



Unity Asset - Quests 2 Game Creator 2 by Catsoft Works v2.3.8

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Unity Asset - Quests 2 Game Creator 2 by Catsoft Works v2.3.8: Introducing the Quest Management System, a powerful tool for creating and managing thousands of quests in your Unity project. Compatible with Unity's rendering pipelines, including the Built-in Render Pipeline, Universal Render Pipeline (URP), and High Definition Render Pipeline (HDRP)- this system keeps quests organized and controlled, no matter the complexity.

Included:

- Source code for customization.
- Examples and templates to kickstart quest implementation in your project.

With the Quest Management System, you can create immersive and engaging quest-driven experiences, whether designing intricate storylines or dynamic side missions. Keep your players engaged and motivated with clear objectives and rewarding progression paths.

- **Flexible Quest Creation:** Create quests with intricate subtasks that intertwine and branch off to different outcomes, or opt for simple linear tasks; it's all customizable to suit your needs.
- **Tree-like Structure:** Each quest comprises a tree-like structure of tasks, allowing for clear organization and progression tracking.
- **Subtasks Support:** Tasks can contain subtasks, providing detailed objectives and objectives within each quest.
- **Quest Tracking:** Track one or multiple quests simultaneously, keeping players informed of their ongoing objectives.
- **Points of Interest (POIs):** Define world positions as Points of Interest, automatically displayed on a minimap for easy navigation.
- **Navigation Compass:** Includes a navigation compass example to guide players towards their objectives.
- **POI Indicators:** Display indicators on top of POIs, even off-screen, ensuring players always know where to go.
- **Complete Journal and HUD Integration:** Seamlessly integrate quests into your game's journal and HUD for a cohesive player experience.
- **Visual Scripting Integration:** Fully integrated with Game Creator's Visual Scripting, allowing for easy creation of rewards, events, and interactions based on quest progress.
- **Extensive Customization:** Customize quests, tasks, and objectives to match the unique requirements of your game.
- **Journal Component:** Attach the Journal component to any object to enable quest tracking for the player and other characters.
- **Progress Saving:** Automatically save quest progress with the Journal memory onto a Remember component, ensuring seamless continuity between gameplay sessions.



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