ModelMMORPG - Quest Design

Title: The Quest for the Dragon Egg

Overview

There are a number of dragon nests all around the world. Every 24+-1 hours a dragon lays an egg on a random location. A guild needs to provide three people (an archer, a warrior and a mage) to transport the egg to their castle. In order to hatch the egg they need to bring it to the arch wizard with a magic hatching potion. The hatching potion is mixed by Pauline the Witch which needs certain ingredients to mix it. If you do not hatch the egg in 24 hours it goes bad. When the dragon is hatched it becomes the pet of the guilds castle. It also allows guild members to summon a dragon during their fights.

Competition is behind the scene, as the different Guilds try to increase their power, so producing social effects, with coordination, emergence of hierarchies and of specialization.

Backstory

We begin at Anaces. Swept clean by the Earthquake, knows in local tales as Day zero, the land laid barren. a group of villagers went to Anaces to search for the remainings of their culture and the remaining of their loved ones. They never returned from their quest. A second group of villagers, supported by two boats of warriors, conducted the second search.

Only one of the warriors, the strongest of them called Knecki, has returned barely alive, strapped of his weapons and his armor and wout open wounds and burned skin. As he gained strength, helped by the healers, he started remembering the details of what happened. The memories first came in his sleep. He saw huge cracks as the ground under his feet turned into rubble and as the fiery water started flowing over the barren landscape. His screams were silenced by the roars coming from the depths of the cracks and a huge shadow, fast as lighting, was cast upon him. As he gained full memory he told the story: dragons, let loose from their undercover caves where they were locked by the Gods of the ancient times, started covering the sky limits as they flew out of their dungeons. A great threat has come upon the whole Mana world.

The old story goes: you can only fight fire with fire. Ankonno, the old hermit cast out of the village many winters ago, proposed the solution. In order to fight the dragons the one thing most precious to dragons has to be obtained, the dragon egg. For the dragon egg to hatch special skills and magic are required. He proposed: "I will show you the knowledge in exchange for my private training arena where you can send your children to learn.". And that is how dragon hunters were created.

Player flow summary
1. Join guild
2. Hear about dragon egg quest
3. Become:
    a. leader
    b. part of egg transport team
    c. part of ingredient searching team
4. If a. organize solving of quest
    a. coordinate and communicate
5. If b. need to be archer, warrior or mage
    a. wait for egg on some nest
    b. get the egg
    c. do not leave line of sight with other 2 members or egg falls and cracks
    d. bring it to the castle
6. If c.
    a. Go to various places to find ingredients
    b. Negotiate with other guilds/players to acquire ingredients

Guild/party flow summary

1. Get quest description from arch-wizard + hints from other wizards around
2. Define strategy to acquire the egg and the items for the hatching potion
    a. Possibly wait at all nests with at least three players
    b. Possibly wait with only one player which informs about the egg
    c. Fight monsters to acquire ingredients for hatching potion
    d. Buy ingredients from other guilds
3. Bring the ingredients to Pauline the witch to get potion mixed
4. Bring egg and hatching potion to arch mage to hatch the dragon
5. Make new potions and acquire more eggs -> profit!

Project scope

- Involved locations
    - Guild castle: Tulimshar castle
        - Quest to be acquired by players: Last chamber of wizards - talk to arch-wizard, other wizards give hints
        - Hatching the egg: bring egg and potion to archwizard
        - Mixing potion: got to Pauline the witch in from of the school of magic in Tulimshar and bring the ingredients
        - Find location for nests (3-4)
- Involved NPCs
    - Archwizard + Wizards
    - Pauline the Witch

- - New NPC ("Egg hermit")
- Involved items
  - Egg Hatching Herbs: Alizarin Herb, Gamboge Herb, Cobalt Herb, Mauve Herb
  - Egg hatching other stuff: White Fur, Mountain Snake Tongue, Bat Wing, Pink Antenna, Leather Gloves
  - Magic hatching potion (got from the above ingredients)
  - Dragon egg (to be implemented)
- Involved monsters
  - Dragons (to be implemented)
  - Alizarin Plant (Alizarin Herb)
  - Squirrel (Alizarin Herb, Gamboge Herb, Cobalt Herb, Mauve Herb)
  - Vicious Squirrel (Alizarin Herb, Gamboge Herb, Cobalt Herb, Mauve Herb)
  - Fey Element (Alizarin Herb, Gamboge Herb, Cobalt Herb, Mauve Herb)
  - Gamboge Plant (Gamboge Herb)
  - Cobalt Plant (Cobalt Herb)
  - Mauve Plant (Mauve Herb)
  - Fluffy (White Fur)
  - Hungry Fluffy (White Fur)
  - Moggun (White Fur)
  - Pinkie (Pink Antenna)
  - Bat (Bat Wing)
  - Vampire Bat (Bat Wing)
  - Fallen (Leather Gloves)
  - Mountain Snake (Leather Gloves, Mountain Snake Tongue)
  - Aidan and Ishi (Pink Antenna)
  - Fallen (Leather Gloves)
- Involved constraints
  - Dragons lay eggs in one of three possible dragon nests
  - Dragons lay eggs every 24+-1 hours in a random nest
  - Each dragon nest is an area of at least 10×10 squares (the exact square the egg is laid in is also random)
  - To transport a dragon egg after pick up, three players (an archer, a warrior and a mage - determined by adequate stats and skills to be described) have to always be in mutual line of sight (everyone needs to see both others) or else the egg cracks and is lost
  - The dragon egg can only be hatched in the castle by the arch-wizard with help of a hatching potion
  - The dragon egg has to be hatched 24 hours after being laid or it goes bad and is lost
  - The hatching potion is mixed by Pauline the Witch by mixing the following ingredients: Alizarin Herb, Gamboge Herb, Cobalt Herb, Mauve Herb, White Fur, Mountain Snake Tongue, Bat Wing, Pink Antenna, Leather Gloves; which have to be provided by a player

- Involved rewards
    - XP for all guild members
    - Money for all guild members
    - Pet dragon (in castle)
    - Ability to summon dragon in battle by all guild members

Implementation plan

1. Map/graphics related tasks
    1.1. Locations & visual appearance of nests
    1.2. Dragons & the pet dragon
    1.3. The Castle (hatching room & new NPC "Egg hermit")
    1.4. Finding adequate representations of egg & hatching potion in existing graphics or acquire new ones
2. Pauline the Witch
    2.1. Extend current final state machine (FSM)
    2.2. Hatching potion ingredients list
    2.3. Mixing of hatching potion
3. Wizards
    3.1. Give hints about the quest (e.g. "I heard there was a dragon nest somewhere in the west of Tulimshar ...", "Witches mix the finest potions…." etc.)
4. Archwizard (giving out the quest)
    4.1. Provides background knowledge & quest description to guild leader
    4.2. Does not want to talk to other guild members
5. New NPC for quest management & hatching ("Egg hermit")
    5.1. Laying of the egg every 24+-1 hours in random nest
    5.2. 3 man transport
    5.3. Egg hatching
    5.4. Egg goes bad after 24 hours
    5.5. Summon dragon ability for guild members who solved the quest
6. Source edits & related
    6.1. Enable all needed debug logs & implement log storage
    6.2. Enable static map instancing for guild castle
    6.3. Script language edit for guild support - implement new commands for guilds (/tmwa/src/map/script.cpp)
    6.4. Implement guild bot (if not to be acquired by TMW community)
    6.5. "Reverse engineer" protocol
    6.6. Ontology & semantic description of all quests
    6.7. Implement guild & player stats for social website
    6.8. Implement bot (agent) player interface
        6.8.1. High-level interface based on protocol and SPADE
        6.8.2. Develop knowledge base (main structure, updates)

6.8.3. Develop reasoning (BDI, automated planning. based on semantic description of quests)

Cut scenes (actors, description, storyboard, script)

1. Archwizard
    1.1. To guild leader
        1.1.1. At first sight - Giving out the Quest to guild leader
        1.1.2. After giving quest (quest not solved yet) - Asking about quest progress
        1.1.3. After egg has been acquired but no potion - Asking about hatching potion
        1.1.4. After potion has been acquired but no egg - Asking about egg
        1.1.5. After egg & potion have been acquired - Give hint about hatching NPC
        1.1.6. After quest has been solved - Give comment about the beautiful pet dragon and summoning him in battle
    1.2. To other guild members
        1.2.1. At first sight - Sorry I only talk to guild leaders
        1.2.2. After giving quest (quest not solved yet) - Ask your leader about the dragon egg
        1.2.3. After quest has been solved - You have a great leader, now your guild has the power of the dragon in battle
    1.3. To non-guild members
        1.3.1. At any time - sorry you have to be a guild member to talk to me
2. Wizards
    2.1. Before quest has been solved - give hints on how to solve the quest, e.g.:
        2.1.1. I heard that there have been dragons sighted in the west of Tulimshar (pointing to dragon nests)
        2.1.2. Dragons are quite picky while laying their eggs, they never lay eggs in the same nest twice.
        2.1.3. Dragon eggs are really hard to transport since they break easily, I heard you need three people skilled in war, archery and magic to always be around.
        2.1.4. Dragon eggs go bad as quickly as a day.
        2.1.5. Whenever I need potions I go to a witch, they mix the finest of all.
    2.2. After the quest has been solved - give hints about using the dragon in battle & acquiring and selling dragon eggs and ingredients, e.g.:
        2.2.1. Did you know you can summon guild pets in battle?
        2.2.2. I heard dragons are fierce in battle when protecting their masters.
        2.2.3. You can make some good money by selling eggs, just make sure they don't go bad or crack!
        2.2.4. I heard that the prices for Pink Antennas are hitting the roof, I could make a fortune by selling them!
3. Pauline the Witch
    3.1. At any time if you ask about hatching potion

3.1.1.   I can mix it for you, but I need Alizarin Herb, Gamboge Herb, Cobalt Herb, Mauve Herb, White Fur, Mountain Snake Tongue, Bat Wing, Pink Antenna, and some Leather Gloves to cover my hands.

3.1.2.   If you have the ingredients she mixes them for you and provides Hatching Potion

4.   New NPC (We need a face e.g. Ankonno the Egg Hermit)

    4.1.   At first sight (quest not provided by Archwizard yet)

        4.1.1.   Get outta my way, don't you see I'm working?

        4.1.2.   If you ask about what he is doing: I'm trying to hatch this duckling egg, but I'm out of hatching potion.

    4.2.   When quest has been provided by Archwizard

        4.2.1.   If nor egg nor potion provided

            4.2.1.1.   What, you want to hatch a dragon? Hahahaha, you will need a dragon egg for that! And hatching potion, lots of hatching potion.

        4.2.2.   If hatching potion has been provided, but no egg

            4.2.2.1.   Yes, that's it! Now I need some eggs to hatch...

        4.2.3.   If dragon egg has been provided, but no hatching potion

            4.2.3.1.   Whoa, you did bring a dragon egg! Let me see it! It is really a dragon egg, I can't believe it. But I still need hatching potion.

        4.2.4.   If both egg and potion have been provided

            4.2.4.1.   Good, good, now let's try to hatch this thing… I will need some time to prepare. Come back later.

        4.2.5.   First time after hatching has been initiated

            4.2.5.1.   It worked, it worked!!! But the dragon just flew away. I think it's on the roof…

    4.3.   After quest has been completed

        4.3.1.   Let me see, what could I hatch now…? Meh, no fun after hatching a dragon. What could ever be more exciting…?

Additional remarks

Don't forget an information system to spread around data about Guild results. Statistics have to be added to social website to see most successful guilds and foster competitiveness.