**UC 12 – Take Quest**

Indicated key to talk to NPC pops up (“E”)

• Unity checks trigger location and provides onscreen notification to the user.

Player presses “E” key.

• GameController class update checks for key pressed and then requests GiveQuest class using the PlayerManager class property to check for a player quest.

• GiveQuest class returns to GameController class indicating that it has successfully either found a quest or not.

• GameController class requests GiveQuest class to output a quest.

• GiveQuest class attempts to output the quest information provided by the Quest Class and the reward information provided by the UIItemInfo.

• GiveQuest class populates the dialog information.

• GiveQuest class returns to GameController class.

Quest dialog pops up.

• GameController class uses UIWindow properties to display the quest dialog window.

• GameController class proceeds with update.

Player clicks accept button at the bottom of the dialog.

• Unity requests GiveQuest class to accept the current quest.

• GiveQuest class returns to Unity