

LAURA WALSH - QUEST DESIGN SAMPLE

Overview, objectives, and asset lists for a quest chain (main quest + 4 subquests) in Starmourn, a science fiction MUD produced by Iron Realms Entertainment. Implementation involved creation and placement of assets, as well as utilizing a proprietary scripting language, a brief example of which is included here.

Quest overview: Several merchants in Biloxan (capital city of Krell, the Elgan peoples' homeworld) offer lucrative quests for trusted individuals. To be eligible for these quests the player needs to obtain a trading permit. This is done through four subquests in which the player performs tasks, learns about the various workings of the Elgan government, is guided to the major landmarks of the area, and meets the major NPCs.

Quest Name	The Biloxan Trader's Permit	Quest Giver	Erdit Zadiok
Description	You have decided to obtain your Trader's Permit on Biloxan and have been given your application data on a datacard. You will have to perform various tasks for the ministries of the Elgan Collective and the Trinity before your application may be considered for acceptance.		
Objectives	1.) Find the Elgan Collective Steward 2.) Complete a task for the aides to each of the four primary Ministries: Trade, Gambling, Culture and Internal Affairs. 3.) Return to the Steward with your completed application		
Cooldown	240	Min. Level	19
Rewards	1500 Covenant marks, 1500 xp, unlock quests/areas that require Trader's Permit		

Subquests: player can perform these in any order.

Quest Name	Trader's Permit: Ministry of Gambling	Quest Giver	Sinji Saybin
Description	Play Krellstones at Haxley's Casino to gather testing data for the Ministry of Gambling.		
Objectives	1.) Play ten games of Krellstones at Haxley's Casino. 2.) Return to the Ministry of Gambling and present your datacard to the aide.		
Cooldown	240	Min. Level	19
Rewards	200 Covenant marks, 1500 xp		

Quest Name	Trader's Permit: Ministry of Culture	Quest Giver	Elphinia Gawin
Description	Handle the logistics for upgrading documentation equipment for the VAL initiative.		
Objectives	1.) Pick up a photon scanner from the Ministry of Culture Annex on Market Rise. 2.) Withdraw a drone from the Ministry of Culture's account at the Ouros Warehousing facility. 3.) Deliver the items to the encampment in the Locorin Swamp.		
Cooldown	240	Min. Level	19
Rewards	200 Covenant marks, 1500 xp		

Quest Name	Trader's Permit: Internal Affairs	Quest Giver	Pava Bribis
Description	Head to Haxley's Casino and pose as a prospective customer, talking to the people there until you are able to identify the new Nick dealer.		
Objectives	1.) Talk to the patrons of Haxley's Casino and identify the new Nick dealer. 2.) Arrange a private meeting with the dealer. 3.) Meet the dealer in the alleyway outside the casino. 4.) Return to the ministry aide with an account of what happened.		
Cooldown	240	Min. Level	19
Rewards	150 Covenant marks, 6000 xp		

Quest Name	Trader's Permit: Ministry of Trade	Quest Giver	Fensis Bribis
Description	Investigate the details of a contract which is suspected of masking illegal Nabian trade.		
Objectives	1.) Head to the Pryfyx Armaments headquarters and gain access to the secretary's console. 2.) Search the secretary's console for information about the Selassian contract. 3.) Return to the ministry aide.		
Cooldown	240	Min. Level	19
Rewards	140 Covenant marks, 900 xp		

Assets:

NPCs

- Erdit Zadiok, Steward of the Elgan Collective
- Elphinia Gawin, Minister of Culture
- Pava Bribis, Minister of Internal Affairs
- Fensis Bribis, Minister of Trade
- Sinji Saybin, Minister of Gambling
- Crowd of nightclub patrons

Items

- Anonymous nictos pusher
- Datacard
- Photon scanner
- Drone
- Console
- Kiosk

Scripting example (for Elphinia, from whom player first acquires quest):

```
define QUEST biloxan_traderpermit
define OBJECTIVE ministry_tasks
define SUBQUEST biloxan_culture
```

```
event greeted
    memote emote turns with a serene smile
    msay to $who Welcome to the Ministry of Culture! How can I serve you today?
    gamecall new_dialog $who_num
    if $gamefunc("quest_objective_active", $who_num, "QUEST", "OBJECTIVE") and
$gamefunc("eligible_for_quest", $who_num, "SUBQUEST")
    gamecall dialog $who_num ma_quest Greetings! I am here to complete a task for the
trader's permit application.
    endif
    gamecall dialog $who_num ma_info What does the Ministry of Culture do?
    gamecall dialog $who_num ma_goodbye Nothing right now, thank you!
endevent
```

```
event given
    if $thing_is_a("datacard") and $gamefunc("quest_objective_active", $who_num, "QUEST",
"OBJECTIVE") and $gamefunc("eligible_for_quest", $who_num, "SUBQUEST")
    memote emote hands $thing back, arching an eyebrow at @$who
    gamecall new_dialog $who_num
    gamecall dialog $who_num ma_quest Greetings! I am here to complete a task for the
trader's permit application.
    else
    memote emote curtly refuses $thing and hands it back.
    msay I am a minister aide! Bribes are strictly forbidden!
    endif
    putrep $thing_num $person_inv($who)
endevent
```

```
event message
if $message eq "dialog_response"
    if $text eq "ma_quest"
        pmote ${player} With practiced ease, $me takes the datacard from your hand and runs it
through $me_his system, pausing for a few moments afterwards.
```

```
    rmote ~${player} With practiced ease, $me takes the datacard from ${player}'s hand and
runs it through $me_his system, pausing for a few moments afterwards.
    wait
    msay to ${player} You are in luck, this should be a relatively straightforward
assignment. The VAL project - Vernacular Architecture of the Locorin - has put in a
requisition for some new documentation equipment.
    gamecall give_quest ${player_num} SUBQUEST
    wait
    msay You'll need to assemble a delivery from our annex on Market Rise as well as the
Techdustry warehouse. I've added temporary access permissions to your datacard for both.
    elseif $text eq "ma_info"
        msay It is our mission to promote and preserve the customs and traditions of the Elgan
people. We have dozens of initiatives in progress at any given time, from funding oral
histories with our elders and creating documentaries of the performing arts, to analyzing
current trends and the way they have impacted our ways of life.
    elseif $text eq "ma_goodbye"
        memote emote nods with a slight smile and returns to his work.
    endif
endif
endevent
```

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