

Ideas

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dynamic relationship system

DRS

A dynamic relationship system for NPCs and players could be broken down into several modules or components that work together to create a cohesive system. Here are a few potential modules that could be included:

NPC behavior module: This module would define the base behaviors and personality traits of each NPC in the game world. NPCs could have a set of traits that influence how they respond to different situations or interactions with the player, such as being friendly or hostile, shy or outgoing, etc.

Interaction event module: This module would be responsible for creating and managing interaction events between NPCs and the player. These events could be triggered by a variety of factors, such as the player initiating conversation with an NPC, the player completing a task or mission, or the player committing a crime in front of an NPC.

Relationship progression module: This module would track the progression of relationships between NPCs and the player, based on their interactions and events. It could include variables such as trust, loyalty, respect, and affection, which could increase or decrease based on the player's actions and choices.

Quest system module: This module would allow the player to take on quests or missions from NPCs, which could affect the player's relationships with those NPCs and potentially with other NPCs as well.

Dialogue system module: This module would be responsible for creating dynamic dialogue options based on the player's relationships with NPCs. As the player's relationships with NPCs change, the available dialogue options could change as well.

By breaking down the dynamic relationship system into smaller modules, it becomes easier to manage and maintain, as well as allowing for greater flexibility and customization. These modules can be designed and implemented independently, and then integrated into the larger system as needed.

I'm v tired

npcs get to interact with other npcs

idea from rain world :D

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Working Off-Platform

Getting Started:

To work on this project, you will need an IDE or text editor and a web browser. You also have the option of downloading the starter files for a quick start. Alternatively, you can use your own existing files or start from scratch.

Details of how to get started can be found below. We've also included additional resources to help you setup your development environment to conduct coding needed for this case study.

IDE/Text Editor

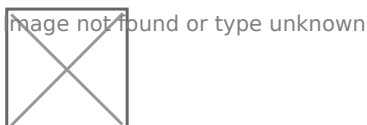
To use the recommended Visual Studio Code. Download it for your operating system or update your existing installation to the latest version. Other alternatives are listed here in case you don't already have one installed.

[Download Visual Studio Code](#)

(recommended) [Download Eclipse IDE](#) (alternative) [Download IntelliJ IDE](#)

(alternative)

If you use Visual Studio Code, it is also recommended that you install the Live Server extension:



Web browser:

To use the recommended Chrome web browser. Download it for your operating system or update your existing installation to the latest version.

[Download Chrome web browser](#)

(recommended) [Download Edge web browser](#) (alternative) [Download Firefox web browser](#)

(alternative) [Download Opera web browser](#)

(alternative)

Optional: Download The Optional Starter Files

1. Download the [Starter.zip](#)

file with the necessary starter code and file structure.

2. Double-click on it to "unzip" the folder. It should contain several items:

1. A recommended file directory structure
2. index.html
3. master.css
4. main.js

3. Open the directory in the IDE or editor of your choice.

Additional Resources

- [Visual Studio Code for the Web](#)
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- [W3C HTML References](#)
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- [W3C CSS References](#)
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- [W3C JavaScript References](#)
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- [Debugging with the Chrome Browser](#)
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- [Build Fast, Responsive sites with Bootstrap](#)

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- [Using the JQuery Framework](#)
-
- [Royalty-free graphics on Pixabay](#)
-
- [Free icons \(need attribution\)](#)

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