

Event Object? room m m
 Trigger Object? r. m m

- person, place, thing
- keyword?
- action

Eg. 23 talk Blacksmith.

when you get to the Blacksmith
 a _trigger event_ occurs.

this should include

the

→ person, place, thing [Blacksmith's] name

→ location [Thornwall, Blacksmith Shop. name] Person
Town. name Blacksmith

→ action [interaction] eg. talk, kill, Buy, sell, use? Shop. location?

>
step 1

→ advance

→ payout

→ go to set next as current

un-Recursive + loop
orbital decay!

use event

here, find path

(event)

triggers table? for path in self.questpath.
select all quest with
for a given trigger?

~~advance~~

~~current step = 1~~

add
step = 1

advance

step = 1

payout

~~check find~~

add quest

trigger - spawn

quest = here

path quest = Questpath.find_quest(event, here)
for path in questpath:
path quest.advance()

if not advance if not completed

→

Quest Path

def pathadvance(self)

~~later → for quest in self.quest.nextquests:~~
~~spawn new path~~

orbit = len(self.quest.nextquests)

if orbit == 0:

fall out

set completed etc.

full payout (bonus)

if orbit == 1:

decay

small payout

if orbit > 1:

decay one state

spawn all new paths

for quest in self.quest.nextquests:

→ quest

quest.add_hero(self.here)

Quest / Quest Path spec.

quest is completed when advance and no nextpath?

→ no - next-quests

→ quest self: completed = True

47) → quest self: quest.^{self}payout(quest.^{self}hero)

Quest vars

- ^{stage name /}name stage description
- next-quests
- previous-quest
- description
- reward
- paths

Quest Path

- ^{name}stage-count
- ^{stage count start}stage count start
- all-stages ^{ex} 0/0
- quest ^{0/0 = stage 1}
- hero ^{1/0 = stage 2}
- active/completed ^{2/0 = 60%}
- completed

Hero

→ for Po

hero. quest paths.

advance-quest
(set off trigger)

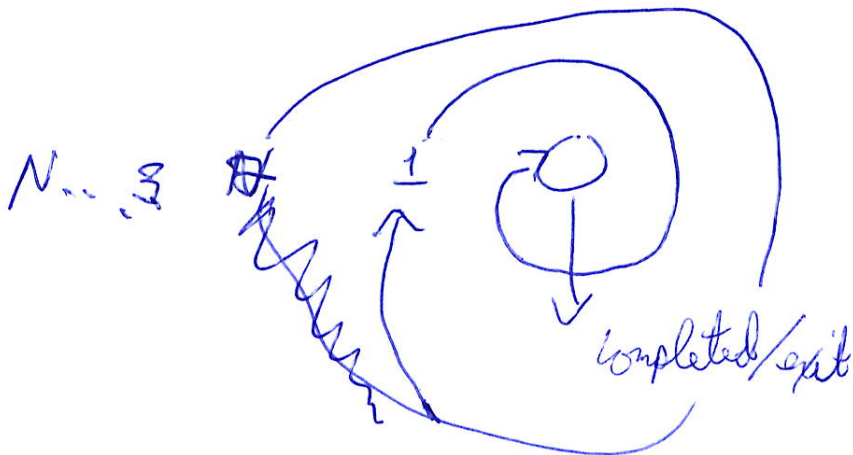
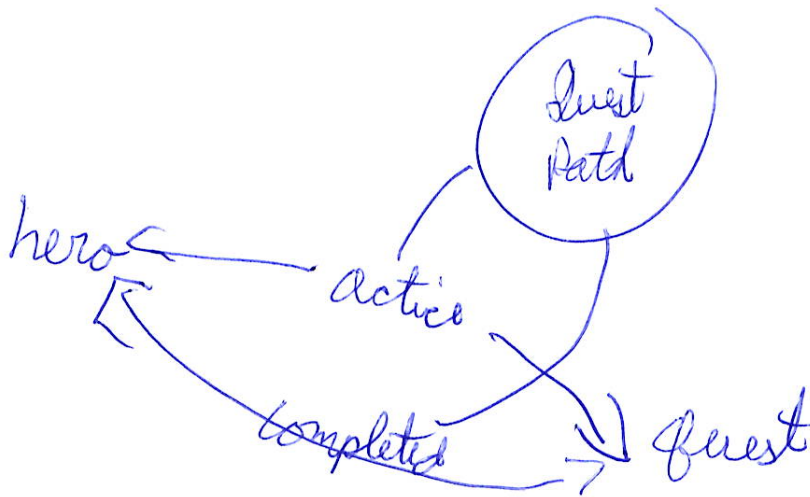
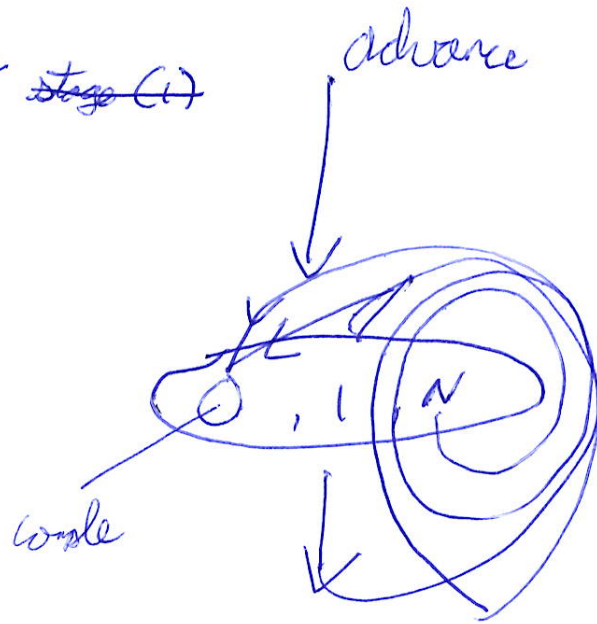
Trigger is a quest path name

→ one next-quests

→ several next-quests.

quest states

- not added
- added + ~~state~~ + ~~stage~~ (i)
- completed
- advancing
- ~~the~~ stage x



Example Quest

→ Get acquainted with Blacksmith

Find this quest → invisible / uncounted stage

⇒ Add quest to hero / link quest and hero by path

Stage 1 of 2 talk to Blacksmith

↳ one next-quest

=> Advance => step - payout

Stage 2 of 2 Buy another item

↳ no next-quests

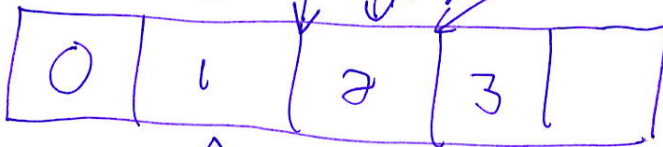
Advance => final-payout

Completed

Remove Quest? Leave Path?

Not found added stage-completed
↓ ↓ ↓
 moved to next stage

final stage completed
final payout



↑ stages ↑ stage in progress ↑ small payout, stage 2 in progress

Quest Path → instrumented list.
quest_path.
advance_quest? how to override?

{ 4 }

- make add a Quest Path object to hero objects?

Quest Path, advance(hero, trigger)

hero path = find-path(hero, trigger)

Path, advance() ?

→

Quest, path > ← redundant? eyes
payout(self, hero) more clear? maybe?

hero.xp += self.reward * path, ~~at~~ all stage - count

