**Misc Note:**

Why Prolog…..

- Mainly => no eclipse plugin for any other logic languages that seem to fit better to my work than prolog.

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Relationship

-Not written at 1st cause there’s no [Component] that require ‘relationship’ to be achieved in GoalState to advance quest forward

Exchange

-Wasn’t really written as true ‘exchange’ in GoalState because too complex.

-Thus written as current for ‘simplify’

// Each object (character, item, etc.) should have levelQuest to determine what is 'acceptable' as quest

// objective depended on quest giver (farmer shouldn't give quest to kill dragon)

int levelQuest;

IN GAMESTATE & GAMEWORLD

//COMMENT 6-12-2018 This is comment out since All Item are now in either Character or in Location

/\*

public ArrayList<GameCondition> getListGameConditionItem(){

return listDesireItem;

}

\*/

**BIG DIVERGE FROM SOURCE PAPER**

- Let select a thing 1st as quest giver, then select token as normal, however token can’t have higher levelQuest than the quest giver

Quest giver always has ‘report’ at the end of quest?

PROBLEM: quest giver may not interact well with token system >>

- (quest giver may be killed mid quest) >> **solve by just ignoring this, quest starter doesn’t necessary have to be alive when quest end, some story quest may start with king, then MC uncover his wrong doing and kill the king, then report quest to someone else.**

- (quest giver may not exist in quest at all; as in quest don’t interact with quest giver such as getting berry to NPC\_A, NPC\_A has high chance to not be quest giver)