# RPG starter kit – How to make quests

In this tutorial, I am going to show you how to make quests and how the whole thing works. I will explain it on a simple example.

When you want to create a quest, you need at least 3 elements: NPC (quest giver), quest and conversation. It is also possible to make special items and/or enemies for a quest. Our example number 1 is about Wise old man, who wants you to kill a terrific spider.

Let's start with creating NPC. It is done very easily in NPC editor. The most important is ID, which we will use later. Choose some name (description is not necessary) and save it.



Now get to 'quests'... There are two buttons: 'add reward' and 'add quest step'. First, let's add reward. There are many options (Warning: paragraph, linetext, enemy and npc are general options and can't be used in this case). Since it should be starting low level quest, I choose a few gold coins (gold is item ID 1 by default).

When you add quest step, new button and a box appear. Quest log note is what player has got written in his quest log about the quest.

Each quest step can have several tasks. Player must complete all quest step's tasks to get to next quest step, but tasks within one quest step can be completed at the same time (in parallel). This is really simple quest and because you need just to kill one spider to complete the quest, one quest step with one quest task is enough. Task type must be 'KillEnemy', of course. Next to it we define what enemy and how many of them are player asked to kill. Write down ID of your spider, amount is 1, because we want player to kill just one, of course. Fill all notes about quests and it's done. Quest is completed.

Now we're getting to last part; conversations. It is really important part. Quest would look really unnaturally without them and wouldn't even work. Go to 'conversation' and add new conversation part. It is useful to read 'Conversations' tutorial before doing this. Paragraph is line of text that NPC says. You can add event and conditions to it, but let's focus on 'Add line text'. You simply write answers that player can answer to NPC's paragraph. Also those lines can have events and conditions.

Let's show an example how this quest's conversation could look like...

**Conversation**

| | |
|---|---|
| Can end | ☑ |
| Return to first | ☐ |

************* ******************************************************
[ Add condition ]
************* ******************************************************
[ Add event ]
************* ******************************************************
************* ******************************************************

| Player text 3 | Are you looking for help? |
|---|---|

| Event type | QuestStart ▾ | QUEST ▾ | ID: | 6 | amount: | 0 |
|---|---|---|---|---|---|---|

[ Add event ]
************* ******************************************************

| Condition type | QuestNotStarted ▾ | item/quest: | 6 | amount: | 0 | [ Delete ] |
|---|---|---|---|---|---|---|

[ Add condition ]
************* ******************************************************

| Player text 3 | Don't worry. I will slay the terrific monster. |
|---|---|

[ Add event ]
************* ******************************************************

| Condition type | QuestInProgress ▾ | item/quest: | 6 | amount: | 0 | [ Delete ] |
|---|---|---|---|---|---|---|

[ Add condition ]
************* ******************************************************

| Player text 3 | The monster is dead! I saved your people! |
|---|---|

| Event type | QuestEnd ▾ | QUEST ▾ | ID: | 6 | amount: | 0 |
|---|---|---|---|---|---|---|

[ Add event ]
************* ******************************************************

| Condition type | QuestFinished ▾ | item/quest: | 6 | amount: | 0 | [ Delete ] |
|---|---|---|---|---|---|---|

[ Add condition ]
************* ******************************************************
[ Add line text ]
************* ******************************************************
[ Save converstaion part ]

You can see player will always have different text lines to answer according to quest's progress. That makes conversation more dynamic. Of course, you can/should add NPC's reactions to make it perfect. That's it. If you made quest, NPC, conversation and enemy, last problem is how to get it to game.

Create an object that will represent NPC. Attach script "NPC" to him. Script NPC is stored in "Scripts\RPG\Character". Set ID of created character to ID of NPC you made for this quest and paragraphs.

Create another object, do the same, only drag "**Enemy**" script instead of "NPC".
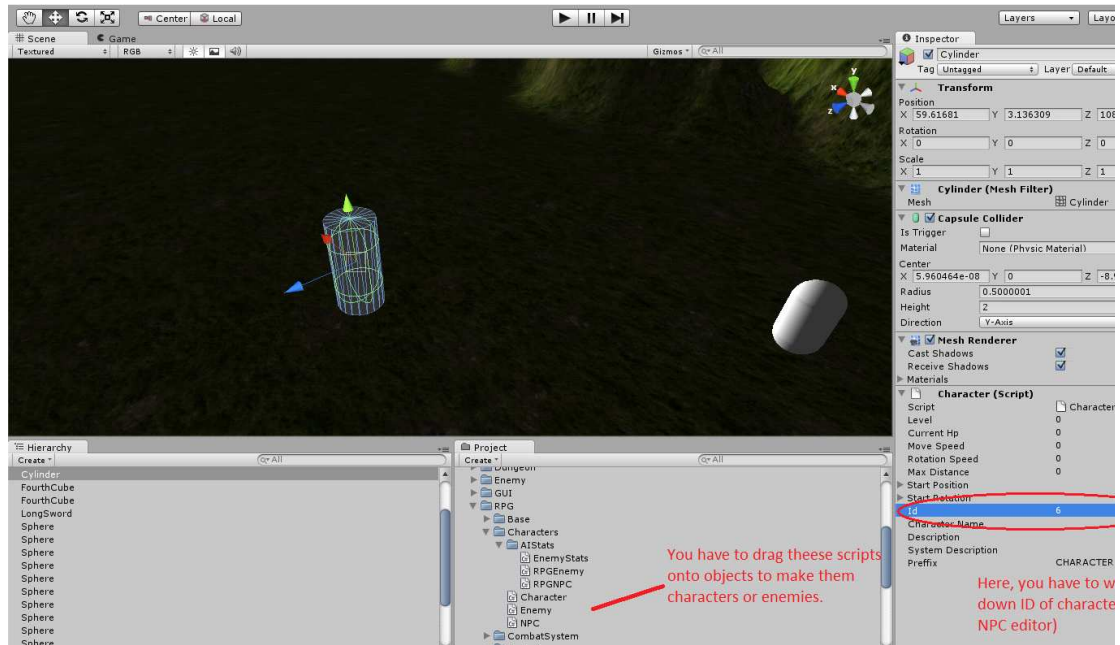


Now you have got quest giver (cylinder) and objective of the quest (terrific spider, capsule), so the quest is completed.