Rough implementation guide

Quests:

Kill (x amount of) monster:

Every time you kill a monster, increase a **monster specific counter** by one.

Upon receiving the quest,reset the counter to 0 but save it so that we can use it as a total monster kills counter. This would be implemented by:

savemonstercounter = monstercounter;

monstercounter = 0;

This would now allow the game to correctly track not only the number of monster kills the player has had since receiving the quest, as well as in total. The total kills would be tracked by:

Totalmonsterkills = savemonstercounter + monstercounter;

**However** you must ensure to set the savemonstercounter to 0 upon startup of the game, as there will be an error if the player tries to view the total amount of kills if they have not yet started the quest.

Bring back (x) item:

You **must** declare the item required to complete the quest, using the code:

clearQuestName.QuestCompletionItems.Add(new QuestCompletionItem(ItemByID(ITEM\_ID\_QUEST\_ITEM), x));

This is placed below where you create the quest (check class guides for the quest class)

1. The player is given the quest.
2. Player must find item, from looting/ killing monsters. (Could allow quest chaining, for example, item can only be found as a quest reward)
3. Use a loop upon talking to the quest giver, which will compare the ID of each item in the player’s inventory to the ID of the item required to complete the quest.
4. Remove the item from the players inventory
5. Complete the quest.

Hit level (x):

Fairly straightforward, just use a simple **if statement** which checks if the player’s level is greater than/ equal to the required level. Use an **int** to declare the required level. Can be used to chain quests.

Go to (x) location:

Every time the players enters a location for the first time, change a location-specific Boolean to true. Use an **if statement** to check if the Boolean for the required location is true. That’s all that needs done, unless it’s a required journey – for example, the player has already visited (x) but in order to trigger an event the player must travel to (x) again. Simply reset the Boolean to false when the player receives the quest.

Talk to (x) character:

Use **two** Booleans.

Upon receiving the quest, change the Boolean GotQuest to true.

When talking to the NPC, use an **if statement** to check if the GotQuest Boolean is true. If it is, change the dialogue to quest-specific. Change the CompletedTask Boolean to true.

When talking to the quest giver, use an **if statement** to check if the CompletedTask Boolean is true. If it is, change the GotQuest Boolean to false. Give the rewards to the player. The quest is now complete.

Locations

Item (x) required to enter:

Similar to the bring back (x) item guide in the quest section.

1. Player must find item, from looting/ killing monsters. (Could allow quest chaining, for example, item can only be found as a quest reward)
2. Use a loop upon trying to enter the location, which will compare the ID of each item in the player’s inventory to the ID of the item required to enter the location.

Allow the player to enter the location if they have the item, otherwise, display a message saying why they cannot enter.

Level (x) required to enter:

Use an **if statement** to check if the player’s level is greater than/ equal to the required level. If it is, allow entry. If not, display a message saying why they cannot enter.