



L P Q - B l o g

Learn something...

# 客户端程序员视角下的任务系统







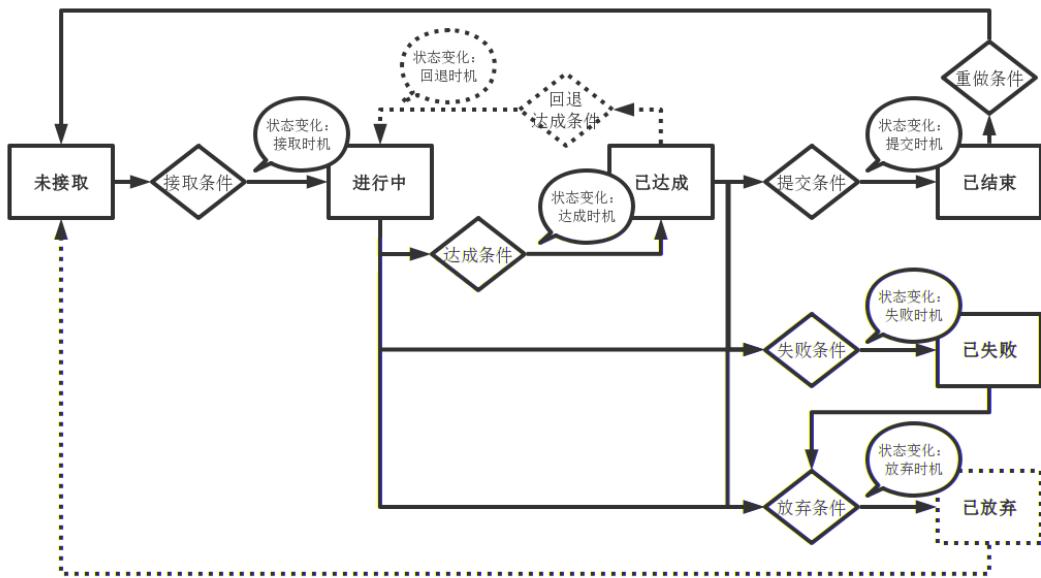
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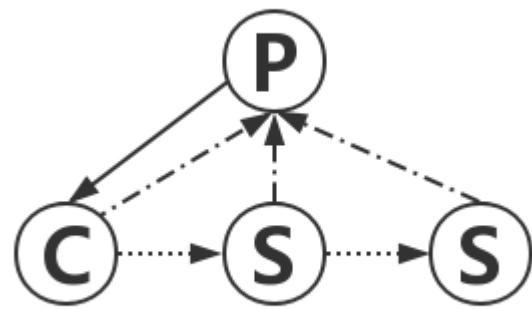
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```

class Condition{
    virtual bool Match(param);
};

class AND : public Condition{
    virtual bool Match(param){
        return left.Match(param) && right.Match(param);
    }
};

class LevelCondition : public Condition{};
class AreaCondition : public Condition{};

Condition condition = new AND(new LevelCondition(), new AreaCondition());

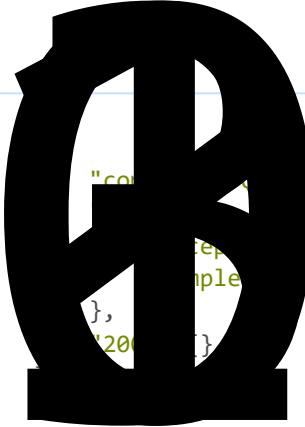
if(condition.Match(param)){
    //do somethings
} else{
    //do otherthings
}

```

((Host.Level > 10) and (Map.InArea(map=11, index=7)) or  
 Bag.Exist(id=1010101, count=5)

[{type:0,  
 param\_1:5, param\_2:1010101}, {type:1, param\_1:10}], {type:2, param\_1:11,  
 param\_2:7}]

{logic\_type:true, target:  
 [{type:0,...},...]}

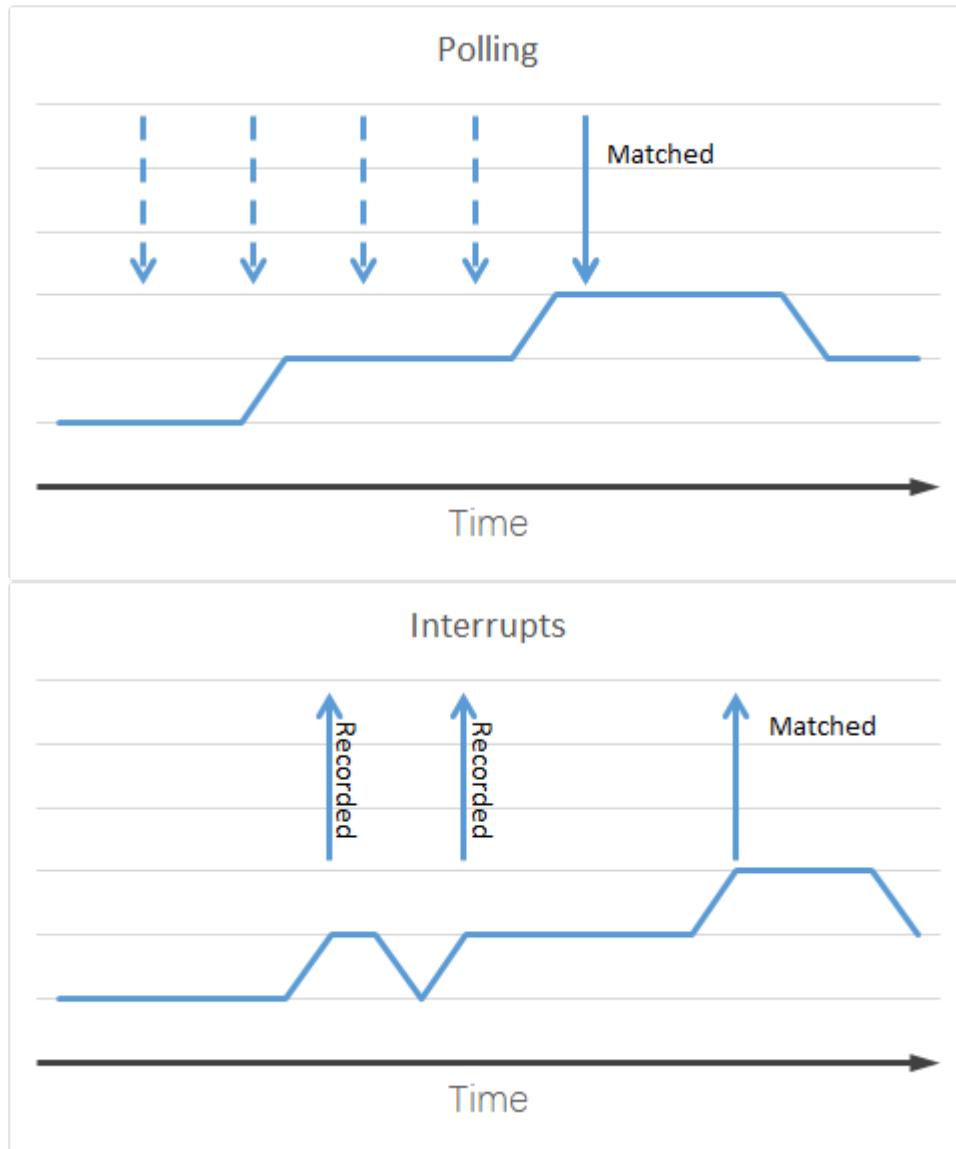


```
"comment": "Condition Data",
  "step": "Condition": "(010001 and 010002) or 010003",
  "example": "Condition": "xxxxxx",
},
{
  "comment": "Condition Data",
  "010001": {"type": 1, "param_1": 10},
  "010002": {"type": 2, "param_1": 11, "param_2": 7},
  "010003": {"type": 0, "param_1": 5, "param_2": 1010101}
```

{}



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```
{  
    "id":2001,  
    "Tag":["Secondary", "Story", "Visable", "Night"],  
    "comment":"",  
}, {  
    "id":2002,  
    "Tag":["Trophy", "Stage1"],  
    "comment":"1",  
}
```

```

"id" = 2001,
"commit_npc":10000,
"commit_info": {"pos": "x,y,z", "map_id": 11},
"commit_comment": "balabala",
"complete_condition": [
    {
        "target_comment": "balabala",
        "target_param_xxx": 1,
        "target_info": {"pos": "x,y,z",
                       "map_id": 11,
                       "radius": 2,
                       "npc_ids": [10001, 10002]}
    },
    {
        "target_comment": "balabala",
        "target_param_xxx": 2,
        "target_info": {"pos": "x,y,z",
                       "map_id": 11,
                       "radius": 3,
                       "npc_ids": [10003]}
    }
]

```

```

"id": 2001,
"comment": "balabala",
"map_id": 11,
"pos": "x,y,z",
"npc_ids": [10001],

```

```

:"     <[item=7000].name>:<[completed?<[count]>/<[target_param_1]>:(      )]>" 
:"           :3/10"      "       :(      )"

```

condition=010001, completed, param\_xxx

count\_player\_quest\_commit(2001,2002,...)

任务的追踪进度显示包装			
当前任务系统中的显示包装			优点
单独任务	进行中	<p>标题</p> <p>达成条件中的一个条件进度</p> <p>达成条件中的一个条件进度</p> <p>达成条件中的一个条件进度</p> <p>一段说明</p>	<p>配置直观</p> <p>初始阶段时实现简单</p>
	待提交	<p>标题</p> <p>提交条件进度, 找到NPC</p> <p>一段说明</p>	<p>不同状态表达不同</p> <p>同一表数据繁杂</p>
任务树	进行中	<p>标题</p> <p>子任务的进度</p> <p>子任务的进度</p> <p>子任务的进度</p> <p>一段说明</p>	<p>灵活可动态增减显示</p> <p>容易把多个任务包装成一个连续任务的多</p> <p>在逻辑层面表达规则简单</p> <p>将单一逻辑组合成复杂表现</p>
	待提交	<p>标题</p> <p>子任务的进度</p> <p>一段说明</p>	



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