in there in this example.

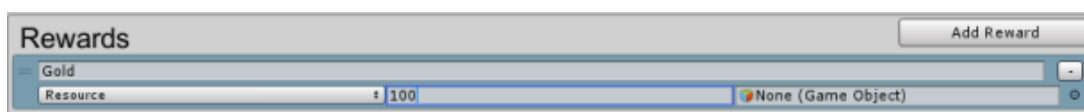
Onwards to rewards!

Rewards

Rewards are the treasure, resources, further quest items, and general goodies you want to give your players who complete your quest.

They work much like criteria in that you can create your own premade templates in the left submenu.

Let's give the player a bit of gold for completing the arduous task of gathering 5 gems. Once again, we start by adding a new empty reward to the list of rewards, naming it something telling like, "Gold" then following the same fashion as with criteria, select a type of reward, in this case resources and typing the amount of said resource you want to give the player. Let's say 100 gold for completing a quest of this size.

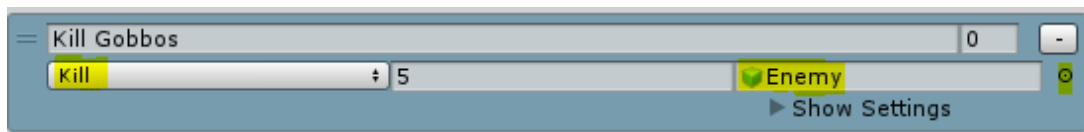


If we were adding an item as a reward you could add an object by clicking the object reference nipple and selecting your item prefab.

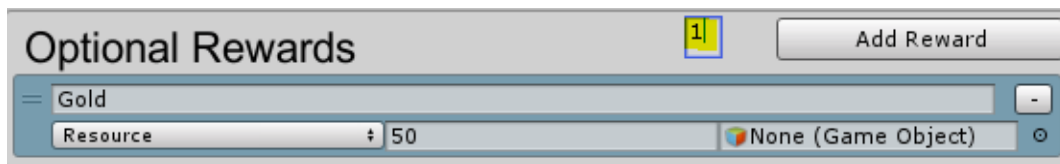
Optional criteria and rewards

For quests where you want the player to have the option of going above and beyond you can add optional criteria and rewards.

Create an optional criterion just like before where the player must kill the 5 monsters that have gathered at the gems, to get an extra reward.



Setup the criterion just like with a regular criterion, except this time, pick "kill" as the objective, and instead of picking the "gem" prefab from assets, pick the prefab "enemy". Next add a reward, they work just like their required counterparts but with the addition of a small box on the right, this is the number of criteria that needs to be completed to receive extra reward.



Now add a gold reward just like before, but this time lets only reward the player with 50 gold so the optional reward is only for the go getters who want to get all they can out of the game.

That's all for the prefabs menu for now, as you can likely tell, there are lots of options to create the quests you want exactly how you want.

Quests in scene tab

The next step is adding the quest to the game!

Go to the “quests in scene” tab.

This is where you see all the quests that exist in the active scene of your game, here you can create quest chains, hubs and plan out your quest structure.

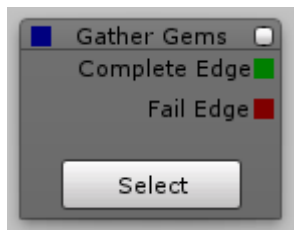
On the left is a list of all your quest prefabs (the quests you have created) and on the right is the scene editor.

Click the gather gems quest and see what happens.



The quest is added to your scene as a clone, and shown in the editor as a window with edges for connecting with other quests.

You can drag it around as you please, moving it might be a good idea as new quests added will be created at the same spot as this one was.



Each quest window has a three “edges”, these are the small square colored boxes on each quest window.

Edges

The blue one in the top left is the “start edge” this is the connection point from other quests, if this is connected to a green edge then that quest needs to be completed before this one can be started, if the connection is to a red fail edge then the other quest has to be failed in order to start this one.

The green edge is the “complete edge” connecting to another quest with this edge means this quest needs to be completed before the connected quest can be started, effectively creating a chain of quests

The red edge is the “fail edge” a quest connected through this edge will become available when this quest is failed due to timing out or the like.

You can have as many connections to and from quests as you want, having one quest unlock many quests will create a sort of quest hub and having quests unlock one after the other will create quest chains.

In the top right of the quest window you can delete the quest from the scene.


For now, just add the gather gems quest to the scene by clicking it on the left, then click the select button on the quest window in order to select the quest in your scene.

Inspection time!

Now that you have your quest ready and selected in the scene, it’s time to adjust it to fit your game. The inspector has been modified “slightly”, so you can work with your quests without going to the editor every time you need something adjusted. Once again you can hover to get further info on most subjects.

At this point it is important to note that changes made will affect the clone of your quest and not the prefab directly. That at means you can create quests that build on the same core frame but differ in optional criteria, spawn zones, quest giver etc.

Everything you can do in the editor you can do in the inspector.



Gather Gems

Select Prefab

▼ Description

A prefab example of gathering gems and gaining some resources

▶ Tooltip

▶ Quest Settings

▶ Relations

Criteria

Add Criteria

Gather Gems

0

-

Gather

5

+

Gem

○

▶ Show Spawns

▶ Show Rewards

▶ Show Settings

▶ Tresholds

Rewards

Add Reward

Resource

-

Resource

100

+

None (Game Object)

○

Optional Criteria

Add Criteria

Kill Gobbos

0

-

Kill

5

+

Enemy

○

▶ Show Spawns

▶ Show Rewards

▶ Show Settings

▶ Optional Tresholds

Optional Rewards

0

Add Reward

Gold

-

Resource

50

+

None (Game Object)

○

(note that changes here are made to the clone of the quest and not to the quest prefab directly unless applied.)

Due to lack of future tech however there are a few things that need to be adjusted after the quest prefab has been added to the scene.

Quest Relations

In the inspector, we will add a quest giver, a hand in object and a spawn zone.

Start by opening the relations submenu

Now click “add quest giver” , go ahead and create a new one.



This will add a quest giver (a “signpost” by default) to your scene with a quest giver component referencing your quest.

(The default prefab used as quest giver can be changed in the custom quest settings menu)

As you may have noticed you can select a pre-existing quest giver as a quest giver, this is so you can have one quest giver for multiple quests.

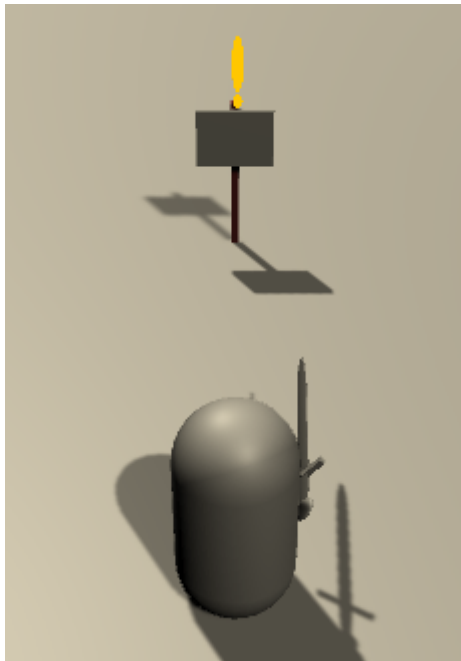
Give the quest giver a pick up radius and a decline radius, these are the number right of the quest giver object reference I suggest 3 for activate and 5 for decline then the player has to come pretty close before he/she gets the quest pop up and has to walk a bit before the popup goes away, giving them time to think about it.

(Note the decline radius should be larger than the pickup radius so the player has to walk away from the quest to decline it.)

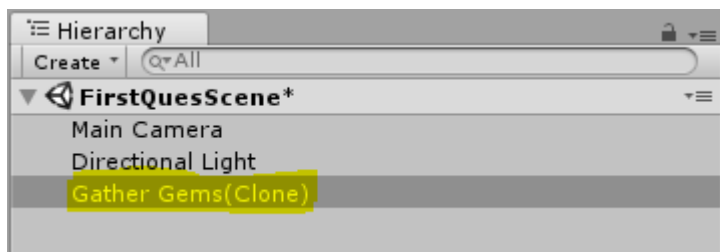
Next add a “hand in object” by clicking the corresponding button and select the same “signpost” we used as quest giver. This means the player has to return to the same spot to deliver the quest, in other cases you may want this to be different or avoid it altogether by having the quest auto-complete when the criteria are completed. In this

case we want the quest to be completed once the player returns with enough gems, set the radius to 3 so the player has to come relatively close to get his reward.

Move the “signpost” to where you want the player to pick up the quest.



Select your quest again, either through the quests in scene editor or directly in the scene.



Under criteria you will find the criteria we created earlier, what we need to do now is create an area where the gems will located.

Start by opening “show spawns”, notice the “+” that appears and click it!



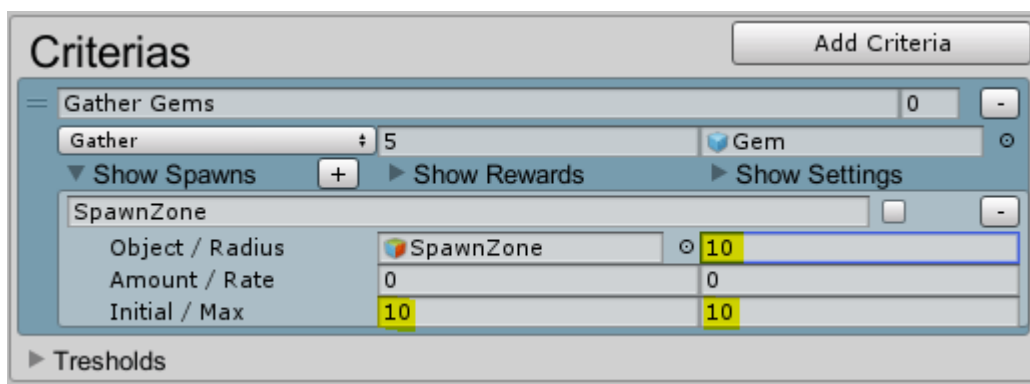
This creates a spawn zone for that criteria as a child of the quest, complete with canvas to show the quest icon on the minimap.

Lets fill in the settings for the zone. Start by giving it a size, this is the area in which your quest objects will spawn.It is up to you how big an area the gems should spawn inside,

the area is circular and extends from the middle of the object, the higher the radius the larger the spawn area.

Then how many objects you want spawned at a time and how often, and finally how many objects are initially spawned and how many objects are allowed to exist in the scene at a time.

Seeing as gems aren't grown and we want the player to be able to complete both required and optional criteria we need there to be 10 gems, so set the initial amount to 10 and the max to 10 leaving amount and rate at 0.

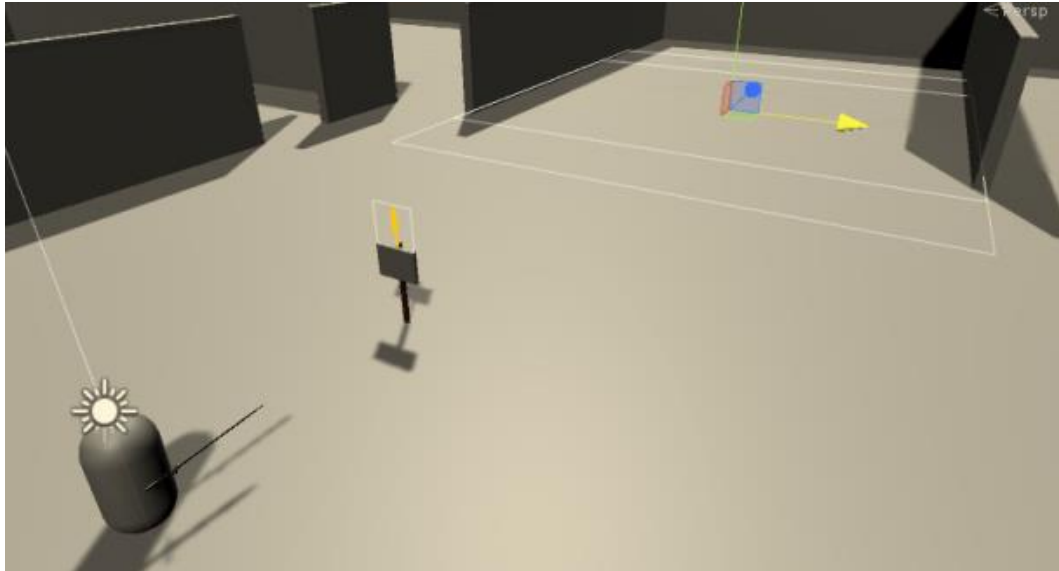


Do the same for the optional criterion,

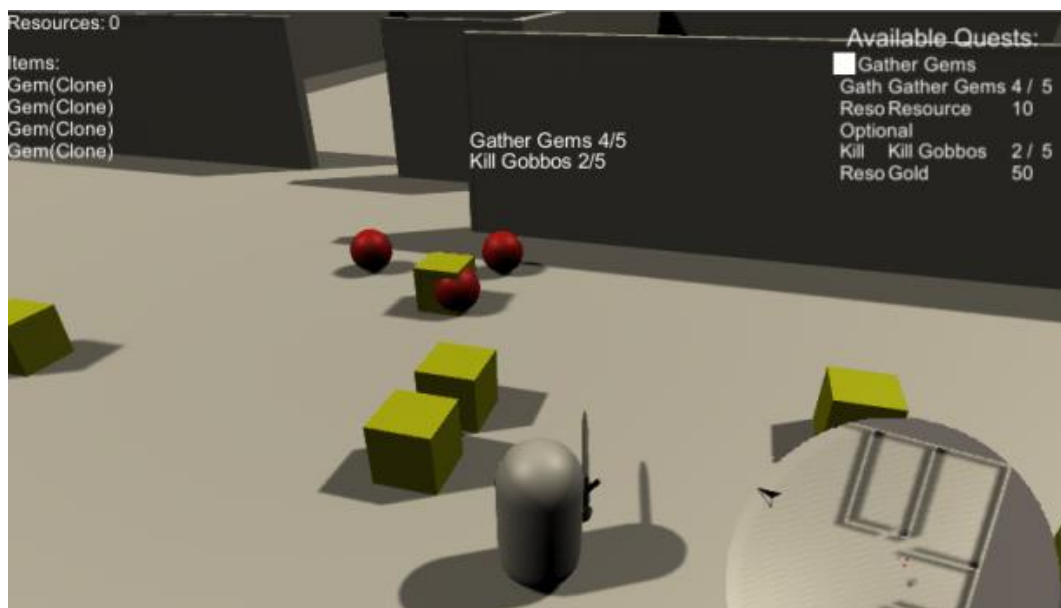


You have the option to add criteria specific rewards, so you can reward you players by completing a criteria instead of the entire quest, this can be useful if you want your player to f.x. Go get a key in order to unlock a door, then the key is the reward for the criteria. For more one specific rewards go to the [levels and thresholds explanation](#). No need for that right now though

Finally, you can put your quest giver where you want it and move the spawn zone to an area where you want the gems to be gathered, as well as moving the monster spawn zone to where you want it. I suggest putting the two near or on top of each other.



Run the game and complete the quest!



For an example of this setup go to the scene “FirstQuestScene” in the Demo->Scenes folder in Custom Quest.

If you want to know more about what you can do with Custom Quest you can read more of the [guides and explanations](#) or read [our take on quest design](#)