**Trust Quest**

* **Objective**: Test the player's understanding of loyalty and trust within the gang.
* **Mechanics**: Through dialogue, players decide how to demonstrate their trustworthiness or caution in gang interactions.
* **Outcome**: Increases GangStat for choosing loyalty or cautious moves; rewards caution or bold loyalty.

**2. Influence Quest**

* **Objective**: Reflect the impact of the gang’s influence on the player's decisions.
* **Mechanics**: Players navigate the pressure of gang values, balancing it against personal principles.
* **Outcome**: GangStat increase when aligning with gang influence, with dialogue options encouraging players to either submit to or resist peer influence.

**3. Respect Quest**

* **Objective**: Show the player’s desire to earn respect on the streets.
* **Mechanics**: Choices challenge the player to either earn respect gradually or seize it forcefully.
* **Outcome**: GangStat increase for taking assertive actions that align with gang ideals.

**4. Hustle Quest**

* **Objective**: Emphasize the player’s drive and resilience in the hustle for survival.
* **Mechanics**: Players choose between patient work and aggressive tactics to navigate street challenges.
* **Outcome**: GangStat boost when displaying persistence or aggressiveness, rewarding adaptability.

**5. Choices Quest**

* **Objective**: Emphasize the consequences of each decision within gang life.
* **Mechanics**: Dialogue choices prompt players to weigh the risk and long-term impact of their actions.
* **Outcome**: Increases GangStat when players accept or disregard the consequences, reflecting gang pragmatism.

**6. Survival Quest**

* **Objective**: Show the player’s focus on survival and strategic thinking.
* **Mechanics**: Players make choices reflecting their dedication to either survive cautiously or thrive despite risks.
* **Outcome**: GangStat or EduStat increase based on risk tolerance or strategic thinking.

**7. Power Quest**

* **Objective**: Test the player’s ambition and their understanding of power’s cost.
* **Mechanics**: Choices lead players to decide between measured control and relentless pursuit of power.
* **Outcome**: GangStat increase for ambitious choices that align with gang ideals of dominance.

**8. Regret Quest**

* **Objective**: Explore the player's response to regret and past choices.
* **Mechanics**: Through dialogue, players decide whether to let go of or hold onto regret as a reminder.
* **Outcome**: GangStat increase for holding onto regret as a lesson; EduStat increase for letting it go, symbolizing personal growth.