**UC 18 – Give Quest**

Quest dialog is filled by NPC.

• The GameController class requests GiveQuest class to populate the quest dialog window with the current quest information.

NPC displays dialog.

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

• GameController class proceeds with update.

Player accepts quest.

• Unity requests GiveQuest class to accept the current quest.

NPC checks if quest is completed.

• GiveQuest class checks if the quest if completed already when accepting.

NPC increments to next quest if completed.

• GiveQuest class accept quest procedures increments to the next quest.

• GiveQuest class returns to Unity