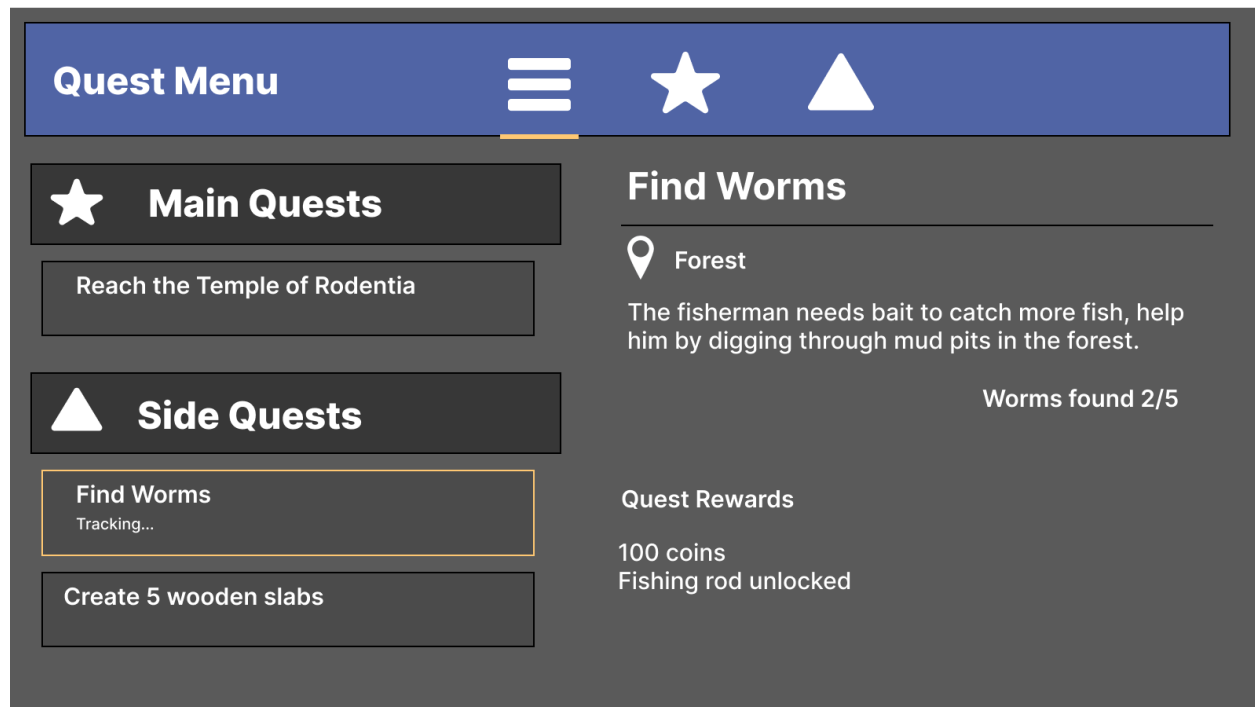


Game Design Test

Please design a questing system for a hypothetical IP game where the player is a character in a combat-driven adventure (think Zelda) by answering the following questions and providing your logic for each answer.

Requirements:

Design a system that accounts for the player's quest log, such as quest content and inventory. Use charts, a mockup, or tables to communicate your designs.



Question 1:

Describe this feature at a high level in a few paragraphs. Consider any accommodations you may need to include for accessibility options for game mechanics and/or user interface.

The quest system I designed aims for the player to feel organized in their journey through the game world. The player should feel that there is a lot of game content without feeling overwhelmed with information.

In terms of mechanics that tie gameplay into the quest system, one aspect is that there will be autolocating on the minimap for players on where a quest is supposed to take place. If the player is lost, they will be able to click on the quest menu and select navigate on each quest, and the game will direct them to the correct location.

The UI elements should have folders/categories that give different quests different priorities, such as the main story quests or side quests. These folders can be collapsed to save space in the UI menu. There are also unique symbols for each type of quest, and players can filter out specific quest types. This allows players to find the quest they want to focus on faster.

Question 2:

A	B	C	D	E	F	G	H	I	J
Quest Prerequisites	Quest priority	Name of Quest	Quest Giver	Quest Type	Quest Requirements	Quest Location	Quest Description	Chain Quest?(Y/N)	Rewards
Player reach level 2	Side quest	Find worms	NPC 1	Fetch Quest	Find 5 worms in the forest	Forest	The fisherman needs bait to catch m N		100 coins

What primary stats would you include in your system?

- Quest Prerequisites - What needs to be achieved before the quest is available to the player. Ex. Reach a certain level, complete another quest before hand, if a location is unlocked by the player
- Quest Priority - Main or Side quest. Main quests will progress the story, while side quests yield additional rewards.
- Name of Quest
- Quest Giver - How is the quest given to the player? Ex. Given to the player through speaking with a specific NPC or just from arriving at a location.
- Quest Type - What kind of quest is it?
 - Fetch quest - find a specific amount of items and return them to quest giver
 - Escort quest - protect an NPC until they arrive at specific location
 - Combat quest - player needs to kill a certain amount of enemies
- Quest Requirements
 - Details about the exact number of things the player needs to accomplish in order to complete the quest
- Quest Location
 - Where does the player need to go to complete the quest?
- Quest Description
 - What are the narrative details regarding the quest?
- Chain Quest
 - Does the quest belong in a chain of quests? Which quest leads to this quest.
- Rewards
 - What does the player get from completing the quest?

Question 3:

Describe how those primary stats would interact with one another.

- Quest prerequisites - If the quest is a **chain quest**, the prerequisite would be to complete another quest. Player level and unlocked **locations** are also prerequisites to

quests being unlocked. The player level is relative to the area they are in. For example, if the player is level 10 in the first area, that is seen as high. However if they are in the second area, that is seen as low.

- Location - Depending on each region of the game world the player unlocks, more options of locations show up. **Prerequisites** in terms of main quests can also influence which locations can be unlocked.
- Quest Type - There is a set amount of quests depending on the player's level **prerequisite**, as well as the **location** they are at.
- Quest Requirements - The exact amount of enemies the player needs to defeat or the amount or type of item the player needs to collect is dependent on the player **level prerequisite**.
- Rewards - The amount of rewards as well how good the rewards are is dependent on the player **level prerequisite**, as well as the **quest requirements**.

Question 4:

Give an example of how you would tune the variables for a specific quest chain in a spreadsheet/table format.

The variables in the quest are tuned based on the player's level relative to the region they are in. If the player's level is considered low, the quest will be easier, and the number of quests in the chain is less than a higher level.

For example, the number of items the player needs to retrieve is not as much as if the player's level is high for a fetch quest.

For combat quests, the enemy will spawn a lower amount total and also be closer to the player's level. Whereas for a high level player, more enemies will spawn, and the enemies will be higher than the player's level.

For an escort type quest, the amount of time the player needs to escort an NPC will be longer if their level is higher. The amount and level of enemies they will face will be higher, and the NPC's health is reduced.

Player Level (Relative)	Quest Type	Calculation	Number of quests in chain
Low	Fetch	ItemType * 3 to 5	2-3
High	Fetch	ItemType * 5 to 10	3-5
Low	Combat	enemyLvl = playerLvl enemyInt = 3 to 5	2-3
High	Combat	enemyLvl = (playerLvl + 3 to 5)	3-5

		enemyInt = 5 to 10	
Low	Escort	escortTime = 25 to 35 seconds NPCHealth = 100 enemyLvl = playerLvl enemyInt = 5 to 10	1-2
High	Escort	escortTime = 35 to 60 seconds NPC health = 50 enemyLvl = (playerLvl + 3 to 5) enemyInt = 10 to 15	2-3

Question 5:

Please describe how you would show player progression through a quest chain, including UI elements or player leveling. Include any references for your reasoning dealing with player psychology.

When progressing through a quest chain, when the player finishes a task, the UI elements will be updated to reflect that. This includes the number of items obtained, the number of enemies defeated, how long the player has escorted the NPC etc.

For the first two aspects, it can be shown through a simple number that increases. For the third, a UI bar could show how far the player has gone through the whole escort mission, as well as how much more they need to continue. The cue can also be auditory, for example a specific sound plays when what the player does is tallied towards the quest.

This is important, because if the UI does not reflect the player's achievements, the player may think that what they did didn't count towards the quest's completion, which can cause confusion. [\(Ref\)](#)

The second thing that could help with progression is to give the player small rewards each time they complete a section of the quest. The player may feel bored or disengaged if they keep progressing through the quest yet get nothing in return. The amount of time they sink in should be equivalent to the rewards they get. By rewarding the player, the player feels more motivated to continue because they are receiving some type of positive reinforcement. This can be coins, gems, or XP. For the first two resources, they give the player the option to spend it on whatever they need to upgrade their items and make the game's enemies easier to defeat. XP on the other hand, gives the player a sense of progression as their character gets more powerful or more locations on the map are unlocked.

Question 6:

Please describe how you would go about getting these systems implemented from design to in-game, including who you might work with and the tools you would use.

Team	Asset	Description
UI Designer	questMenu	The layout of the quest menu, where the folders should be located, where text should be located etc.
Ux Designer	folderMenu	The folders inside the quest menu, should be able to be closed/opened so to make certain quests invisible
Ux Designer	filterMenu	The filter inside of the quest menu that allows the player to select which type of quest they are viewing
Narrative Designer	descriptionQuest	Create the name and description of the quests that fit with game's story
Technical Designer	Quest tracking	Changes the quest the player is pursuing and sets it as the active quest
Technical Designer	Quest navigation	Place marker on minimap depending on the active quest
Technical Designer	Quest update/reward	Update numbers in quest when the player makes progress and reward the player when the quest is completed
Artist	Icon_mainQuest Icon_sideQuest	The icons that represents the main/side quests
Artist	Icon_QuestMarker	The marker that appears on the minimap to tell where the player needs to go
Audio	A_click	The sound that plays when the player selects a quest
Audio	A_complete	The sound that plays when the player completes a quest

Tools: Figma for layout, Photoshop for UI design/art, Adobe Audition for audio design. Unity for implementation of technical features.

Question 7:

Who do you think the primary audience would be for this feature? Please include references and create a player persona.

The primary target audience for this feature would be for games that feature an open-world, which needs quests in order to make the world feel less empty and boring. It can also be for games that encourage player progression. For players, this feature would target players from 12-30 years old, those who are completionists, or those who are categorized as Achievers in the Bartle player types.

Persona Profile


Sean Kong

Explorer Achiever

Age: 27

Location: LA, California

Occupation: Accountant



MOTIVATIONS

- Sean likes games that give him a sense of achievement. He likes completing quests and objectives in game and be rewarded with gems and coins.
- He finds games rewarding because his hard work pays off all the time and the results are predictable.





BIO

Sean is an accountant living in LA who enjoys traveling, fashion, and market analysis in his spare time. Sean enjoys open-world and action adventure RPGs. Sean likes helping others around him with errands and taking on new challenges to learn new things. He wants to save up more money so he can invest in buying some new fashion/luxury items. He also wants to save up more money so he can buy plane tickets to travel.

GOALS

- Travel the world
- Get promoted at job
- Save up to buy some new fashionable clothes

FAVORITE GAMES



Question 8:

Explain what would drive those players to engage with this feature including their motivation and player type. Please include references or describe them in a few paragraphs.

Player type	Player type details	Motivation
Complasionists	Players who want to 100% a game's achievements	These players want to use the quest feature in order to complete all the things that are available in the game world
Achievers	Players who like completing tasks in game	These players get a sense of satisfaction from overcoming a challenge
Players who like narrative	Players who like the narrative elements in game, including	These players enjoy completing quests as they

	reading in game artifacts and side stories	often add context to the game world, including more story to side characters or NPC
Progression players	Players who want to create the best builds for their characters by acquiring the best equipment and gear	These players use quests as a method of gaining the rewards inside to get more resources to level up their character