Guidelines: This is Vince’s high level view of the game for Quests. Please feel free to add to and modify as this is a collaborated effort.

Falldale EE

Quests

1. Save the town of a Goblin Attack
   1. 5 Goblins are attacking the town
      1. Goblins are coded to go after “town objects” such as barrels. When the player enters within range, the Goblins change their targets from “town objects” to the player.
      2. This quest is more for the player to become familiar with the game and controls
      3. Town houses are locked to prevent player and Goblins from entering
      4. Once Goblins are slained, Quest 1 is over and the town returns to normal
2. Clear the trade path in the woods of Goblins and Orcs attacking caravans
   1. Goblins are targeting trade carts going through the woods
      1. Code Goblins to remain around camp fires until player enters within range
      2. Orcs will be within their huts and come out when the player enters a camp
3. Go after the Orc King
   1. Orc King is located past the woods and in the swamp.
   2. The Orc King is well protected with Orcs and Goblins making defenses along the way
4. The Graveyard is at unrest
   1. The player comes back to town to discover the graveyard is at unrest. Goblins and Skeletons are being risen from their graves.
   2. The player discovers there is a Necromancer raising the dead and must defeat this boss.
5. Falldale has been threatened by a Sorcerer
   1. Falldale is now being scouted out by a Sorcerer. The player is asked by the town folk to take care of this threat.
   2. The Sorcerer is away in her tower. The player will have to fight enemies along the way inside the tower, and also solve puzzles to unlock doors.