

## Contest for novice creators of The Witcher adventures

### *Minimum requirements:*

1. Location: village from act 4 (I24).
2. Quests: 1 main (at least one OR phase or XOR phase and at least one AND phase, must include a choice) and 1 side quest.
3. NPC (characters): man on cr\_exile7 model (bandit), woman on cr\_pries1 model (priestess).
4. Opponents: at least one of wraiths (cr\_wicht1) and echinops (cr\_ehin1) in the place of their occurrence.
5. Community: people in the village (you should use at least these models: cr\_city4, cr\_boob2, cr\_city1, cr\_vanes4).

### Phases of creating the story

#### 1. Plot design:

- i. Assumptions: main characters are Geralt, a woman (priestess model) and a man (bandit model). The whole story happens in the village and its surroundings, including demolished bridge, small ruins, river, tavern and picturesque meadows. There are monsters in this location (echinopses and wraiths). Geralt comes to the village with a goal, meets the main characters, is drawn in some kind of conflict, must fight the monsters, must make an important choice, and then see the consequences of this decision.
- ii. The community: you have to invent the inhabitants of the village, what is located in individual houses, what is the life of the villagers like, what do they do at particular times of the day.
- iii. Monsters: you have to design their location them in the area, hours of their occurrence and their behaviour.

#### 2. Preparing the location

- a. Passages: entries to all the houses, attaching generics and exits to location, as well as inner passages to basements or second floors.
- b. Map and mappins.
- c. Day and night cycle, weather, hours.
- d. Decorations.

#### 3. Positioning community and NPCs

- a. Preparing templates and spawnsets.
- b. Positioning spawnpoints and actionpoints.

#### 4. Creating the quest

- a. Writing out the plot into quest phases.
- b. Creating quest's structure.
- c. Dialogues.
- d. Scripts and location's elements (triggers, placeables).
- e. NPC phases' changes, adding dialogue flags, journal entries, etc.

#### 5. Tests