

Witcher Adventure Editor Contest – stage 3

Time for the next stage of Witcher Adventure Editor contest – that is placing the characters in the location we prepared in the course of previous stage. Your task is to create templates and spawnsets for all characters (featuring ones, i.e. NPCs and common ones, aka commoners) and monsters in the game. Then, you should arrange spawn points in the location, meaning the where characters and action points will appear, where the particular works will be performed.

Requirements:

1. All featuring characters and those in the background of location (commoners and monsters), must have their own **templates**, which should contain:
 - first name/name
 - appearance
 - necessary skills (crucial especially in the case of fighting characters)
 - equipment with all items needed in the game (also the quest ones!) and gold (fighting characters should have proper weapon) – one ought to remember to mark the items that can be picked from the remains after killing a given character
 - fighting characters should have defined styles of combat
 - background characters (commoners) should have an exemplary dialogue attached to the template (it can be composed of two random lines)
 - set proper profiles
 - set movement speed, perception, experience points one gets for killing characters and all the other necessary parameters
 - the character should be described in the comment field with a couple of words
 - if a character is to have a shop or storage, or can make swords, there must be proper template of shop created and attached to character template
2. all characters must also have their **spawnsets**
 - a. NPCs ought to have:
 - spawnset in *.npc file
 - all story phases needed for the plot (as possible)
 - exemplary dialogues hooked to all story phases (they can consist of two random lines)
 - set hours in which certain actions are to take place
 - proper templates attached
 - spawn category and region entered in each phase
 - each phase should set chosen actions with % chance for drawing them
 - couple of words describing a given character in comment field
 - b. Background characters (commoners and monsters) should have:
 - spawnset from *.spn file
 - proper templates attached
 - % chance of appearance
 - set amount of appearing characters (min, max and total creatures)
 - means and condition for appearance and respawning
 - set hours when they appear

- set chosen actions with % chance for drawing them(if necessary)
- spawn category and region
- couple of words describing a spawnset in comment field

3. Spawn points must have:
 - a. name which enables identification (i.e. guessing what character appears in this given point)
 - b. tag
 - c. proper spawn category
 - d. set options *Can appear here, Can disappear here*
 - e. they should be placed in such a way that enhances natural appearance of a character (e.g. behind the door) - it's not good to let a character appear 'out of thin air'
4. Action points must have:
 - a. name which enables identification (i.e. guessing what character appears in this given point)
 - b. tag
 - c. proper region name
 - d. set all actions the characters can take in this point
 - e. properly set option *Creature use orientation*
 - f. action point settlement must be logically connected with work performed in it
5. All characters must appear in the location after starting the mode (according to the rules defined in spawnset), perform pointed works, fight (if they are fighting characters), act in logical and interesting way