

GALAXY FORGE GAMES, LLC

Side-Quest Design Document

Phlydia's Book

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This document contains the required details and information to develop, test, and release the Phlydia's Book Quest to the Skyrim Overhaul Mod Project: Baldur's Gate. This document was developed by the design team at GFG, LLC., under the Apache 2.0 License.

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1 Overview

1.1 Document Revision Tracking

This document is tracked and organized by the table listing below. Any action made in this document is performed under strict logging to this tracking table. Access to the document is performed in good faith that no action shall be taken on the document without expressly documenting the changes to be performed in the tracking log.

Date	User	Role	Activity
01/11/2017	Jonathan Adams	Project Lead	Initial Creation
01/13/2017	Jonathan Adams	Project Lead	Updated references and stage information. Imported new diagrams.

1.2 Purpose

The purpose of this document is to provide a reference and development standard for the side quest *Phlydia's Book* for the Skyrim Mod: Baldur's Gate software product. This document shall provide a consistent understanding and reflect changes to the structure and design as required by the functionality of the Game Engine. As well, any configuration changes or specific constraints that are encountered during development will be listed and indexed within this documentation.

1.3 Scope

1.3.1 Objectives

The objective of this project is completely re-create the Phlydia's Book quest from Baldur's Gate 1 into the Skyrim Overhaul Mod project. This document shall outline the quest details and creation procedures under the perspective of the Quest Dialogue system present in the Creation Kit.

1.3.2 Goals

The Goal of this project is to create the Phlydia's Book quest with an absolute 1-to-1 replication from the Baldur's Gate 1 CRPG into the Skyrim Overhaul Mod project. There are some sections of the quest which need expansion, and these sections shall be created with respectable quality so as to provide immersion and to replicate the themes and tones of the original Baldur's Gate game.

1.3.3 Architecture

This quest shall be created using the TESV Creation Kit (CK) software framework. The CK is a complete Skyrim Modding tool which can be utilized to overhaul the original Skyrim game and replace the majority of content with newly developed and modified content.

The CK software is provided to developers and modders by Bethesda Softworks, and works in conjunction with the Creation Engine developed by Bethesda Softworks LLC.

1.4 Glossary

These common terms are used throughout the document.

Term	Definition
Quest	A storyline game function in which the Player interacts with other characters by taking on requests for help and service in exchange for rewards.
Player	The Player is another term for the target end user who will utilize this product. The Player specifically refers to the User at the time when they are engaging with the software.
Creation Kit (CK)	The development software framework. The Elder Scrolls: Skyrim Creation Kit.
TESV	An acronym for The Elder Scrolls: V (Skyrim), a series of games developed by Bethesda Softworks.
Baldur's Gate (BG)	Baldur's Gate is a CRPG video game created in 1999. Baldur's Gate was originally created by TSR and Black Isle.
Stage	A package of functions, values, objectives, conditions, scenes, and dialogue as separate sections of a quest that can be called or initiated. A stage can be started or stopped through script snippets, console commands, and events that occur as part of the quest execution.
Reference Alias	A pointer-like object that allows a quest to change reference to different locations and actors as required during the quest. A Reference Alias is bundled with items, ai, scripts, and other conditional controls to apply a quest template state to an actor.
Dialogue	The written speech, recorded dialogue, and animations that collectively allows a player to speak with another actor.
Package	An AI Package of data, schedules, locations, and behavior scripts that control what an actor does at any specific time. Packages tell an actor what to do, where to do it, and when to do it.
kmyQuest	The Quest Script utilized by the Quest Dialogue.

2 Quest Design Overview

2.1 Description

The *Phlydia's Book* quest involves the Player interacting with Phlydia in Candlekeep. Phlydia asks the player to help her find a book that obtained from the library and subsequently lost. The player then travels to a bundle of hay where she last had the book, and finds it. When the book is found in the hay, the player returns to Phlydia and gives her the book. Once the book is returned, the player receives rewards, and the quest is completed.

2.1.1 Quest Overview

The proceeding table outlines the major high-level data associated with the quest.

Major Quest Data	
Quest Allies	Phlydia, Dreppin, Winthrop
Quest Enemies	None
Quest Objectives	Find Phlydia's Book, Bring the book to Phlydia.
Quest Locations	Candlekeep Priests' Quarters
Quest Rewards	Lynx Eye Gem

2.2 Quest Perspective

This section defines the interfaces and perspectives this quest shares with other objects and functions of the game engine. These processes shall interface in a bi-directional manner unless otherwise defined, and any information related to the structural constraints or limitations of the quest in conjunction with external facets will be referenced.

2.2.1 Location Interfaces

This quest will occur in the isolated city-zone of Candlekeep, and also possibly in the isolated interior cell of the Candlekeep Inn. The player will encounter Phlydia near the exterior of the Candlekeep Inn, and will obtain the book from the hay near the Priests' Quarters. If the book is lost or destroyed, the player may enter the Candlekeep Inn, and speak with Winthrop to purchase another one. The quest utilizes no other zones, cells, or locations.

Name	Cell Name	Location Reference	Type
Candlekeep Inn	_BG_CandlekeepInn	_BG_CandlekeepLocation	Interior
City Areas	_BG_CandlekeepCity02 and _BG_CandlekeepCity03	_BG_CandlekeepLocation	Exterior

2.2.2 Quest Interfaces

The quest interfaces with only one other quest; the Main Prologue Quest. The Main Prologue Quest interacts with this quest after the player leaves Candlekeep during the Main Prologue Quest sequence. Once the player leaves Candlekeep, this quest is evaluated – if it is started and not completed then the quest will fail the quest; otherwise it will shut down as completed and idle.

Quest	Quest Name	Type	Interface Purpose
Main Quest: Prologue	_BG_MQCH00	Main Quest	Terminates this quest.

2.2.3 NPC Interfaces

There are multiple NPCs in this quest. The NPCs provide quest objectives and dialogue.

Phlydia is the primary quest giver, and rewards provider. Phlydia is a female human mage in her early thirties, and asks the player to help her find her lost book.

Dreppin is an information provider, and tells the player where to look for Phlydia's book. He has no other impact on the story aside from providing this information to the player.

Finally, Winthrop is an NPC that provides the player with a store in order to obtain an alternate copy of the book. When the player speaks with Winthrop and utilizes his store, they may buy the book to complete the associated objective.

Name	Actor	Type	Functional Usage
Phlydia	_BG_Phlydia	Friendly	Provides the quest to the player.
Dreppin	_BG_Dreppin	Friendly	Provides information to the player.
Winthrop	_BG_Winthrop	Friendly	Provides goods and services to the player.

2.2.4 Item Interfaces

The only item interface in this quest is Phlydia's Book, a common book called the History of Halruaa. The book is a fairly frequent drop in the game, and this quest can be completed using any instance of the book.

Name	Item ID	Type	Functional Usage.
History of Halruaa	_BG_BookHistoryOfHalruaa	Common Item: Book	The quest objective.

2.2.5 Script Interfaces

The only interface to other scripts this quest maintains is to the Main Quest CH:00 cleanup script, as defined in section 2.2.2. The Cleanup Script triggers completion of this quest dependent on the current stage of the quest. The MQCH00 handler script calls the Phlydia's Book quest handler script, by the shutdown function. The function in the handler script attached to the Phlydia's Book quest either completes, fails, or terminates the quest based on stage and completeness of the quest objectives.

Name	Script Name	Type	Functional Usage
MQCH00 Cleanup	_BG_MQCH00HandlerScript	Quest Script	Called by MQCH00 during a scene to cleanup residual incomplete quests in Candlekeep.

2.3 Quest Functions

This section describes the functional process the quest takes from beginning to completion, called quest functionality. All information relevant to the internal execution of the quest, and any calls to and from external interfaces are defined within the scope of quest functionality.

2.3.1 Quest Conditions

The Quest Conditions section defines any conditional features required for the quest to initiate or to shut down fully.

2.3.1.1 Quest Initiation

This quest is started on game start; however, the quest is not triggered as started in the player's journal until the player speaks with Phlydia. Once the player has spoken with Phlydia, the quest objective is displayed and the quest has started. There are no other Quest Initiation conditions that would stop the quest from beginning.

2.3.1.2 Quest Shutdown

This quest is shutdown either by completing the quest objectives, by failing to complete the quest objectives, or by failing to initiate the quest. Once the quest is completed, Phlydia will return to his default package set.

2.3.2 Quest Rewards

The rewards for this quest are limited to the rewards provided from the quest giving NPC. There are no other rewards provided to the player outside the rewards defined in the proceeding table.

Reward Source	Quality	Value	Rewards
Phlydia	Common	25 gp	Lynx Eye Gem, 10 gp.

2.3.3 Quest Sequence

This quest follows two primary functional objectives: obtain the book, and bring the book to Phlydia. In the original Baldur's Gate, the player could drop, sell, or generally destroy the copy of the History of Halruaa found in the hay stack near Dreppin. In doing so, they could either spawn a new copy by commands and cheats, or purchase a copy from Winthrop. As such, the book is not a typical quest item that cannot be dropped, sold, or destroyed. In order to follow this dynamic, this quest follows a typical quest activity diagram, and changes between objective goals during Stage 10 to either having the book or needing to obtain a version of it. Once the player has fully returned the book to Phlydia, the quest stage shall change to completed.

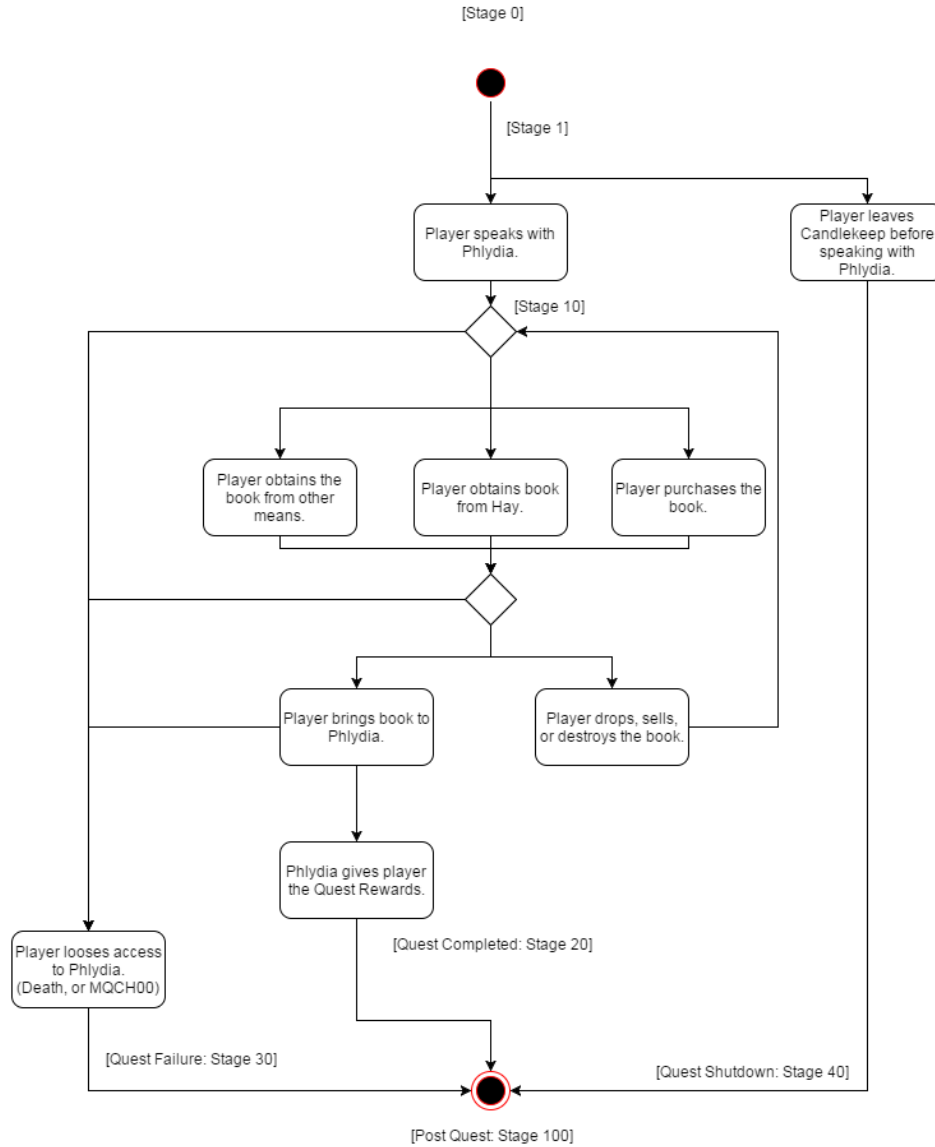


Figure 1 - Phlydia's Book Quest Flow Diagram

2.3.4 Quest Objectives

This quest has two primary objectives – to obtain a copy of the book, and to speak with Phlydia. The initial objective to obtain a copy of the book has three separate objective forms – to Find Phlydia’s Book in the hay, to buy a copy of Phlydia’s Book from Winthrop, or to obtain a copy of Phlydia’s Book.

The first objective is to obtain a copy of Phlydia’s book. The quest shall initially point the player to her copy of the book in the hay near Dreppin, which the player can pick up. If the player destroys this copy, they may buy another copy from Winthrop (if it has not been purchased already), and the quest will point the player to Winthrop in order to do this. If both Phlydia’s book in the hay, and Winthrop’s copy are destroyed, the quest will point the player to a general objective to obtain the book.

The player shall have a script attached to them that shall filter and count the number of copies of the book in their inventory when a new copy is added or removed, and choose an appropriate objective based on the non-destroyed state of other obtainable copies of the book. Once the book is obtained, the objective shall change to speak with Phlydia.

Objective Text	Objective Target	Completion Condition
Find Phlydia's Book in the hay	Reference Alias: PhlydiasBook	Player has picked up the book and it is in the player's inventory.
Buy a copy of Phlydia's Book from Winthrop	Reference Alias: Winthrop	Player has purchased a copy of the book from Winthrop and it is in the player's inventory.
Obtain a copy of Phlydia's Book	None	The player has found an additional copy of the book and it is in the player's inventory.
Speak with Phlydia	Reference Alias: Phlydia	The player has spoken with Phlydia.

2.3.5 Quest Stages

The stage section describes each of the primary quest stages required to execute this quest in detail. Each section defines specific dialogue, journal entries, scripts, and transitions that occur during the stage.

2.3.5.1 Stage 0

Stage 0 of this quest is an initialization stage in which no activity occurs. The Stage shall call a set-up function from the kmyQuest to handle any necessary setup of variables and values, and then the quest will transition to Stage 1. No other activity, journal entries, dialogue, or other processes will occur in this stage.

2.3.5.1.1 Stage Dialogue

There is no dialogue that occurs during this stage.

2.3.5.1.2 Stage Journal Entries

There are no journal entries triggered during this stage.

2.3.5.1.3 Stage Scripts

This stage has two major snippets that occurs during the stage, described in the tables below.

This script describes the quest start-up block snippet, which calls the baseline kmyQuest to set up various values or objects in the quest which isn't normally handled by the creation of aliases or set through quest constants.

Name	Stage 0
Type	Snippet
Description	This quest calls the setup function using the kmyQuest variable, and then transitions the quest to Stage 1 when the setup function has completed.
Triggers	On initialization of the stage.
Location	Attached to the quest stage as a snippet.
Expected Output	The quest variables are set and the quest transitions to the next stage.
Notes	None.

This snippet reflects a function which is called by other scripts when the quest starts.

Name	Setup
Type	Function
Description	This function resides in the kmyQuest script, and is called from the Stage 0 script-block. This function will initialize any global quest variables to their starting values.
Triggers	By call from external scripts.
Location	In the handler script attached to the quest dialogue scripts tab (i.e. kmyQuest).
Expected Output	The global variables are set.
Notes	<code>_BG_PhlydiaBookCount</code> is a global value set to 0. <code>_BG_PhlydiaBookRequiredTotal</code> is a constant global value set to 1.

2.3.5.1.4 Stage Transitions

This stage has one transition to Stage 1. This transition is called in the Stage 0 script snippet.

2.3.5.1.5 Stage Actions & Packages

There are a few distinct stage features that occur in this stage.

In this stage, Phlydia obtains an idle package through her reference alias. Phlydia shall move to an idle marker outside of the Candlekeep Inn and perform a constant sandbox within 512 until the quest is at Stage 100. For quest safety and debugging, Phlydia's spawn location shall be in the Candlekeep Inn.

Package Name	Duration	Type	Description
_BG_PhlydiasBookPhlydiaSandbox	Stage 0 - 100	Sandbox	Phlydia idles in a Sandbox package at a range of 512 adjacent to the Candlekeep Inn.

Neither Dreppin, nor Winthrop will obtain idle packages in this stage as they will be provided packages from their own quests and dialogues. Winthrop shall receive his idle merchant package from his merchant dialogue, and Dreppin shall receive his idle sandbox package from his quest.

2.3.5.2 Stage 1

Stage 1 of this quest establishes the idle state before the quest has been accepted by the player. In this stage, Phlydia speaks dialogue to the player and then the quest is started. Once the quest is started, the stage transitions to the next stage.

2.3.5.2.1 Stage Dialogue

This stage has only one block of spoken dialogue. The dialogue shall be spoken and then the quest is started. This dialogue is spoken only once, and shall block any other dialogue that the NPC may speak.

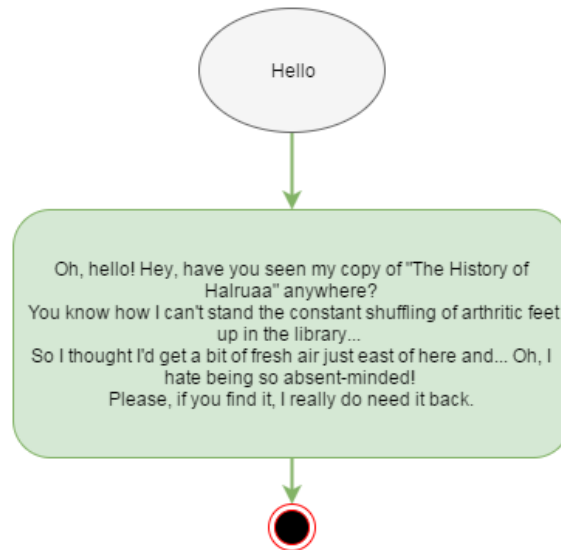


Figure 2 - Phlydia Dialogue Stage 01

2.3.5.2.2 Stage Journal Entries

This stage has no journal entries associated with it.

2.3.5.2.3 Stage Scripts

This stage has one script case which is triggered at the end of the spoken dialogue. There is no other scripted actions in this stage aside from the triggered script.

This snippet defines a script block that triggers a transition to the next stage.

Name	Trigger Quest Start
Type	Snippet
Description	This snippet is called on the end of the spoken dialogue said by Phlydia. This snippet shall trigger the transition to the next stage.
Triggers	By call from the dialogue completing.
Location	Attached as a snippet to the dialogue.
Expected Output	The stage transitions to the next stage.
Notes	The next stage in the sequence is 10.

2.3.5.2.4 Stage Transitions

This stage has one transition from Stage 1 to Stage 10. This transition occurs at the end of the dialogue with Phlydia.

2.3.5.2.5 Stage Actions & Packages

There are no new special stage actions or packages that occur in this stage.

2.3.5.3 Stage 10

Stage 10 of this quest enables the player to complete the major quest objectives. In this stage, the player may speak with Phlydia to receive instructions. This stage remains open unless the player fully completes the primary objectives to find the book, and to bring it to Phlydia.

2.3.5.3.1 Stage Dialogue

This stage has multiple sequences of dialogue, spoken by Phlydia.

In this dialogue, Phlydia urges the player to continue looking for the book.

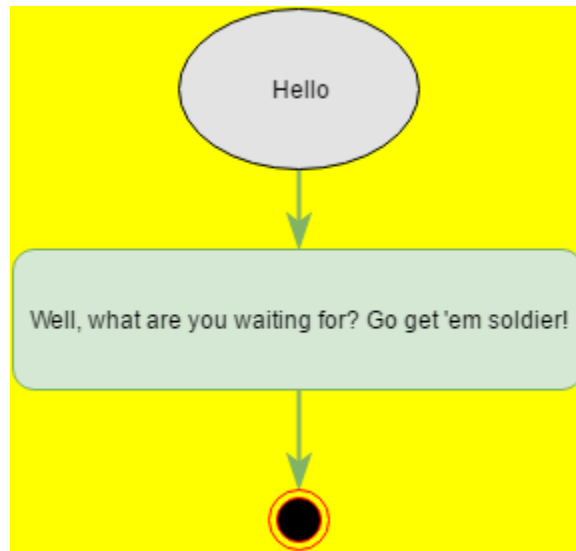


Figure 3 - Reevor Dialogue Stage 10

In this dialogue, Phlydia accepts the quest item, and transitions to the next stage.

2.3.5.3.2 Stage Journal Entries

This stage has one journal entry related to the start of the quest objective. This journal entry is displayed on the start of this stage.

Entry	Journal Text	Conditions
1	Dear, absent-minded Phlydia has lost another of her books, "The History of Halruaa," this time. Last time she was at Candlekeep, she lost an entire four-volume set in the hay we keep for the cows.	Default/None.

2.3.5.3.3 Stage Scripts

This stage has multiple associated scripts – a script attached to the player to handle item addition and removal as well as item filtering, a set of snippets attached to the kmyQuest to handle setting the objectives, a stage initiation script, and a stage transition snippet attached to the final Phlydia dialogue in this stage.

This script handles the OnDeath of each rat. It is attached to the rat through alias reference, and called when an OnDeath event is raised by the alias.

Name	Rat OnDeath Handler
Type	Script
Description	This script has one function; the event OnDeath event function. This function is called when the rat is killed. When it is killed it calls the increase count function on the quest handler (kmyQuest) script.
Triggers	By On Death Event of the Reference Alias.
Location	Attached as a script to the Reference Alias.
Expected Output	The kill counter function is called.
Notes	This script should not have or require any quest information, other than calling the quest handler script. All stage information is handled in that script.

This script is the kmyQuest Handler Script, and consists of two major functions for this stage – the kill count increment function, and the count objectives function. This script is attached to the Quest, and fills the kmyQuest variable role.

Name	Quest Handler Script
Type	Script
Description	<p>This script is modularly called from other functions in the quest. There shall be two central functions:</p> <p><i>Kill Count Increment:</i> This function increases the global variable, <code>_BG_ReevorKillCount</code>, with the current number of dead rats killed during the quest.</p> <p><i>Count Objectives:</i> This function begins by refreshing the global variable for visibility on the quest objective. Then, this function shall determine the stage of the quest, and call functions based on the stage. If the stage is 10 and the rat kill count is less than the value required by the quest, then the quest will display the quest objective forcefully. If the stage is 10 and the rat kill count is equal to or greater than the value required by the quest, then the quest will display the objective as completed, and the quest will transition from 10 to 20.</p>
Triggers	By call from the dialogue completing.
Location	Attached as a snippet to the dialogue.
Expected Output	The stage transitions to the next stage.
Notes	The next stage in the sequence is 10.

The Stage Start script handles the initialization for the quest.

2.3.5.3.4 Stage Transitions

This stage has one transition to Stage 20. This transition is called from the Phlydia Dialogue Snippet.

2.3.5.3.5 Stage Actions & Packages

There are no new special stage actions or packages that occur in this stage.

2.3.5.4 Stage 20

Stage 20 is the quest rewards stage which awards the player for completing the quest, and performs functions to safely terminate the quest. During this stage, there is no dialogue that occurs; however, the quest provides a journal entry to the player and rewards them for completing the quest. This stage marks the quest as completed and shutdown.

2.3.5.4.1 Stage Dialogue

There is no dialogue associated with this stage.

2.3.5.4.2 Stage Journal Entries

There is one journal entry associated with this stage for completing the quest.

Entry	Journal Text	Conditions
1	Poor, absent-minded Phlydia gave me a gem for returning her lost book. Candlekeep, it seems, continues to defy all laws of economics: the more books it holds, the more valuable they become to those who read them. The greater the supply, the greater the demand... Bah, all this thinking is making my head hurt. Time to pawn this gem and get something useful for it.	Default/None.

2.3.5.4.3 Stage Scripts

There is one script in this stage, which is a snippet initiated on the start of the stage and handles awarding the player. The script shall also transition to the next stage after it is completed.

Name	Start Stage 20
Type	Snippet
Description	This snippet shall award the player by adding the quest rewards to their inventory. It shall then transition to the next stage.
Triggers	By call on start of the stage.
Location	Attached as an initialization snippet to the stage.
Expected Output	The player receives rewards, and the stage transitions to the next stage.
Notes	

2.3.5.4.4 Stage Transitions

There is only one stage transition that occurs during this stage. The transition is called through the Start Stage 20 initialization snippet, and transitions to Stage 30.

2.3.5.4.5 Stage Actions & Packages

There are no new special stage actions or packages that occur in this stage.

2.3.5.5 Stage 30

This stage is a quest failure stage, and this stage shall mark the quest as failed and shutdown, and perform any safety functions to safely terminate the quest.

If the player leaves the inner grounds of Candlekeep in the Main Quest with Gorion; then the player becomes isolated from Candlekeep and may not complete the final objectives of the quest. Therefore, if the player has accepted this quest and performed any objectives without finally turning in the quest to Phlydia, then the quest is set to this stage when the player leaves Candlekeep.

As well, if the player or any other actor successfully kills Phlydia or the player assaults Phlydia when the player has already accepted the quest, and the stage is not 30, then the quest shall fail to this stage.

2.3.5.5.1 Stage Dialogue

There is no dialogue associated with this stage.

2.3.5.5.2 Stage Journal Entries

There are two journal entries associated with this stage, and each defines the failure of the quest. If the player leaves Candlekeep before completing the quest, then the default entry will display. If Phlydia is killed, or assaulted by the player, then the second entry will be displayed.

Entry	Journal Text	Conditions
1	In classic form, Phlydia almost seemed to have forgotten that she had sent me in search of her book in the first place. Oh well, I guess there's more to a favor than the rewards at its end.	Default
2	I doubt that Phlydia will be needing her book anymore from me.	Phlydia is dead, or she has been assaulted by the player.

2.3.5.5.3 Stage Scripts

There are three scripts associated with this stage; a snippet to handle the initialization of the stage, a script to call the transition to this stage, and the Phlydia OnDeath and OnAssault event functions applied to Phlydia through her Reference Alias.

This script snippet is attached to the stage initiation block for both versions of the Journal Entry.

Name	Start Stage 40
Type	Snippet
Description	This snippet shall set any open objectives to failed, and set the stage to 100.
Triggers	By call on start of the stage.
Location	Attached as an initialization snippet to the stage.
Expected Output	The stage transitions to 100.
Notes	

This script handles setting the stage to 30 for the quest to handle failure.

Name	FailQuest (Quest Handler Script)
Type	Script
Description	This script shall set the stage of the quest to 40.
Triggers	By external call to the Quest Handler Script.
Location	Function in the Quest Handler Script (kmyQuest)
Expected Output	The stage transitions to 30.
Notes	

This snippet handles the OnDeath event function on Phlydia and is part of the same script that handles the OnAssault event.

Name	Phlydia OnDeath
Type	Script
Description	This function shall call the FailQuest function from the Quest Handler Script.
Triggers	By OnDeath event from Phlydia.
Location	Function in the Phlydia Handler Script.
Expected Output	The kmyQuest "FailQuest" function is executed.
Notes	This should conditionally check if the stage is greater than or equal to 10 (i.e. quest is started).

This script handles the OnAssault event function on Phlydia.

Name	Phlydia OnAssault
Type	Script
Description	This function shall check if the assaulting actor is the player or part of the player's faction, and then call the FailQuest function from the Quest Handler Script.
Triggers	By OnAssault event from Phlydia if the assaulter is the Player or part of the Player Faction.
Location	Function in the Phlydia Handler Script.
Expected Output	The kmyQuest "FailQuest" function is executed.
Notes	This should conditionally check if the stage is greater than or equal to 10 (i.e. quest is started).

2.3.5.5.4 Stage Transitions

This stage has one transition to stage 100, which is a post-quest idle state.

2.3.5.5.5 Stage Actions & Packages

There are no new special stage actions or packages that occur in this stage.

2.3.5.6 Stage 40

This stage is a safety quest shutdown stage. The quest neither completes nor fails if this stage is called. There are only two conditions in which this state is called – the player leaves Candlekeep before accepting the quest from Phlydia, or Phlydia is killed before the player is able to speak with her in order to start the quest. This stage performs simple quest cleanup and then the quest is transitioned to stage 100.

2.3.5.6.1 Stage Dialogue

There is no dialogue associated with this stage.

2.3.5.6.2 Stage Journal Entries

There are no journal entries associated with this stage.

2.3.5.6.3 Stage Scripts

There are three scripts associated with this stage; a snippet to handle the initialization of the stage, a script to call the transition to this stage, and the Phlydia Handler Script which includes two functions to call transition to this stage by events and conditions.

This script snippet is attached to the quest stage initiation block and handles any stage-specific startup procedures.

Name	Start Stage 40
Type	Snippet
Description	This snippet shall set any open objectives to complete, and set the stage to 100.
Triggers	By call on start of the stage.
Location	Attached as an initialization snippet to the stage.
Expected Output	The stage transitions to 100.
Notes	

This script is included as a function in the quest handler script (kmyQuest) to be called from actor scripts and other external sources.

Name	SafelyTerminateQuest (Quest Handler Script)
Type	Script
Description	This script shall set the stage of the quest to 40.
Triggers	By external call to the Quest Handler Script.
Location	Function in the Quest Handler Script (kmyQuest)
Expected Output	The stage transitions to 40.
Notes	

This snippet handles the OnDeath event function on Phlydia and is part of the same script that handles the OnAssault event.

Name	Phlydia OnDeath
Type	Script
Description	This function shall call the FailQuest function from the Quest Handler Script.
Triggers	By OnDeath event from Phlydia.
Location	Function in the Phlydia Handler Script.
Expected Output	The kmyQuest "FailQuest" function is executed.
Notes	This should conditionally check if the stage is greater than or equal to 10 (i.e. quest is started).

This script handles the OnAssault event function on Phlydia.

Name	Phlydia OnAssault
Type	Script
Description	This function shall check if the assaulting actor is the player or part of the player's faction, and then call the FailQuest function from the Quest Handler Script.
Triggers	By OnAssault event from Phlydia if the assaulter is the Player or part of the Player Faction.
Location	Function in the Phlydia Handler Script.
Expected Output	The kmyQuest "FailQuest" function is executed.
Notes	This should conditionally check if the stage is greater than or equal to 10 (i.e. quest is started).

2.3.5.6.4 Stage Transitions

This stage has one transition to stage 100, which is a post-quest idle state.

2.3.5.6.5 Stage Actions & Packages

There are no new special stage actions or packages that occur in this stage.

[2.3.5.7 Stage 100](#)

This stage is a post-quest idle state, which leaves the quest as shutdown. This stage is the final stage of the quest, and no quest activity occurs during this stage.

[2.3.5.7.1 Stage Dialogue](#)

There is no dialogue associated with this stage.

[2.3.5.7.2 Stage Journal Entries](#)

There are no journal entries associated with this stage.

[2.3.5.7.3 Stage Scripts](#)

There are no scripts associated with this stage.

[2.3.5.7.4 Stage Transitions](#)

There are no transitions that occur in this stage.

[2.3.5.7.5 Stage Actions & Packages](#)

There are no new special stage actions or packages that occur in this stage.

2.3.6 Quest Completion

The Quest is completed in three separate ways; success of objectives, failure of objectives, or failure to start the quest.

2.3.6.1 Quest Success Shutdown

The Quest Success condition is called when all objectives have been completed. This is called during stage 20. When the quest has shutdown, the player receives the quest rewards from Phlydia. When the rewards are added to the player's inventory, the duplicates shall be removed entirely from Phlydia's inventory. If Phlydia has the quest rewards pick-pocketed from her inventory, the quest shall still provide the player with appropriate rewards.

2.3.6.2 Quest Failure Shutdown

The Quest Failure condition is called from the player leaving Candlekeep, or on the death of the quest giver, Phlydia.

Phlydia has one handler script attached through her Reference Alias which executes an OnDeath event and OnAssault event to call the Quest's handler script to either fail or neutrally shutdown the quest. See the scripts described in Stage 30 (section 2.3.5.5.3) and Stage 40 (section 2.3.5.6.3) for more information.

As well, the quest may be shut down through failure if the player leaves Candlekeep before the quest objectives have been completed. This is handled by an interface call to the kmyQuest.

2.3.6.3 Quest Neutral Shutdown

The Quest Neutral condition is called from the player either leaving Candlekeep, or the death of the quest giver, Phlydia, before the quest has been accepted.

Phlydia has one handler script attached through her Reference Alias which executes an OnDeath event and OnAssault event to call the Quest's handler script to neutrally shutdown the quest. See the scripts described in Stage 40 (section 2.3.5.6.3) for more information.

Additionally, the quest may be neutrally shutdown if the player leaves Candlekeep before the quest is accepted. This is handled by an interface call to the kmyQuest.

3 Quest Design Planning

This section outlines the timetables and development concerns for the planned creation of the quest.

3.1 Development and Testing

This quest shall be developed under the following development schedule. There are three phases for the development: Quest Development, Unit Testing, and Final Acceptance Testing.

3.1.1 Sub-Phases

With each phase, there are multiple sub-phases.

3.1.1.1 Quest Development

Quest Development has five sub-phases; Quest Form Creation, Alias Creation, Script Development, Package Development, and Dialogue/Voice Recording.

Sub-Phase	Task Scope
Quest Form Creation	Handles development of the quest form, stage creation and set up, journal development, and quest associations.
Alias Creation	Handles creation of the actors, placement of the actors, alias creation and creation conditions.
Script Development	Development of all scripts in or associated with the quest as defined in this document.
Package Development	Development of the default Actor packages, and Alias Reference packages.
Dialogue/Voice Recording	Development of the quest writing and dialogue, voice recording, and actor animation events for speaking.

3.1.1.2 Unit Testing

Unit testing is performed as sub-tasks are completed in the development phase. Each Development Sub-Phase has a corresponding Unit Testing phase.

3.1.1.3 Acceptance Testing

Acceptance Testing is performed at the end of the quest, during the final weeks of development. Acceptance testing shall validate that all quest conditions operate properly during each stage, that stages transition correctly, and that conditions managing quest start-up and shut-down are validated as correctly operating.

3.1.2 Tasks

See the Asana Phlydia's Book Quest Tasks Webpage for task tracking and management.

3.1.3 Resources

This quest shall be developed with minimal resources. This project is developed as a hobby project, and team members shall contribute time as available.

3.1.4 Budget

This project is developed under a limited budget. No funding shall be available for the creation of this quest.

3.1.5 Schedule

The following time-scale table shows the development sequence and planned unit-testing phase. Once Full Quest Acceptance Testing is completed, a final phase to capture video recordings for marketing and advertisement will be performed. There is no timescale for completion of this final event.

Task	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Quest Creation	X					
Alias Creation	X	X				
Alias Unit Testing			X			
Script Development	X	X				
Script Unit Testing			X			
Package Development	X	X	X			
Package Unit Testing				X		
Voice Recording				X	X	
Dialogue Testing					X	
Combat Balance Testing					X	
Full Quest Acceptance Testing						X

4 Appendix

4.1 References

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Side-Quest Design Document: Phlydia's Book

A design document developed for the content creation team to lead the development of the Skyrim Overhaul Mod Project: Baldur's Gate.

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