

Ryzom Player Achievements

GSoC overview guide

Project contents

- * WebIG app: *app_achievements*
- * WebIG app:*app_achievements_admin*
- * Achievement tracker

app_achievements

Idea

Achievements in Ryzom basically consist of three parts. The Achievement itself is the general container. It may hold one or many Tasks which allow step-by-step progression. Tasks consist of one or more objectives that will have to be fulfilled in order to complete a Task.

This may look like that:

Ob -1. 1,000 ore 0 d 57 ore rslook like that: Ob -1. 5,000 ore 0 d 57 ore rslook like that:

Facebook

The current Facebook implementation is very simple. If enabled, the app will try to connect with a Facebook account. Successfully connecting the account will allow the app to post to your wall/timeline once your character gets a new achievement done.

Extending the parser

The parser allows for various datasources to be attached to it. By default there is only the XML driver attached to it, which will use SAX to parse the XML file.

New data drivers can be attached anytime and will have the ability to send values, entities and events to the detection core.