

TINQM - There Is No Quest Model

Quest

A **quest** is a challenging, fulfillable task for one or more players. The task can entirely or partially lie in the fulfillment of subtasks (**subquests**). When **subquests** follow one another they form a so called **trail**. Depending on the layout and complexity of the tasks, the trail may fork in one place and rejoin in another. Any imaginable **quest** structure can be described as such a **trail**.

Objective

The **objective** is the defined goal, upon which the task counts as fulfilled. The **objective** should be communicated as clearly and unambiguously as possible to the players. Every quest needs to have an evident, attainable objective. The first **objective** can, however, be to find out what the "real" objective actually is.

In case a **quest's** goal lies solely in the fulfillment of its **subquests**, then doing that is the **objective**: Fulfill all subquests. Or, more suitably phrased for players, it might be: "Find and solve all puzzles in this room."

Entry Point

A **quest's entry point** is the point upon which the players are tasked with the **quest**. This can happen explicitly, e.g. by prompting or guiding into the quest at hand, or implicitly, like through the hand-over or appearing of a strange, remarkable item. Each quest needs to have at least one **entry point**

The **entry point** must be findable and accessible by eligible players. Within a **trail**, for example, one fulfilled **subquest** leads to the **entry point** of the next. "Jumping in" at a point that is not the designated beginning can be possible, but should be prevented if it would lead the player into a dead end, due to missing items or a lack of prior knowledge.

Reward

The **reward** is the concrete or informational "prize" for a fulfilled **quest**. Within a **trail** this is usually a hint or an item that leads to the next **subquest** or enables access to it. Small "gimmicks" or completely useless items (red herrings) are possible as well. What's important is that not all branches of a **trail** can lead into dead ends.

Owner

The **owner** of a **quest** is the person or group who supplies the **quest**, provides logistics and supervises it and ensures that it can be fulfilled. The **owner** must be adressable by the game team. Especially the **entry point** and the **reward** of a supplied **quest** must be coordinated between the **owner** and the **game team**, so the **quest** can be properly integrated into the game.

Story

Stories are the main **trails** of the game that are organized immediately by the game team. It's upon the game team and the **owners** to properly connect and integrate supplied **quests** into the **stories**.

Availability

In general, each quest should be open to all players. There can, however, be technical or logistical reasons limiting the actual **availability**.

- **quests** within a **trail** can't usually be skipped. Jumping in at later points throughout the **trail** is often not possible, as required knowledge or items would be missing then. In such cases, access to the **quest** should be prevented unless the player has fulfilled the prior **quest**.
- the **availability** of **quests** can be limited to certain time frames, like when the **quest** has to be overseen personally by someone. It's important in such cases that the time frames are discussed between **owner** and game team, so that no dead ends will occur in the **story**.
- the number of concurrent players of a **quest** can be limited due to resource or material limitations. Such limitations should be discussed between the **owner** and the game team. Also, if during the actual game players are being delayed or refused due to capacity issues, the game team should be notified so alternative quests can be provided.
- other limitations can be intentionally introduced as part of the mechanics of a specific **quest**. For example, a certain quest might only be available to groups of at least three people.

Examples for supplied quests

1

Quest: Draw a Horse

Owner: The Horse Whisperer

Objective: Draw a horse, which the image recognition algorithm will recognize as such.

Reward: Upon positive recognition, the image recognition machine will reveal a blueprint with a red X. At that point is the **entry point** to the next quest.

Availability: A maximum of 5 people fit into the room with the image recognition machine. **Quest** has to be followup to "find pen and paper" in the **trail**. Horse whisperer can oversee this quest on two days from 12:00 to 22:00.



2

Quest: Crossword Puzzle

Owner: My Granny

Objective: Solve the crossword puzzle in the current TV guide issue.

Reward: The answer is the password to a wifi network called "Crossword". That network is the entry point to the next quest.

Availability: We only have 20 copies of the TV guide, afterwards we have to close this **quest**. And my granny wants to go to bed early so the quest will only be available before 18:00 each day.