《미들웨어》퀘스트시스템

버전：2.6

# 시스템묘사

퀘스트시스템은 메인퀘스트, 、지선퀘스트, 、일일퀘스트등을 포함한다.；유저들이 빠르게 게임에 빠져들수있도록 이끌어준다.，게임내용을 파악하고 경험치를얻는 방법을 이해하는길；

# 시스템설계

퀘스트시스템의 조작플로우：수행가능한퀘스트획득，퀘스트수락，퀘스트완성，보상획득；네임스페이스ZyGames.Framework.Game.Task아래TaskService클래스는 관련조작을 제공한다. 구현할때 PyScript/Lib 디렉토리에 Task.py 파일에 구현해야함；

Get메서드：퀘스트획득

Accept메서드：퀘스트수락；

Delivery메서드：퀘스트완성후 완료；

ReceivePrize메서드：보상획득；

# 사용실예

1. Task퀘스트클래스（Python스크립트）

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| import clr,t sys  clr.AddReference('ZyGames.Framework')  clr.AddReference('ZyGames.Framework.Common')  clr.AddReference('ZyGames.Framework.Plugin')  clr.AddReference('ZyGames.Framework.Game')  from ZyGames.Framework.Common import \*  from ZyGames.Framework.Plugin.PythonScript import \*  from ZyGames.Framework.Game.Runtime import \*  from ZyGames.Framework.Game.Task import \*  from ZyGames.Framework.Game.Cache import \*  def get(userId , currTaskId):  """"获取所有的任务"""  userTaskInfo = GameDataCacheSet[UserTask]().FindKey(str(userId))  usertaskList = []  if not userTaskInfo:  return usertaskList  usertaskList = \_getUserTaskList(userId,userTaskInfo)  list = \_getNextTask(currTaskId,userTaskInfo.currTaskStatus)  for taskitem in list:  userTask = \_getUserTask(userId , taskitem.TaskID , userTaskInfo)  if (not userTask) and \_hasAllow(userId, taskitem, userTaskInfo):  gameTask = \_createUserTask(userId , taskitem)  acceptTask(userId,taskitem.TaskID)  for taskBody in usertaskList:  taskInfo = \_getTaskConfig(userId , taskBody.TaskID)  if not taskInfo:  continue  if (taskBody.Status == TaskStatus.NoTake and \_checkUserLv(taskInfo)):  taskBody.Status = TaskStatus.AllowTake  if (taskBody.Status == TaskStatus.Taked and \_hasCompleted(taskBody, taskInfo)):  taskBody.Status = TaskStatus.Completed  return usertaskList  def acceptTask(userId , taskId):  """"接受任务""""  taskConfig = TaskConfigBll().Get(taskId)  if not taskConfig:  return False  userTaskInfo = GameDataCacheSet[UserTask]().FindKey(str(userId))  taskItem = userTaskInfo.TaskList.Find(lambda t:t.TaskID == taskId)  if not taskItem or taskItem.Status != TaskStatus.AllowTake:  return False  if taskConfig.TaskType == MathUtils.ToInt(TaskType.Master):  userTaskInfo.currTaskId = taskId  userTaskInfo.currTaskStatus = MathUtils.ToInt(TaskStatus.Taked)  if taskConfig.TaskType == int(TaskType.Daily):  taskItem.TaskQuality = 1  taskItem.Status = TaskStatus.Taked  return True  def deliveryTask(userId,taskId):  """交付任务"""  userTaskInfo = GameDataCacheSet[UserTask]().FindKey(str(userId))  taskItem = userTaskInfo.TaskList.Find(lambda m: m.TaskID == taskId)  if not taskItem:  return False  taskItem.Status = TaskStatus.Close  taskItem.CompleteNum += 1  taskConfig = \_getTaskConfig(userId , taskId)  if taskConfig and taskConfig.TaskType == int(TaskType.Master):  userTaskInfo.currTaskStatus = int(TaskStatus.NoTake)  return True  def receivePrize(userId , taskId):  """领取奖励"""  taskConfig = TaskConfigBll().Get(taskId)  if not taskConfig:  return False  contextuser = GameUserBll(userId).GetData(userId)  if not contextuser:  return False  #这里处理奖励  return True |

1. 취득퀘스트（Python 스크립트）

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| import clr  import sys  from action import \*  clr.AddReference('ZyGames.Framework')  clr.AddReference('ZyGames.Framework.Common')  clr.AddReference('ZyGames.Framework.Plugin')  clr.AddReference('ZyGames.Framework.Game')  from ZyGames.Framework.Game.Task import \*  def takeAction(urlParam,parent):  actionResult = ActionResult()  taskService = TaskService[TaskItem,TaskInfo](urlParam.Uid)  actionResult.List = taskService.Get(userTask.currTaskId)  return actionResult |

1. 퀘스트수락

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| def takeAction(urlParam,parent):  actionResult = ActionResult()  taskService = TaskService[TaskItem,TaskInfo](parent.Current.UserId)  actionResult.Result= taskService.Accept(urlParam.TaskId)  return actionResult |

1. 퀘스트완성

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| def takeAction(urlParam,parent):  actionResult = ActionResult()  taskService = TaskService[TaskItem,TaskInfo](parent.Current.UserId)  actionResult.Result= taskService.Delivery(urlParam.TaskId)  return actionResult |

1. 보상획득

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| def takeAction(urlParam,parent):  actionResult = ActionResult()  taskService = TaskService[TaskItem,TaskInfo](parent.Current.UserId)  actionResult.Result= taskService. ReceivePrize (urlParam.TaskId)  return actionResult |