EasyQuest Manual

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**About EasyQuest**

EasyQuest was developed in 2019 as a response to the lack of Questing systems that are easy to implement within other people role playing games that are in development. EasyQuest allows developers the ability to easily implement a quest system that is not difficult to set up and use of their own personal project. It features the use of 4 different object types and a quest log component that is directly attached to the player to hold the quests the player is currently using. It also features quest markers for developers to allow players to track where a quest can be picked up or completed.

**DISCLAIMER**

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**Core Components**

There are 6 core components to EasyQuest. These components in its entirety allow for EasyQuest to function. As without these components, everything is unlinked and EasyQuest will not function correctly.

**Player**

The player is the player character within the game and will be what the player of your game is controlling. They will be responsible for holding the quest log component, as well as the leveling system.

**NPC**

These are Non-Player Controlled characters that are present within your game world. They will be responsible for holding one quest that the player can complete.

**Quest**

These are an individual set of tasks that the player will be set to complete. Each quest that is created will be derived from the “Quest” parent blueprint class that is within “QuestSystem/Quests”. Any changes that are made to the parent class **WILL** affect every other quest.

**Quest Log**

This component will be attached to the player character and will be used to keep track of the quests that the player is currently undertaken. Ensure that a QuestLog component is attached to your player as per the example below.