

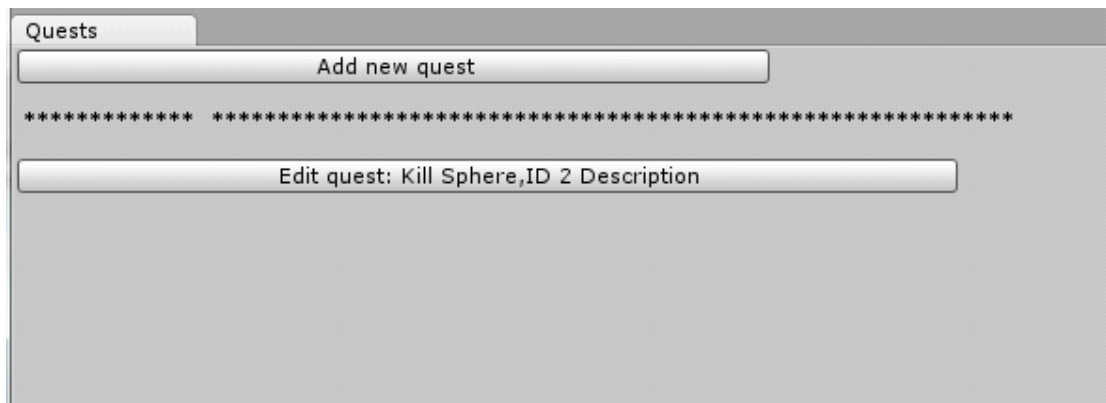
RPG starter kit - Quest

Quest (in menu "RPG / Quests") is group of tasks that can give player reward. Typical quest is, for example, killing enemy, bringing item and so on. With RPG starter kit you can create longer quests.

Every quest can have several quest steps and every quest step can have several tasks. You can do all tasks from current quest step at same point but you have to finish one quest step to start another.

1. Quest list

(List of quests)



Add new quest - displays form for creating new quest

"Edit quest.." - displays form for editing selected quest.

2. Creating new quest / editing quest

Creating and editing quests are using same form.

(Form for quest edit/create)

Back to list - cancels editing and display all quests

ID - automatic ID of quest (don't edit this)

Name - name of quest, displayed in quest log

Description - not used now

Add reward - adds reward for current quest

Reward

In first selector you will choose what type of reward you want.

In box next to it, you write **ID** of chosen reward. You don't need to fill it for XP, or XPPERCENT

Amount - amount of rewarded items

Add quest step - creates controls for new quest step

Quest log note - displays description in quest log

Add task - adds tasks for current quest step

Task type - you can select Kill enemy, Bring item, Reach part of conversation, Visit area (not implemented yet)