

QUEST MANAGER



PLAY

MENU

EXIT

ERIC LUQUE

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EXIT

INTRODUCTION



EXIT

STATE OF THE ART



EXIT

STATE OF THE ART



STATE OF THE ART

CHALLENGES SEASON

SEASON CHALLENGES

⌚ 65 Days 4 Hours left

STAGE 1 STAGE 2 STAGE 3 STAGE 4

Complete all Free Challenges to earn the Season Reward

0/24



NOT FINAL DESIGN - FOR ILLUSTRATION ONLY

FREE CHALLENGES

- Score 10,000 total points in Online Matches
REWARD: 0/10000
- Play 100 Online Matches
REWARD: 0/100
- Score 5,000 total point in any Extra Modes Playlist
REWARD: 0/5000
- Win 100 Online Matches
REWARD: 0/100
- Get a total of 250 Shots in Online Matches
REWARD: 0/250
- Get 150 Goals, Assists, or Saves in Online Matches
REWARD: 0/150

PREMIUM CHALLENGES

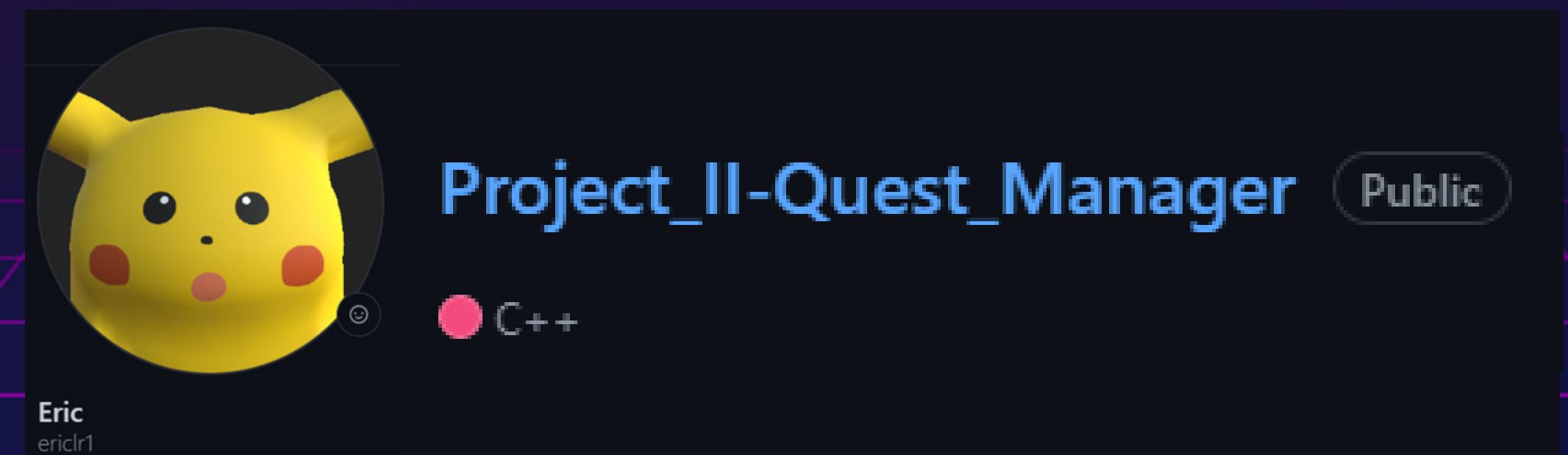
- Requires Rocket Pass Premium
Earn MVP honors in 25 Online Matches
REWARD: 0/25
- Requires Rocket Pass Premium
Earn 100,000 XP in Online Matches
REWARD: 0/100000
- Requires Rocket Pass Premium
Get 500 Centers or Clears in Online Matches
REWARD: 0/500
- Requires Rocket Pass Premium
Get 50 Saves or Epic Saves in Online Matches
REWARD: 0/50
- Requires Rocket Pass Premium
Get 50 Goals in Online Matches
REWARD: 0/50
- Requires Rocket Pass Premium
Play 50 Matches in any Competitive Playlist
REWARD: 0/50

BACK EXIT

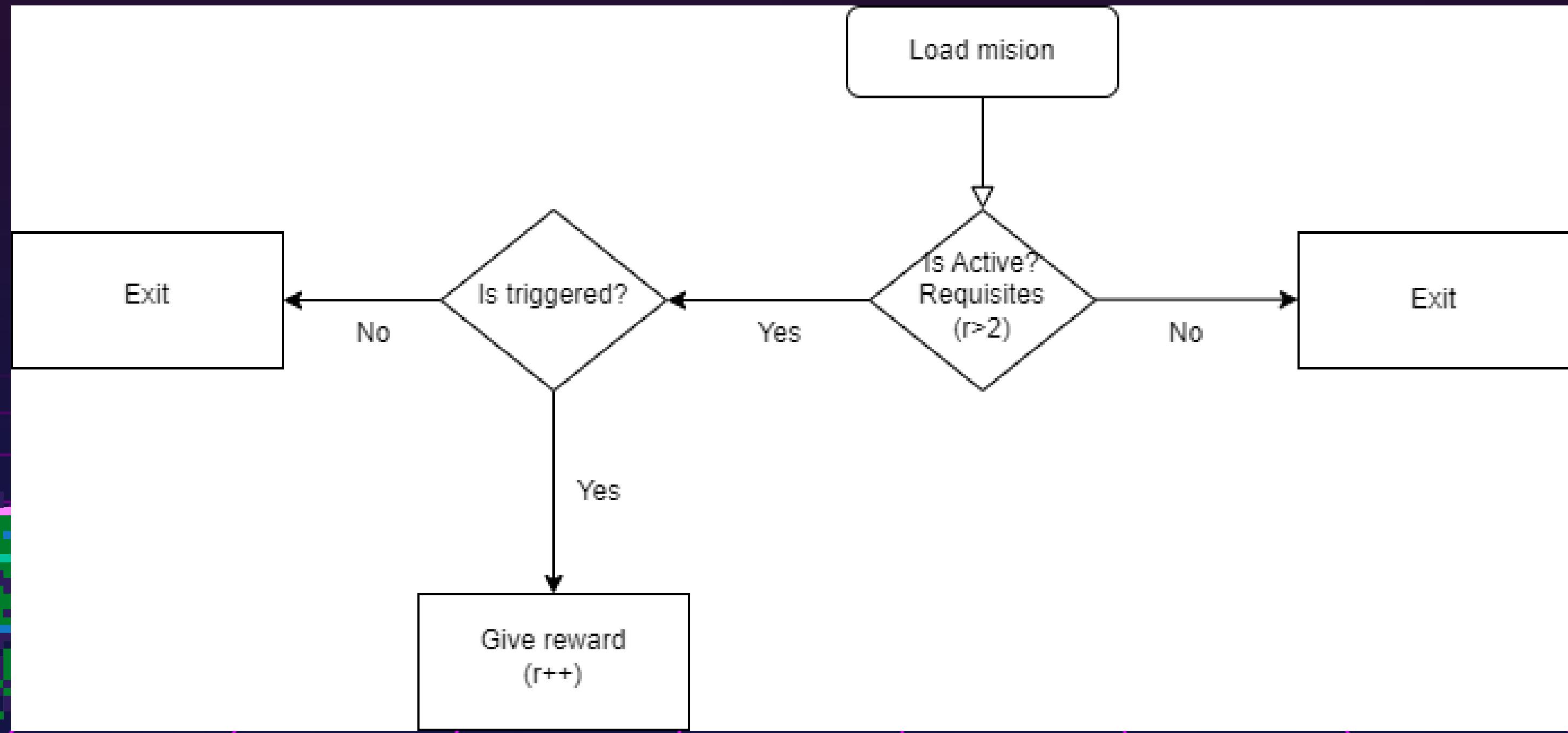
STATE OF THE ART



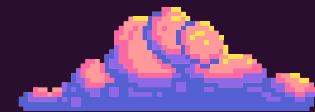
EXAMPLE



TOOO



EXIT



TOOO

```
<quest
  id="1"
  title="Tutorial Mission"
  type="1"
  trigger="1"
  description="Collect 3 coins, 5 emeralds and 1 diamond"
  reward="1"
  requisites="0">
</quest>
```

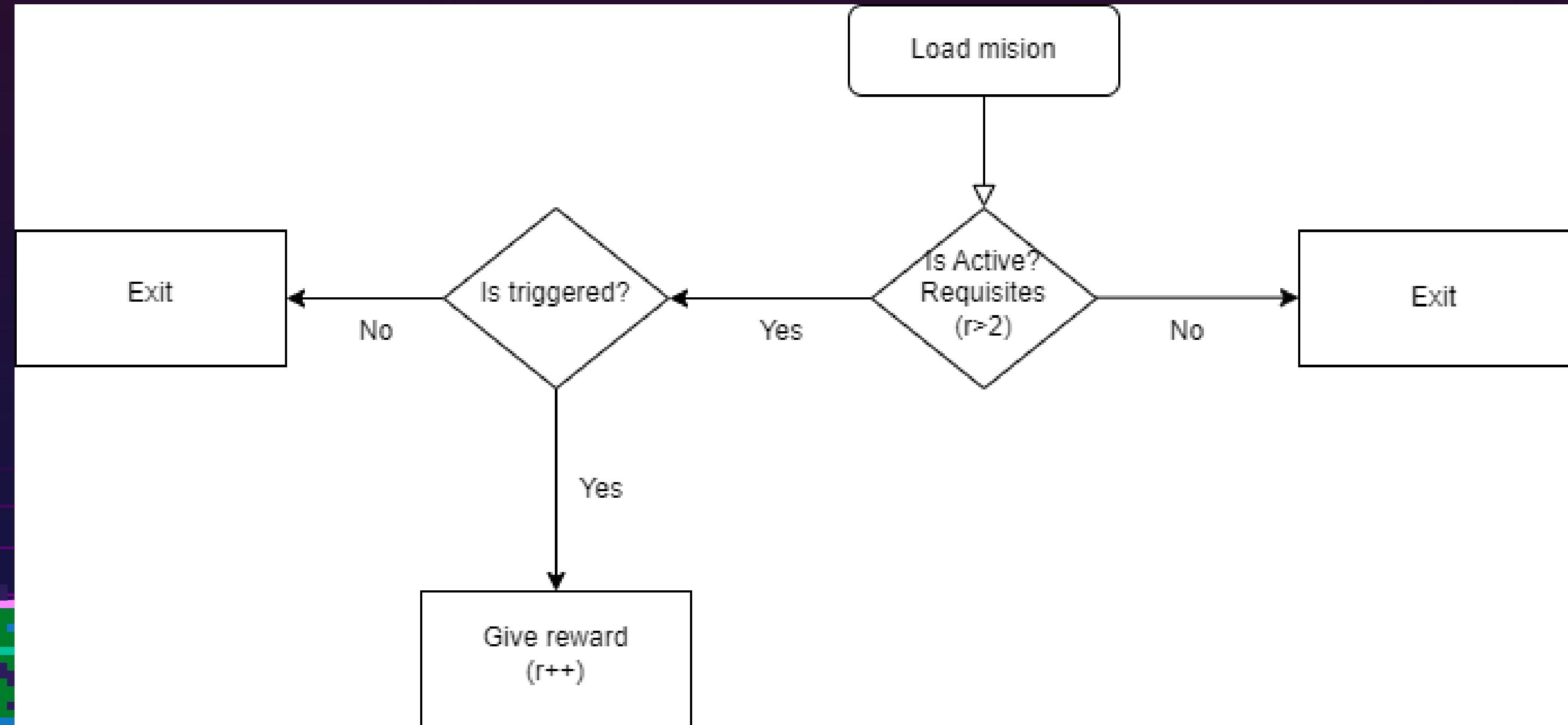
```
if (first_mision == true && second_mision == true && third_mision == true && r > -1)
{
    (*it)->completed = true;
    r=1;
    ResetTriggers();
    app->quest_manager->finished_quests.push_back((*it));
    app->quest_manager->active_quests.erase(it);
}
break;
```

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CREATE A DIALOGUE QUEST

EXIT



EXIT

TOOO 1 - AOO XML QUEST

```
<quest  
id="1"  
title="Tutorial Mission"  
type="1"  
trigger="1"  
description="Collect 3 coins, 5 emeralds and 1 diamond"  
reward="1"  
requisites="0">  
</quest>
```

EXIT

TODO 2 - CREATE THE TRIGGER VARIABLE

```
//Triggers
int trigger_1 = 0;
int trigger_2 = 0;
int trigger_3 = 0;

//Missions completed
bool first_mision = false;
bool second_mision = false;
bool third_mision = false;
```

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TODO 3 - ADD THE QUEST TO CHECKEVENT()

```
void Scene::CheckEvent()
{
    //Check the variables
    if (trigger_1 == 3)
    {
        first_mision = true;
    }

    if (trigger_2 == 5)
    {
        second_mision = true;
    }

    if (trigger_3 == 1)
    {
        third_mision = true;
    }
}

for (std::list<Quest*>::iterator it = app->quest_manager->active_quests.begin(); it != app->quest_manager->active_quests.end(); it++)
{
    int quest_id = (*it)->id;

    switch (quest_id)
    {
    case 1:
        if (first_mision == true && second_mision == true && third_mision == true && r >= 0)
        {
            (*it)->completed = true;
            r=1;
            LOG("R: %d", r);
            //Reset variables
            this->trigger_1 = 0;
            this->trigger_2 = 0;
            this->trigger_3 = 0;
            first_mision = false;
            second_mision = false;
            third_mision = false;
            //-----
            app->quest_manager->finished_quests.push_back((*it));
            app->quest_manager->active_quests.erase(it);
        }
        break;
    }
}
```

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EXTRA - CREATE UI



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CONCLUSION

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THANK FOR
YOUR
ATTENTION

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