



LPQ-Blog  
Learn something...

# 客户端程序员视角下的任务系统





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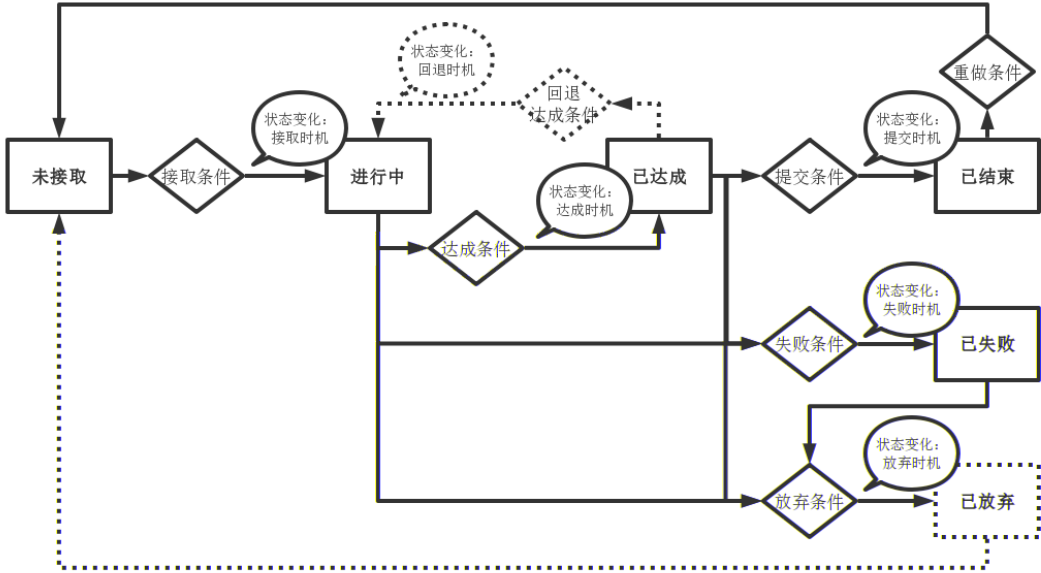
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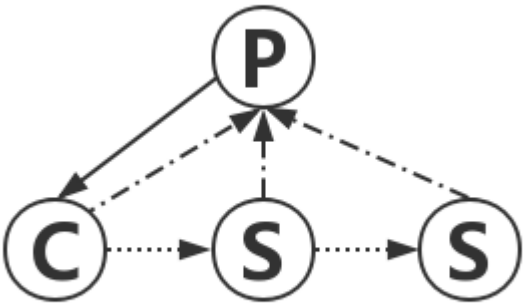
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```

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}

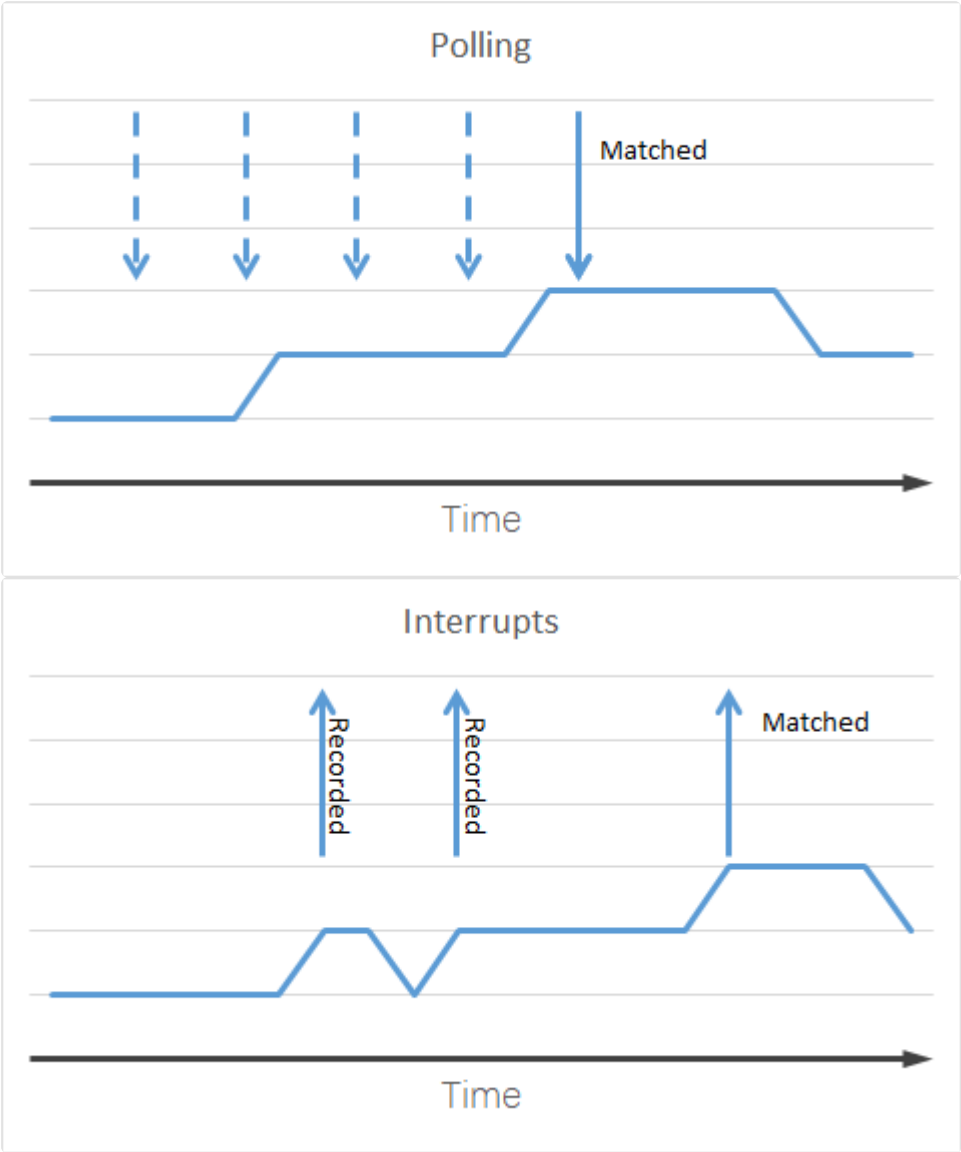
{logic\_type:true, target:  
[{type:0,...},...]}





```
"comment": "Condition Data",
"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":""
}
```

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```

"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	缺点
单独任务	进行中	<div>标题</div> <div>达成条件中的一个条件进度</div> <div>达成条件中的一个条件进度</div> <div>达成条件中的一个条件进度</div> <div>一段说明</div>	配置直观 初始阶段时实现简单	规则多 灵活性差 不同状态表达不同 同一表数据繁杂
	待提交	<div>标题</div> <div>提交条件进度，找到NPC</div> <div>一段说明</div>		
任务树	进行中	<div>标题</div> <div>子任务的进度</div> <div>子任务的进度</div> <div>子任务的进度</div> <div>一段说明</div>	灵活可动态增减显示 容易把多个任务包装成一个连续任务的多 在逻辑层面表达规则简单 将单一逻辑组合成复杂表现	设计难度大 跨表数据多
	待提交	<div>标题</div> <div>子任务的进度，找到NPC</div> <div>一段说明</div>		



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