

Making Your World Story-worthy – using ScriptEase quests to create stories

The goal of this tutorial is to build on the previous tutorial (Making Your World with Triggers) by creating a story in your world. We will explore ways to use the ScriptEase quest patterns to create a story for a game. This tutorial assumes that you've finished the first five Make Your World tutorials. The sixth one, Making Your World Fleshy, is not required to complete this tutorial.

Getting Started:

- 1) Open The Aurora Toolset.
- 2) Open LeverMagic6 (or LeverMagic5 if you haven't done LeverMagic6) and save it as "LeverMagic7".

Creating a story:

We want to create a story. The player is a wandering adventurer. He meets a mounted wizard who gives him a quest to obtain a magical gem. The gem is inside a tower in the wilderness, guarded by a Guardian. Fortunately, the Guardian is friendly and he tells the players about the magic levers. If they are pulled in the right order, the vault opens and the gem can be obtained. After getting the gem, the player goes back to the wizard, and the wizard awards the player with 10000 gold. Quest completed. End of the story.

I know this is not too exciting, but knowing how to do this simple quest, you can go on and build much more complex and interesting quests later. This tutorial teaches you the basic ideas.

- 3) First, we need to create a wizard. In the Toolset, Using our (hopefully) familiar technique of "Edit Copy", make an NPC → Human → Commoner, Male. In the "Creature Properties" window, change "First Name" to "Wizard", the "Last Name" to "Drahcir", and the "Tag" to "wizard". Under the "Appearance" dropdown menu, choose "Human". Under the "Phenotype" dropdown menu, choose "Normal mounted". Under the "Appearance" tab, under the "Tail" dropdown menu, choose "Horse, Walnut, purple ...".

You should have a mounted wizard now... You can play around with the Appearance, but be sure to choose a horse, otherwise it would look very bizarre.

- 4) Paint the wizard in the "Countryside" area, somewhere far away from everything else.
- 5) Now we create the gem. From the Items palette, "Edit Copy" Miscellaneous → Gems → Fire Opal. Open the "TowerInterior" area, and paint the Fire Opal inside the locked room.

6) We need to create the conversations necessary for our story. Hopefully by now, you know how to create conversation files, so I won't go into all the details. Create a conversation named "wizard_converse", with the following lines of exchange between the wizard and the PC:

"Hello, stranger. Would you like to complete a task for me? You will be generously rewarded."

"What task?"

"The task is to obtain a gem for me. You will be rewarded with 10000 gold."

"Where can I find the gem?"

"Inside a tower in the wilderness. I don't know what kind of danger awaits you."

"Well, seems fun for an adventurer like myself. I'll go have a look."

7) From the root of the conversation, add another response for the wizard.

"Have you obtained the gem?"

"Yes, I have. Here it is."

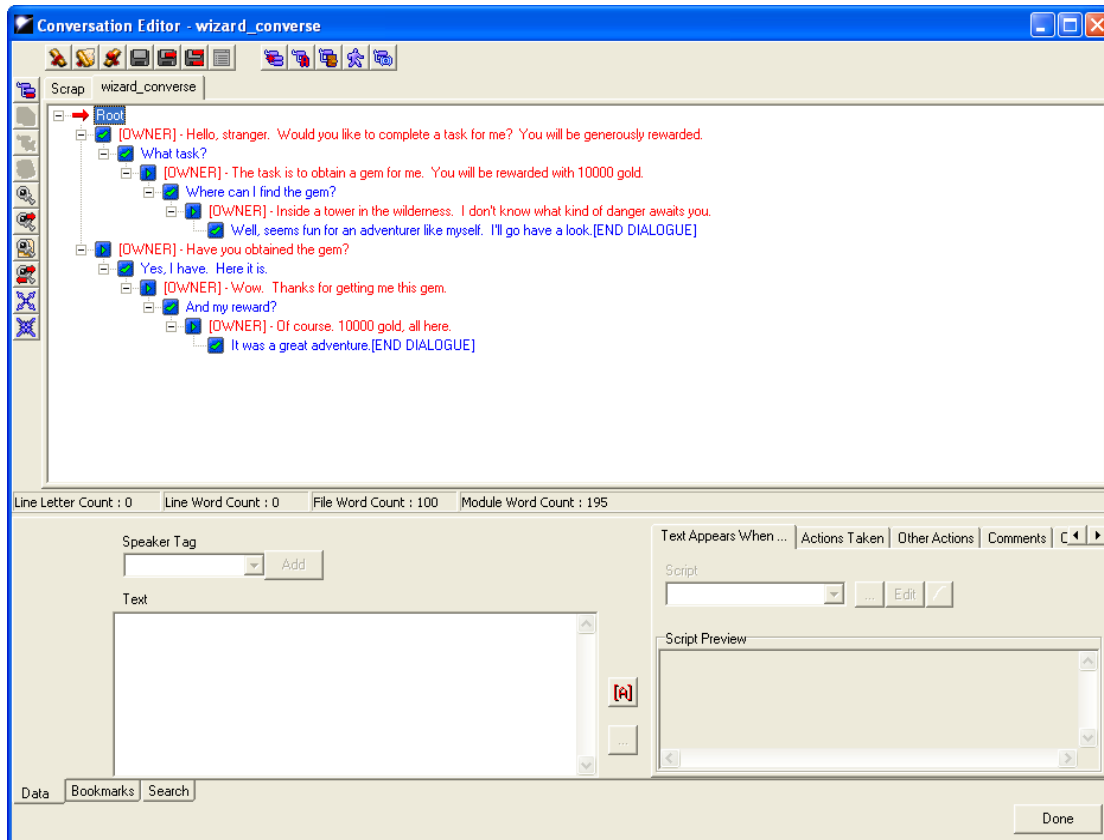
"Wow. Thanks for getting me this gem!"

"And my reward?"

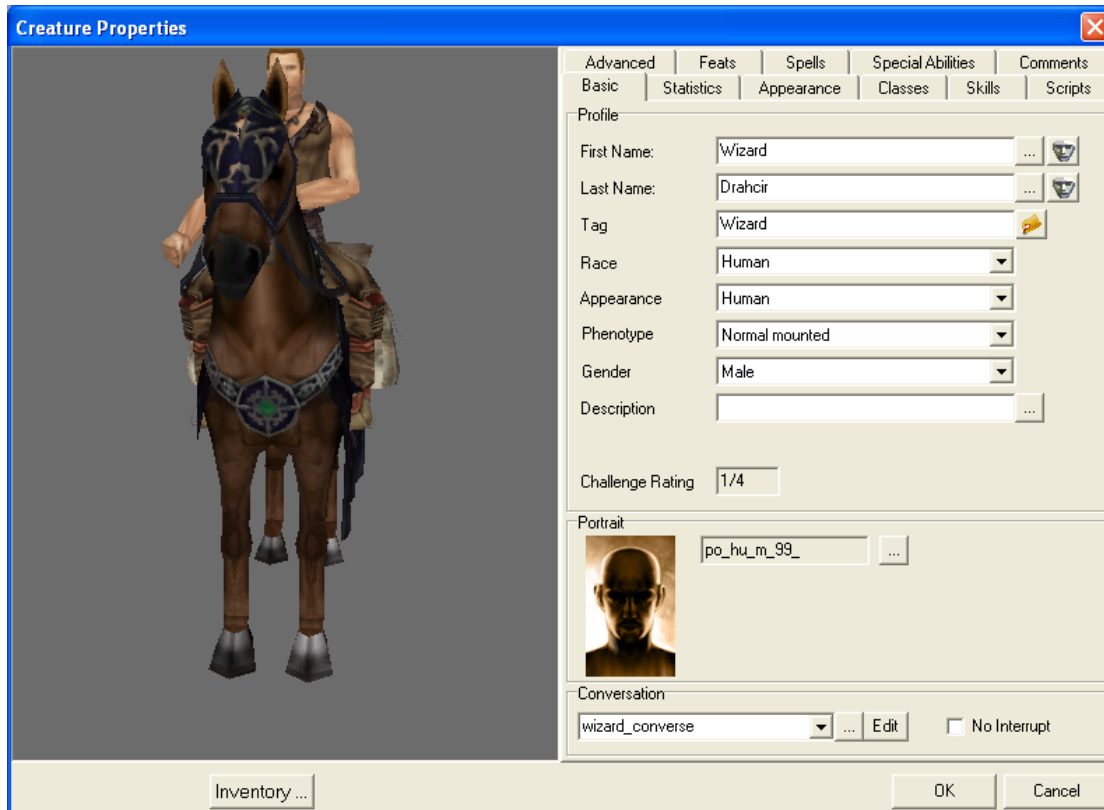
"Of course. 10000 gold, all here."

"It was a great adventure."

Check the screenshot to make sure you got them right.



8) Make sure the conversation is attached to the wizard: Open the “Countryside” area, right-click the wizard (on the map, not in the custom blueprint palette), and from Properties, choose “wizard_converse” from the Conversation dropdown. This is a good time to test your module. You should be able to start a conversation with the wizard, although nothing will happen afterwards.



Time to make the quest!

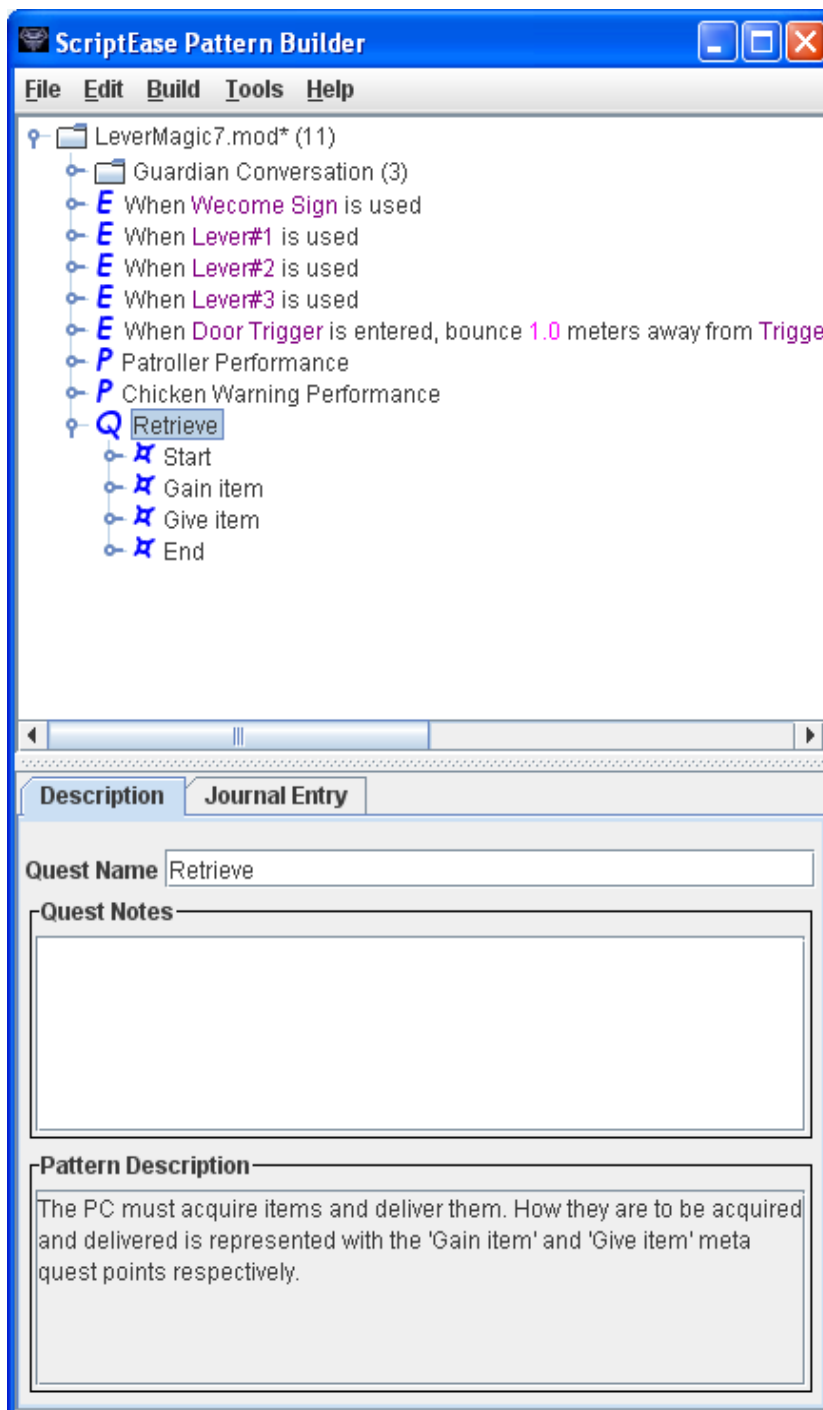
9) We are all done with the Toolset. Save your module. Close it in Toolset and open it in SE. Make sure you have downloaded the QuestPak for ScriptEase and it is in the “paks” directory under the ScriptEase directory.

Right-click LeverMagic7.mod to bring up the pop-up menu. Choose New Specific Quest → Custom → QuestPak → Linear → Retrieve

As you can see, there are lots of pre-built quests to choose from. For our story, we use the “Retrieve” quest, since our quest is to retrieve an item for someone.

10) Expand the Retrieve Quest (indicated by a blue Q). You can see four **Meta Quest Points** (indicated by a blue “ninja star”). These Meta Quest Points are placeholders and need to be customized and set to specific **Quest Points**. Quest Points are stages in a

Quest. In order for a player to complete a Quest, the required Quest Points in this Quest must be successfully completed. Let's create these Quest Points one by one.

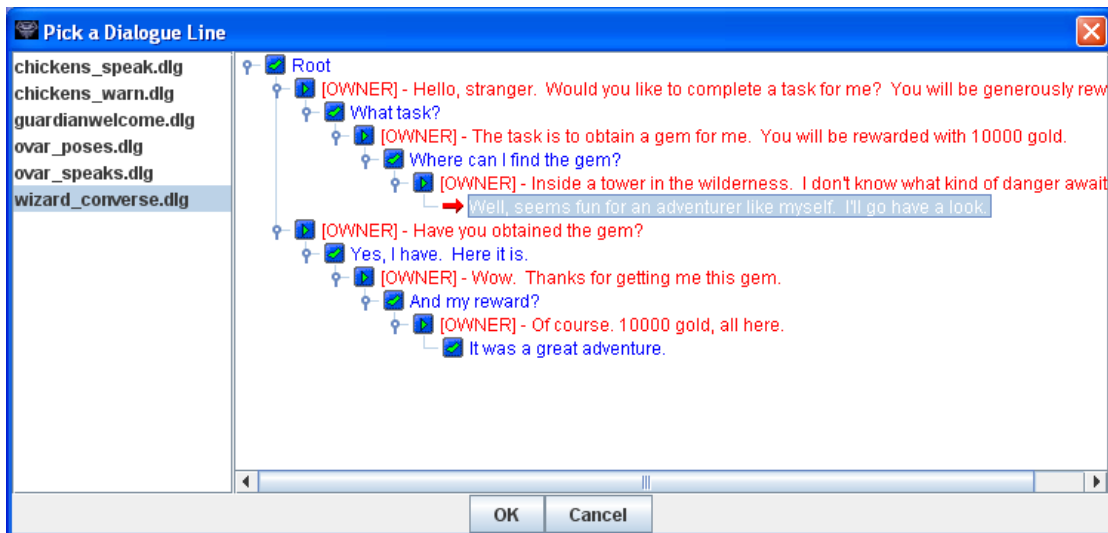


11) The *first* Meta Quest Point is “**Start**”. This Meta Quest Point specifies how a Quest is started. Our quest starts by the PC talking to the wizard (it's a “Converse” Quest Point).

Right-click “Start”, and choose
Set Meta Quest Point → New Quest Point → Custom → QuestPak → Social →
Converse

12) Now “Start” should have turned into “Start – Converse”. Under the “Journal Entries” tab, you can enter your desired journal entry for the player to see. Type something along the lines of “I have met a wizard who asked me to get a gem for him.” Under the “NPC” tab, choose “Pick...”, and pick the “Wizard” from the drop-down menu.

13) Under the “Success Line” tab, choose “Pick...”. Select “wizard_converse.dlg” on the left side, and select the line “Well, seems fun for an adventurer like myself. I'll go have a look.”



The “Success Line” is the line that must be reached in order for this Quest Point to succeed. Succeeding a Quest Point means that the player has successfully completed this Quest Point and can go on to the next Quest Point. When all Quest Points succeed, this Quest is finished. Of course, you can also create optional Quest Points and 2-choose-1, 3-choose-1 Quest Points where the player is not required to complete all Quest Points to finish the Quest.

If you expand this Quest Point, you should see two Encounters. The E+ Encounter specifies when this Quest Point will succeed. The E- Encounter specifies when this Quest Point will fail.

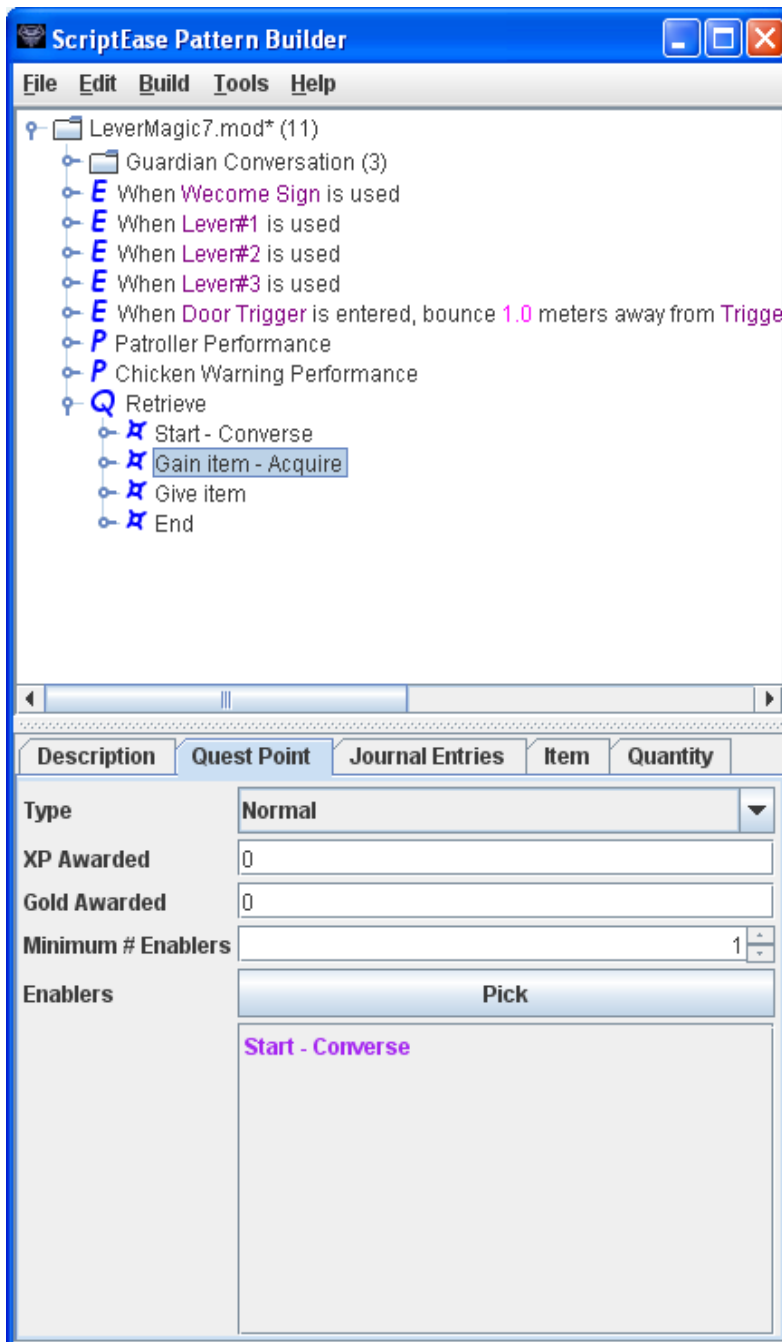
14) The *second* Meta Quest Point is “**Gain item**”. This Meta Quest Point specifies how we can obtain the required item and what item we need to obtain.

Right-click “Gain item”, and choose
Set Meta Quest Point → New Quest Point → Custom → QuestPak → Environment →
Acquire

The “Acquire” Quest Point is satisfied when the PC gets the item through any means.

15) Now “Gain item” should have turned into “Gain item – Acquire”. Under the “Item” tab, choose “Pick...”, and pick the “Fire Opal” from the drop-down menu. Under the “Journal Entries” tab, type in something similar to “I got the gem, yes!”

Now click the “Quest Point” tab. As shown below, there are a few things you can play around with.



Type: A “Normal” Type Quest Point is the default. If you choose “Committing”, that means after you complete this Quest Point, you are committed to it, and there is no turning back.

For example, in a Quest you have two choices: to talk to an NPC or to kill this NPC. In this case, the “Kill” Quest Point should be “Committing”, since after you killed the NPC, there is no way to take back the action and talk to the NPC again.

XP Awarded and Gold Awarded: After completing each Quest Point, you can give some rewards to the player.

Enablers: This is very important to a Quest Point. An Enabler is a previous Quest Point that must be succeeded in order for this Quest Point to become available to the player. And “**Minimum # Enablers**” determines how many enablers are necessary.

For example, in a Quest you are asked to obtain any two of three precious items and give them to an NPC. So you have three Quest Points: *Acquire Precious Item 1*, *Acquire Precious Item 2*, and *Acquire Precious Item 3*. These three Quest Points are NOT Enablers of each other, since it is not required to obtain one before another. However, all of them are Enablers of a final Quest Point, *Give Items to NPC*. The final Quest Point should have three Enablers, the previous three Quest Points. Note that the “Minimum # Enablers” should be two, since you are only required to bring back any two items.

Now that I’ve explained all these, let’s leave them for now, since the story we are creating is straightforward.

16) The *third* Meta Quest Point is “**Give item**”. This Meta Quest Point specifies how we can give the required item to the quest-giver (the wizard).

Right-click “Give item”, and choose
Set Meta Quest Point → New Quest Point → Custom → QuestPak → Social →
Converse - give items

The “Converse - give items” Quest Point is satisfied when the PC talks to the quest-giver and gives him/her the items.

17) Now “Give item” should have turned into “Give item – Converse – give items”. Under the “Item” tab, choose “Pick...”, and pick the “Fire Opal” from the drop-down menu. Under the “NPC” tab, choose “Pick...”, and pick the “Wizard”.

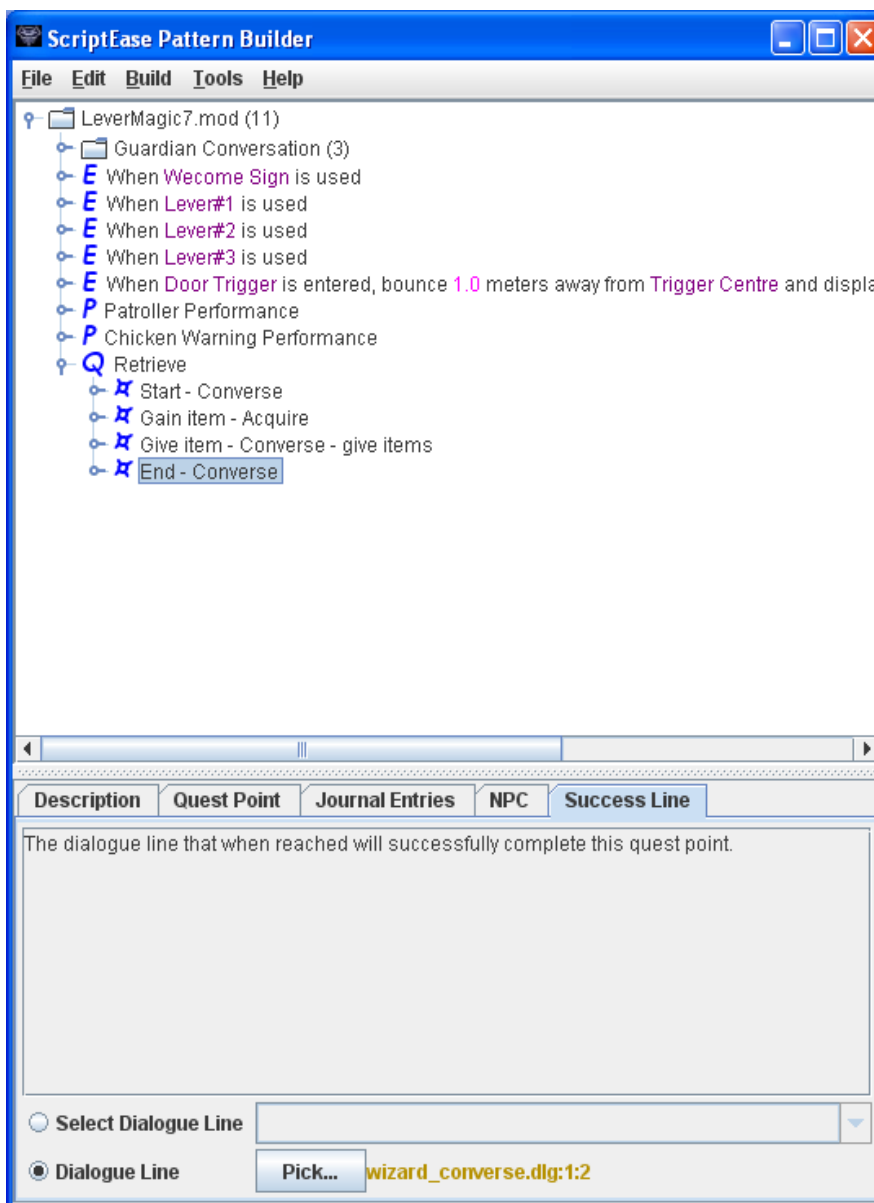
18) Under the “Dialogue Line” tab, choose “Pick...”, and from “wizard_converse.dlg”, select the line “Yes, I have. Here it is.” Under the “Journal Entries” tab, type in something similar to “I gave the gem to the wizard.”

19) The *fourth* Meta Quest Point is “**End**”. This Meta Quest Point specifies how the quest is ended. If you don't want anything special to happen at the end, you can set this Meta Quest Point to “Automatic”. Here, however, we want to talk and ask for the reward for our adventure.

Right-click “End”, and choose

Set Meta Quest Point → New Quest Point → Custom → QuestPak → Social → Converse

20) Now “End” should have turned into “End – Converse”. Under the “NPC” tab, pick the “Wizard”, and under the “Success Line” tab, pick the line “Of course. 10000 gold, all here.” Again, under the “Journal Entries” tab, type in something similar to “I got my reward.”

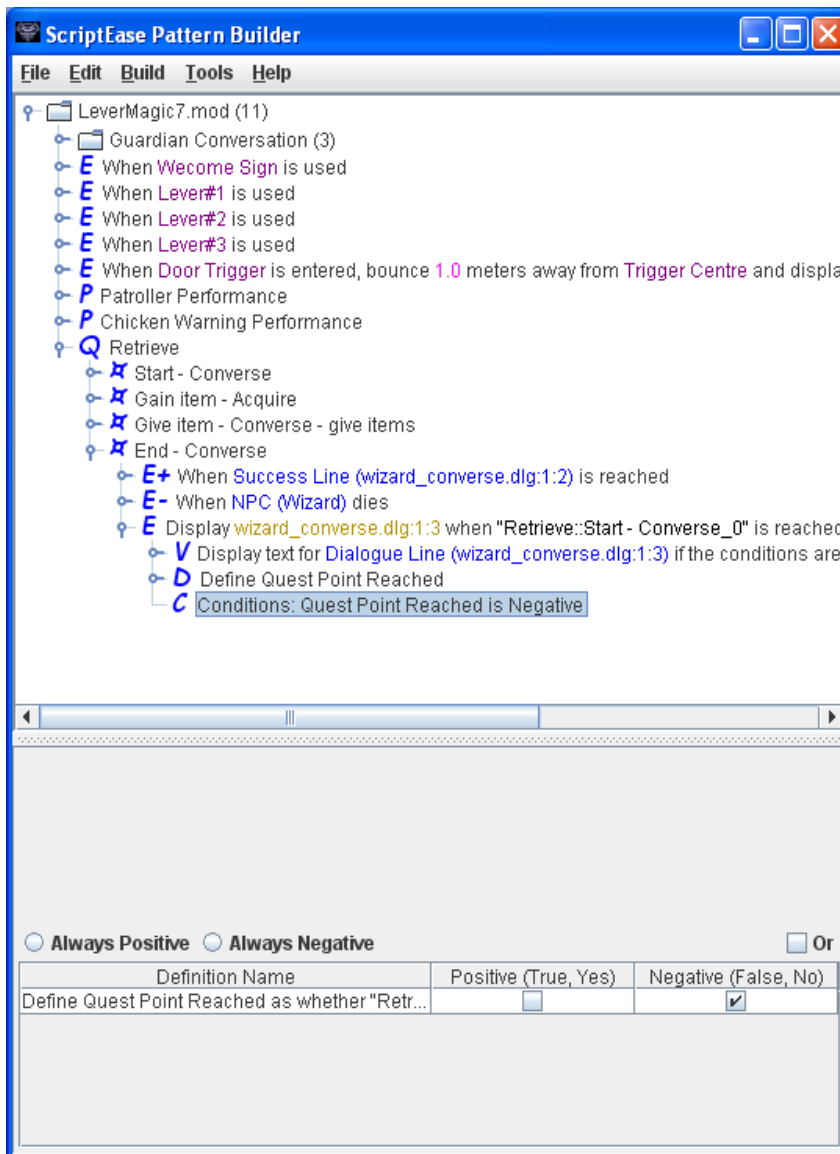


21) We need to add a conversation filter. Remember we created two responses for the Wizard? We need to filter out the response line “Hello, stranger. Would you like to complete a task for me?...” so the wizard only says this line once.

Right-click “End – Converse”, and choose
New Specific Encounter → Custom → QuestPak → Conversations
→ Display Dialogue Line when Quest Point is reached

22) We have a new Encounter. Select this Encounter. Under the “Dialogue Line” tab, pick “Hello, stranger. Would you like to complete a task for me?...”. Under the “Quest Point” tab, pick “Start – Converse”.

23) Expand this Encounter and select “Conditions: Quest Point Reached is Positive”, and check “Negative”, see image below.



Intuitively, we want the line “Hello, stranger...” to display only when the “Start – Converse” Quest Point has NOT been reached. When it is reached (completed), the wizard will not repeat this line again.

24) We are almost done! The quest is completed, and all we need to do now is to award the player. Click the “End – Converse” Quest Point. Under the “Quest Point” tab, enter 10000 for “Gold Awarded”.

25) Save and compile your module. Go ahead and test your game now. Talk to the wizard first, go get the gem, and then bring the gem back to the wizard. You should receive Journal update messages four times, as you complete your quest. The last Journal update should look like this:



Side-Quests:

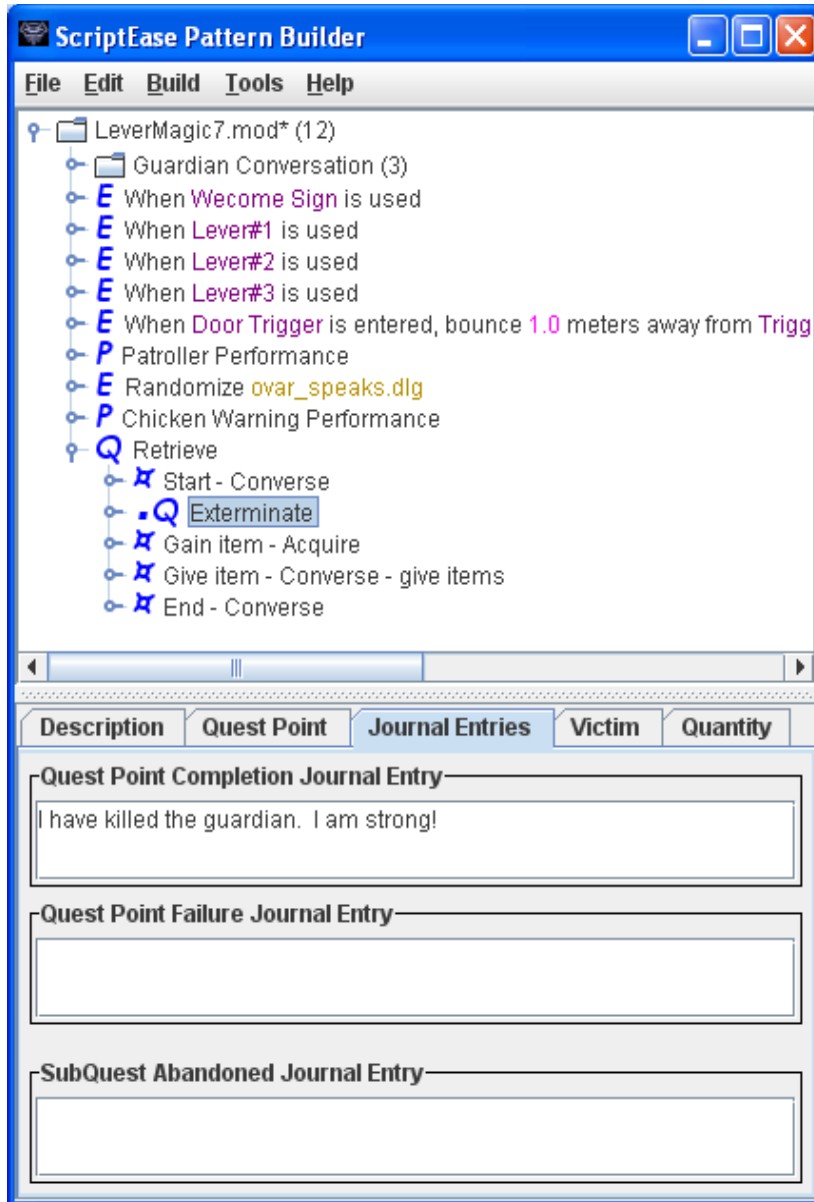
26) What we have here is a linear quest, with four Quest Points. What if we want to have something optional in our story? Something the player is allowed to do, but is not necessary to complete the story?

Let's see. We meet the guardian. We can be nice to him or we can be rude. If we are rude, the guardian attacks. Maybe taking out the tough guardian is an achievement for some players? Let's do that.

Right-click “Start – Converse”, Insert... → New Sub Quest... → Custom → QuestPak → Linear → Exterminate

The blue \square Q represents a Sub Quest. A Sub Quest is basically a quest within another quest. The “Exterminate” Quest specifies the killing of a number of creatures.

27) Under the “Victim” tab, Pick... → Guardian. Under the “Quest Point” tab, choose “Normal” for Type. Under “Journal Entries”, in the “Quest Point Completion Journey Entry” box, type in “I have killed the guardian. I am strong!”

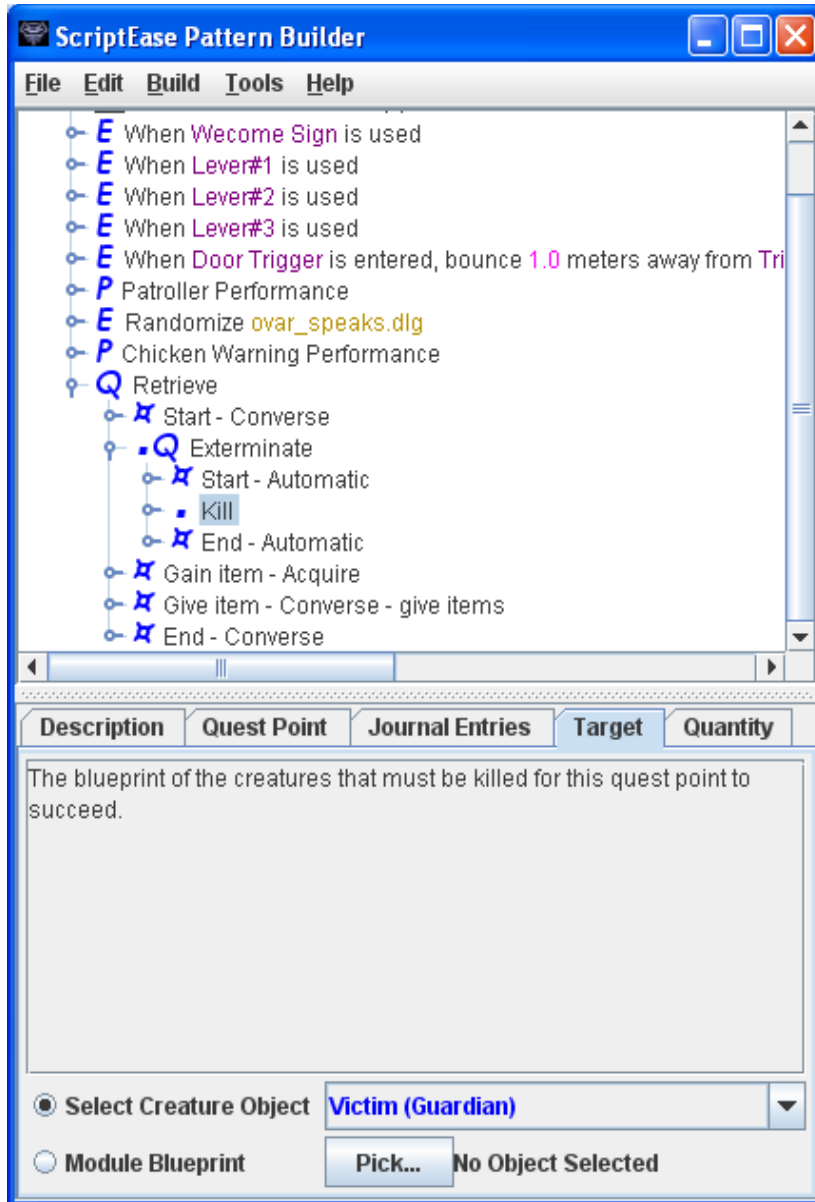


28) Double-click the Sub Quest “Exterminate” to expand it. Now you see three Quest Points, including “Start” and “End” which are Meta Quest Points. Set “Start” and “End” to “Automatic” by

Right-click → Set Meta Quest Point... → New Quest Point... → Custom → QuestPak → Structure → Automatic

29) Click the “Journal Entries” tab for both “Start” and “End”, and remove the words in the “Meta Quest Point Completion Journal Entry” box.

Note that the “Kill” Quest Point is already set to kill the guardian. All you need to do is to enter the journal entry. Click the “Journal Entries” tab for the “Kill” Quest Point, and under the “Quest Point Completion Journal Entry” box, type in “I killed the guardian.”



30) This step is very important. Remember when we talked about Enablers back in step 15? Now we need to check Enablers again. Click on “Gain item – Acquire”, select the “Quest Point” tab, you’ll see that the Enabler is set to “Exterminate”. This means that you have to exterminate the guardian before you obtain the gem. That is NOT what we want. We want the killing of the guardian to be optional.

Under “Enablers”, click “Pick”, and check the box for “Retrieve – Start – Converse” and only check this one. Click OK.

Now the “Start – Converse” Quest Point will enable both the “Exterminate” Sub Quest, and the “Gain item – Acquire” Quest Point. “Exterminate” is optional in the sense that it does not need to be completed in order to continue the main story.

31) Save and compile your module. Test it out. You'll need to choose a strong player character (Level 15 characters recommended) in order to beat the guardian. You will get a new journal entry for killing the guardian.

I hope you found these tutorials useful. Good luck with making your own stories!