



Love/Hate Support

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Chapter 1: Enabling Love/Hate Support

To enable Love/Hate support for Quest Machine, import this package:

- Plugins ► Pixel Crushers ► Quest Machine ► Third Party Support ► LoveHate Support

Chapter 2: Quest Machine Love/Hate Demo Scene



The Love/Hate support package's demo scene contains these quests:

- **Princess Quest:** The offer condition is that Horn Girl (the bandit leader) has -10 or lower affinity to the player. When this condition is true, the Princess will ask the player to deliver a threat to Horn Girl. Upon delivery, Horn Girl treats this as an Insult deed.
- **Horn Girl Quest:** The offer condition is that Horn Girl knows the player has insulted the Princess. When this condition is true, Horn Girl will ask the player to step up his game by stealing from the Princess.

Chapter 3: Quest Actions

The Love/Hate support package adds these quest actions:

Action	Description
LoveHate Report Deed	Reports a deed to Love/Hate.
LoveHate Change Relationship	Sets or increments a Love/Hate relationship value.
LoveHate Change PAD	Sets or increments a faction member's PAD values.

Chapter 4: Quest Conditions

The Love/Hate support package adds these quest conditions:

Action	Description
LoveHate Knows Deed	True when a faction member knows that a deed has occurred.
LoveHate Relationship	True when a relationship meets a specified threshold.

Chapter 5: Quest Generation

Drive Values

If you want Love/Hate to automatically set entity types' drive values to their Love/Hate factions' corresponding personality traits, add a Love Hate Traits To Drives component to the Quest Machine or Faction Manager GameObject. Then assign the affected entity types to it. Any Quest Machine drives that share the same name as a Love/Hate personality trait will get their values from Love/Hate.

Urgency Functions

Urgency functions are assets used by the procedural quest generator to specify how urgent it is for a generator to generate a quest about a known entity. The Love/Hate support package adds the urgency function assets described below..

Important: These urgency functions check Love/Hate factions. To use them, the entity type's asset name must match a Love/Hate faction name.

LoveHate Affinity Threat Urgency Function

Returns an urgency value based on how much the observer dislikes the observed entity (i.e., perceives it as a threat). For example, in the demo scene if the Princess strongly dislikes her nemesis, Horn Girl, then the Princess's urgency function value for Horn Girl will be high.

LoveHate Affinity Urgency Function

This is the opposite of the urgency function above. It returns an urgency value based on how much the observer likes the observed entity.

LoveHate Pad Urgency Function

Returns an urgency value based solely on the observer's arousal and lack of pleasure. Mathematically:
 $PAD.arousal + \text{Max}(0, -PAD.pleasure)$

The observer entity's name or display name must match the name of a GameObject with a FactionMember component or the Quest Machine ID of an entity in the scene.

Reward Systems

Quest generators use reward systems to add rewards to quests. The Love/Hate support package adds the reward system below:

LoveHate Relationship Reward System

Modifies a Love/Hate relationship value based on the point value of the quest and the number of entities.