User Manual

User Manual

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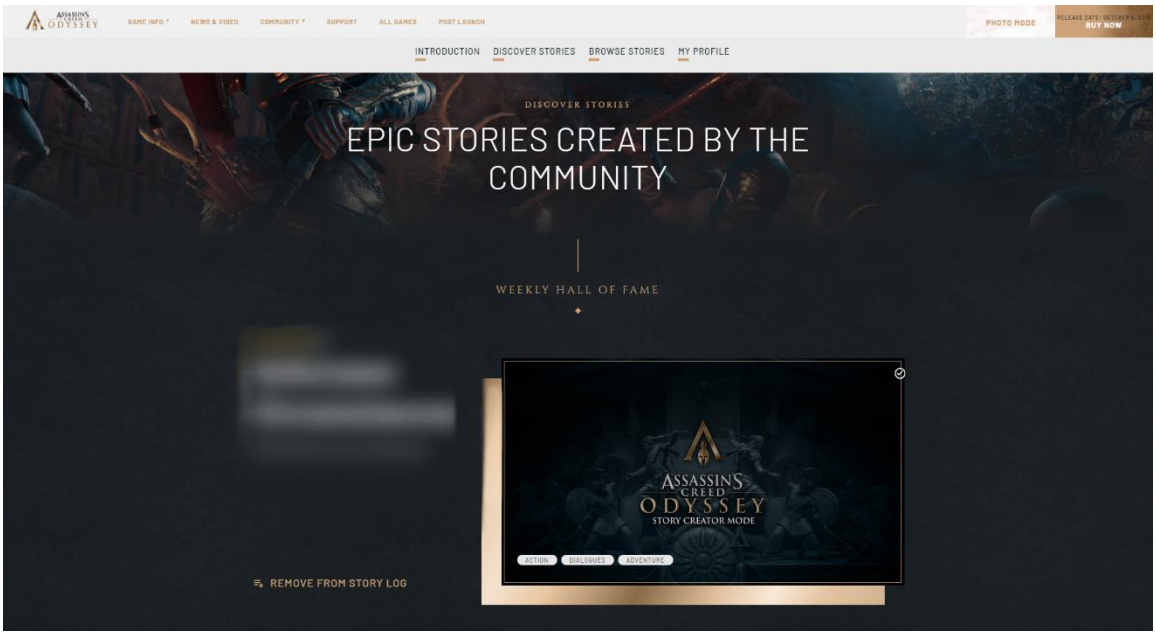
Story Creator Mode website

Overview

- The Story Creator Mode website is the hub that helps both Creators and Players to quickly share their work and feedback.
- As a player, you can easily find the stories you're looking for with the search filters.
- You can easily add Stories to your Story Log, and find them in the Story Log in-game.
- For additional information, go on **www.AssassinsCreed.com** and the Introduction page of the Story Creator Mode website.



Story Creator

Overview

- The Story Creator is a grouping of tools with which Creators can build their own Stories.
- In the Main Page, Creators can either; Create a new Story or Edit a draft (story already in progress).
- Creators can publish, unpublish and deleted Stories.
- Story Creator is also accessible from the Story Creator Mode website on www.AssassinsCreed.com

The Story Creator contains 3 major branches:

Story

The Story regroups all quests that are created in order to create a Story from beginning to end. You can start to create **Quests** and **Characters** from the Story, and set up different settings such as the *Player Starting Location* and *Story's information* (Story Name and Synopsis).

Quest Editor

The Quest Editor is where you build your quests step by step with **Starters**, **Objectives**, and other elements. Dialogues are also created here, which lead to the **Dialogue Editor**.

Dialogue Editor

The **Dialogue Editor** is where you build dialogues in your quests. Dialogue Blocks are at Creator's disposition in order to build custom and efficient dialogues with **Characters**.

Video Tutorial

Visit https://www.youtube.com/watch?v=7fAgtApYLbU&feature=youtu.be to have more information on how to create a Story.

Tutorial Stories

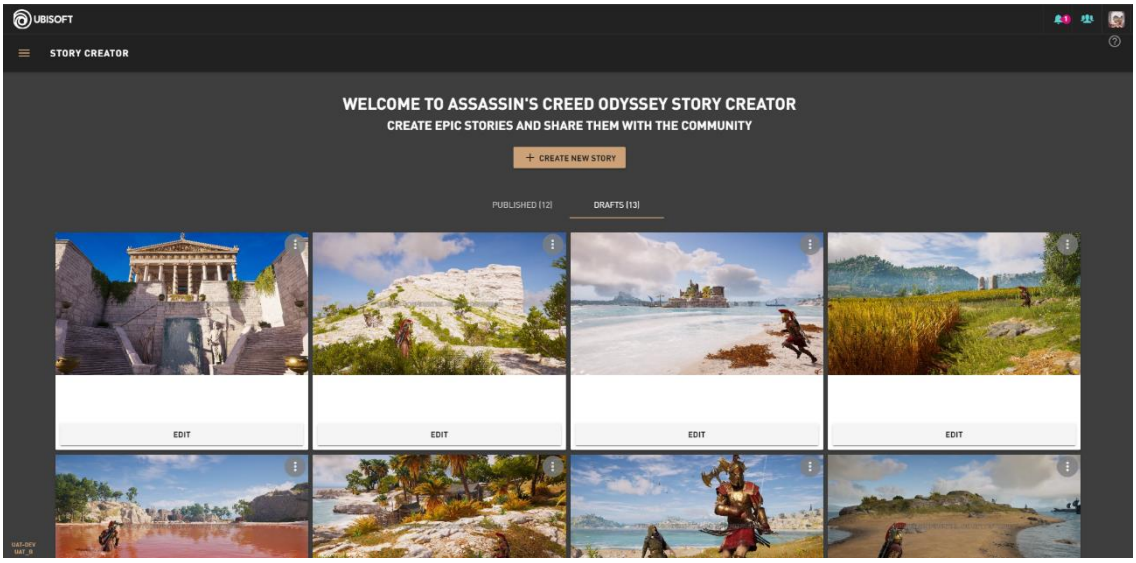
You can find a list of Tutorial Stories in the Introduction page of the Story Creator Mode Website, or the Discover Stories' Tutorial section, or you can visit the collection by clicking this link here.

Home page

Overview

- The Home Page gives quick access to all the Stories you're creating.
- It contains two tabs: Published Stories and Drafts.

Content



- Create a new Story.
- Drafts:
    - Edit Stories in progress in the Drafts tab. Clicking on Edit automatically opens the Story.
    - Delete a draft through the Story's hamburger menu.
- Published:
    - View the published Stories.
    - Un-publish an already published Story, the draft is kept intact.
- Home Menu is located in the top left corner:
    - Back to Website: Redirects the player to the Story Creator Mode website.

Story Editor

Overview

Main editor for the users to create a story with multiple quests, chaining one to another to create a Story

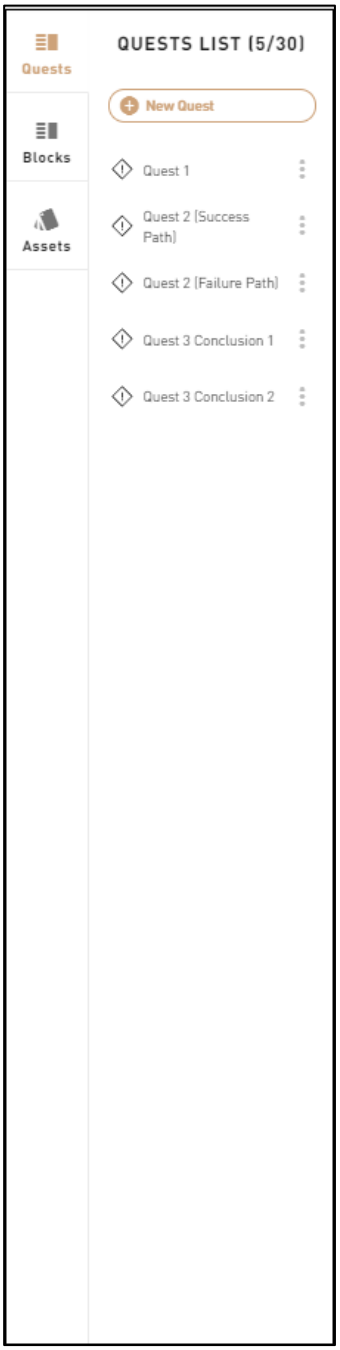
- Set a banner photo, taken from your Photo Mode Gallery.
- Add a Story Name.
- Add a synopsis of your Story.
- Select the language that the Story is in.
- Select up to 5 more photos from your Photo Mode Gallery to serve as a gallery for your Story.

Starting Location

- Set the *Starting Position*, which is where the player will start.
- Clicking on Add a Location opens the **World Map.**
- Click anywhere on the map to define the position, and a small icon will appear as an indicator.
- Clicking on Select validates the Starting Location.

Example of Starting Location

Left Panel



Quests

- Lists and allows to create, edit or delete quests from your Story.
- Easily drag-and-drop a quest from the list to the canvas to connect them to the Story.

Blocks

- Allows the possibility to used advanced blocks in the flow of your Story.
- Allows to set Story Checkpoints for when you are testing a long Story, but don't want to start from the very beginning of the Story.

Assets

- Lists and allows to create and edit a Character. You can select the look, name, archetype, inventory and location.
- Allows to delete the Characters, when they are no longer needed in the Story.
- Lists and allows to create, edit or delete Variables.
- Lists and allows to create, edit or delete Quest Items.

Story Information

Overview

- This is information used to describe and identify the story.

Right Panel Content

1: Photo

- Set a photo as the main preview of the Story.

2: Story Name

- Enter the story name which will be shown everywhere.

3: Synopsis

- A global description of the story. Text is shown in the Story thumbnail (both in game and in the Story Creator Mode website).

4: Story Language

- Select the language that the Story is in.

5: World Nations Manager

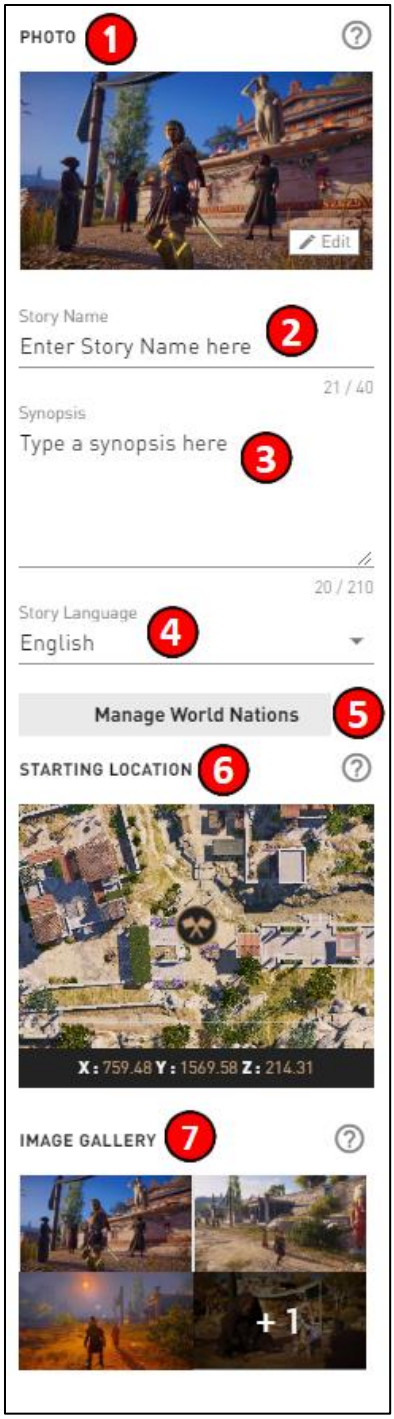
- Allows to set a faction to the regions found in Assassin's Creed Odyssey.

6: Starting Location

- Define the starting location of the story directly on the World map.

7: Image Gallery

- Select up to 5 photos to give a better preview of the Story.



Troubleshooting

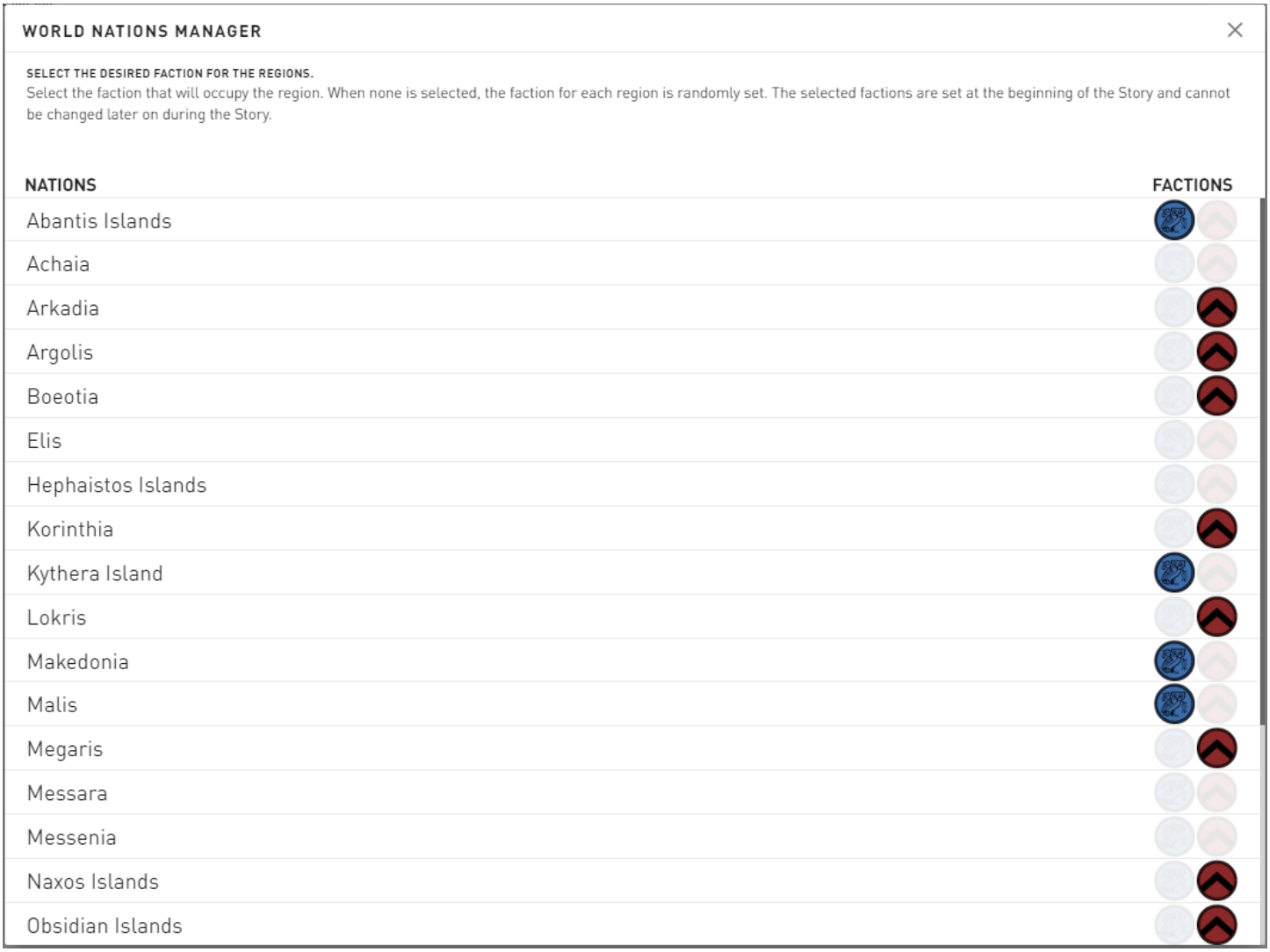
Required Fields for Validation success

- The Story needs a Story Name, a synopsis and the appropriate language.

World Nations Manager

Overview

- Opens a window with all of the regions with a faction.
- There are a few exceptions: Attika, Lakonia, Kephallonia, Andros and the Volcanic Islands.
- Attika will always be Athenian, Lakonia will always be Spartan.
- No faction can be set for Kephallonia, Andros and the Volcanic Islands.
- When no faction is selected for a region, it will be randomly selected at the beginning of the Story.
- Please note that once set, the faction will not change during the Story.



Map

Overview

- Visualization of the AC Odyssey Greece is directly on the Story Creator.
- Used to set Characters' spawn location, travel location, select cages, select destructible objects, zones, and destinations.
- Delivers information on the threat zones, e.g. the area where predatory animals lurk.

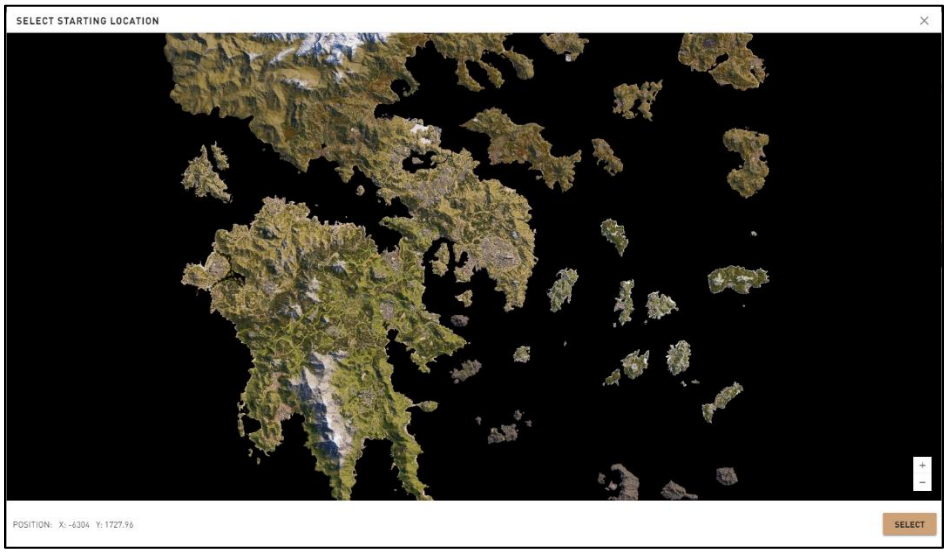
Location in Creator

The map window can be reached in different ways and for different purposes:

- Quest Flow/Starting Location.
- To position zone in **Go To Objectives.**
- When selecting a **Character**'s position.
- When selecting a cage in **Free Objectives** or Breakable objects in **Destroy Objectives.**
- In **Escorted**, **Travel** and **Protect** behaviors.
- To see Locations.

Can be used to see Locations.

Content

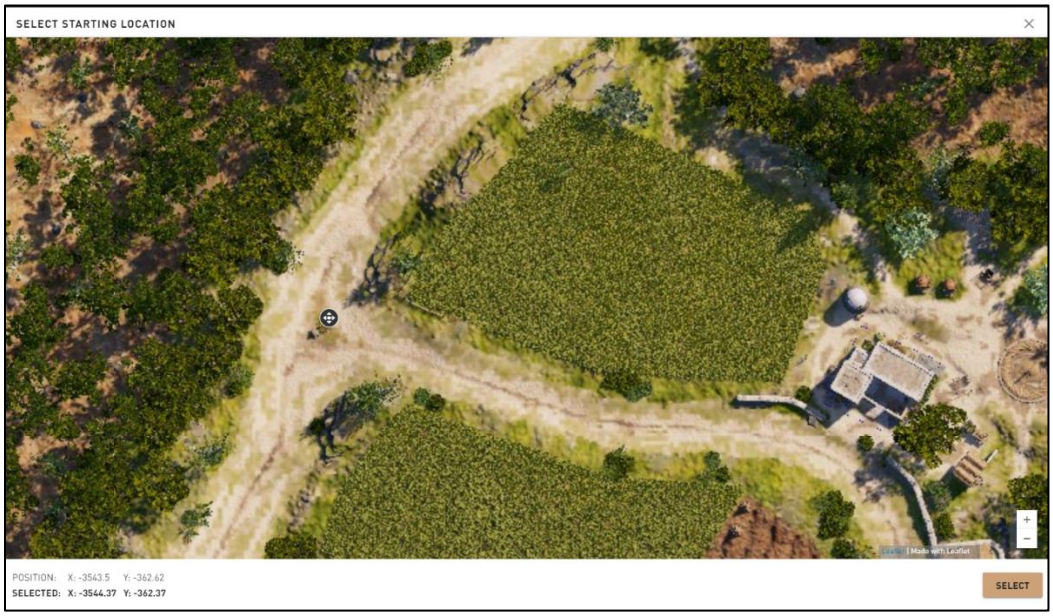


There are 3 types of selectors on the map:

1. **Starting Location:** a simple point that shows the player start position.
2. **Zones:** use a shape between a sphere and a rectangular zone directly on the map.
3. **Entities: Character's** position, Cages for **Free Objectives**, and Destroyable objects for **Destroy Objective.**

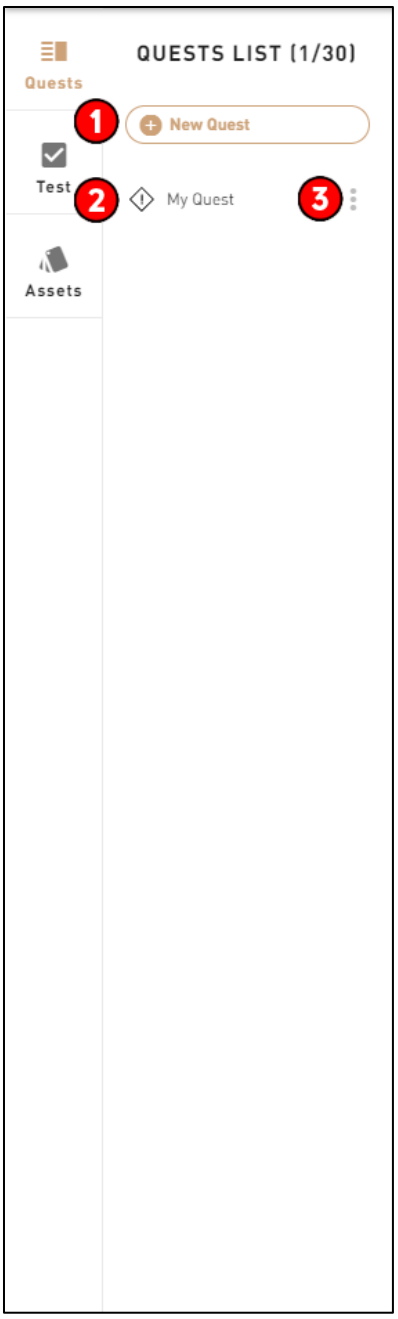
World Map – Examples

Starting Location



Cage (Free Objective - Cage Object Selection)

Quests



Overview

- This is where created quests are shown and where you can create a new quest.

Left Panel Content

1: New Quest

- Allows you to create a new quest.

2: Quest Log

- Shows the list of created quests.

3: Options

- Gives options about the quest.

Troubleshooting

Required Fields for Validation success

- A quest needs to be created for the story to be validated.

Photo Mode in Story Creator

Overview

- The user can add pictures as story thumbnail or add them to the image gallery attached.
- These pictures are directly taken from the user's photo mode photo.
- These images can be selected from the right panel in the story editor.

Photo thumbnail

Select one image as the story thumbnail which will be shown in the story creator and in the Story Creator Mode Website.

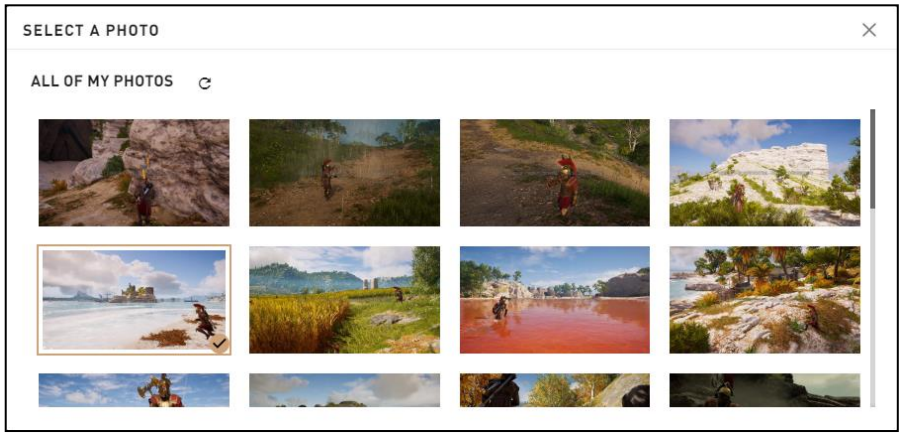
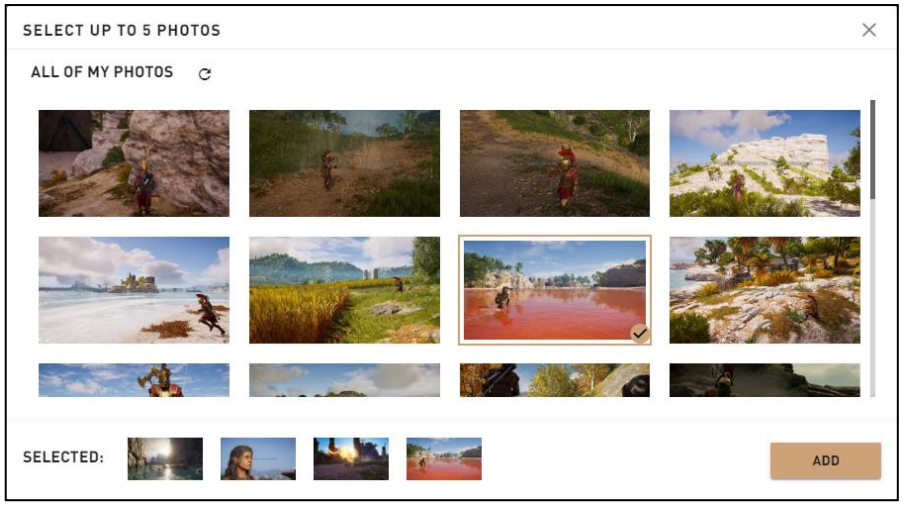


Image gallery

Select up to five images maximum to use with your story.



Story Editor Blocks

Overview

- The Blocks tab contains advanced tools and checkpoints
- These can be used to set different settings to the story flow or help the testing of the story for the creator

There are three type of blocks:

- **Bridge** – Can be used to reorganize connections between quests
- **Wait For All** – Creates a Block that can be used to wait for multiple Block outcomes
- **Story Checkpoints** - Used to add starting points at where the user can test the story in-game

Story Editor Bridge

This is the same as the Quest editor **Bridge** but is used in the story editor.

Story Editor Wait For All

This is the same as the Quest editor **Wait For All** but is used in the story editor.

Story Checkpoints

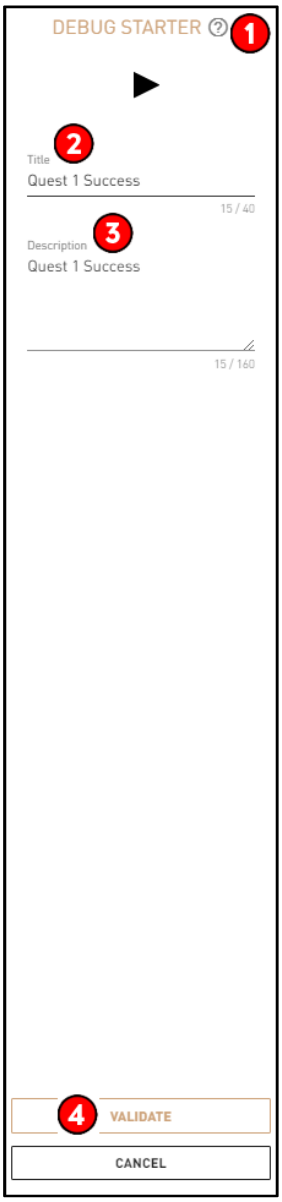
Overview

- Used to add points where the user can test the story in-game.
    - These need to be added between quests.

Block Location in Creator

Left Panel

Right Panel Content



1: Help Tip

- "Blocks to connect quests in the Story in order to start playing from there."

2: Title

- Add the *Debug Starter* title which will be shown in-game.

3: Description

- Enter a short description of the Story Checkpoint, e.g. the start of which quest.

4: Validate

- Validates the *Debug Starter's* parameters and places it in the Canvas.

Troubleshooting

Required Fields for Block Validation

- All information needs to be added for the Block to validate.

Additional information

- Debug Starters can be only used in the **Story Editor.**

Block image

Story Assets

Overview

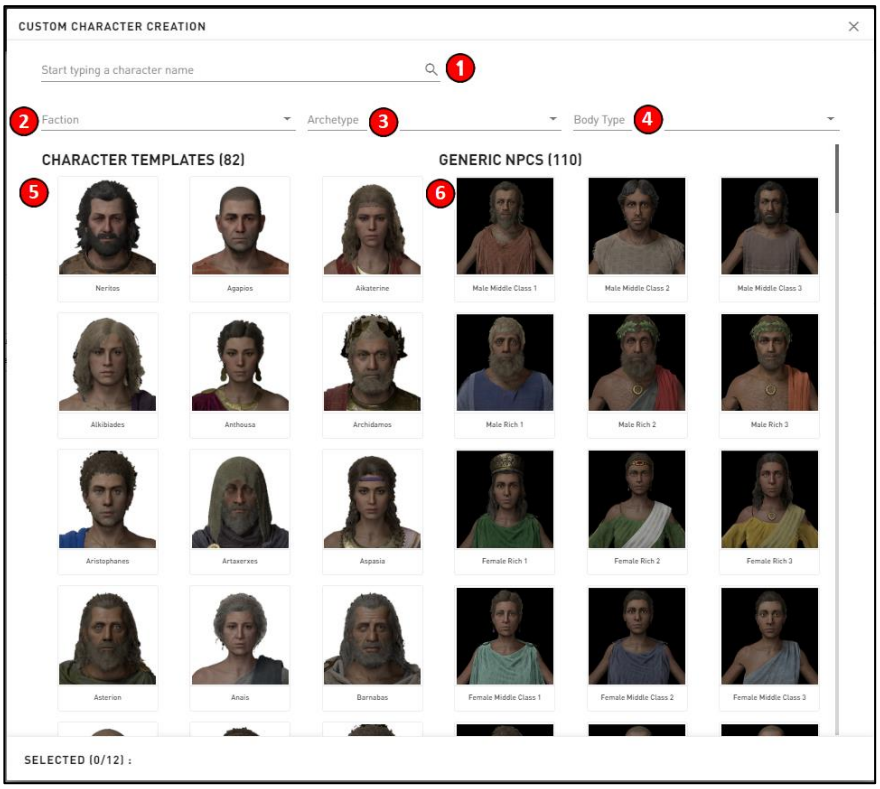
- Used in objectives and other Blocks in a quest.

Assets - Character

Overview

- Characters are used in a story/quest.
- Select Unique CHARACTERS or create a custom CHARACTER.
- Set the Character's spawn location.

Panel 1 Content



1: Search Bar

- Search a Character by name or model.

2: Faction

- Search by character's default faction.

3: Archetype

- Search a Character by archetype.

4: Body Type

- Search a Character by body type.

5: Character Panel

- Select one or more from the Character templates.

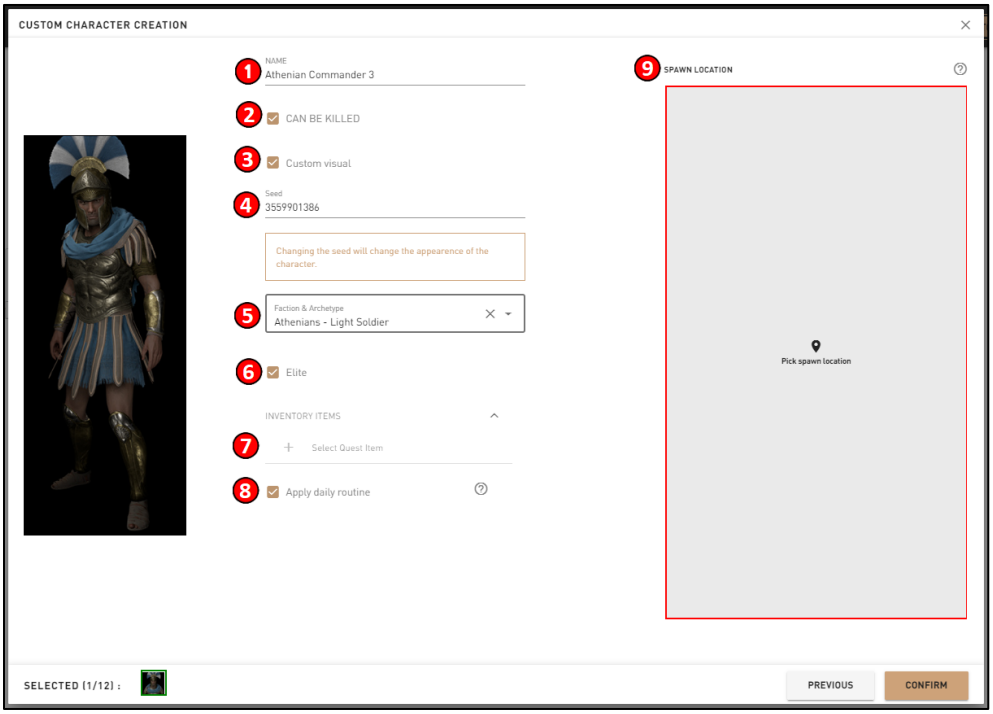
6: Generic NPC Panel

- Select one or more from the Generic NPC templates.

Panel 2 Content

1: Name

- Give the Character a custom name.



2: Can be killed

- Determines if the Character can be killed in-game. It's enabled by default.

3: Custom Visual (Generic NPC Only)

- When toggled, the Seed field will appear.

4: Seed (Generic NPC Only)

- Enter a number to change the appearance of the NPC.

5: Faction & Archetype

- Choose which faction the Character is affiliated with, along with its fighting style.

6: Elite

- Set the NPC as an Elite entity.

7: Inventory Items

- Select the Quest Items that the NPC will carry in its inventory.

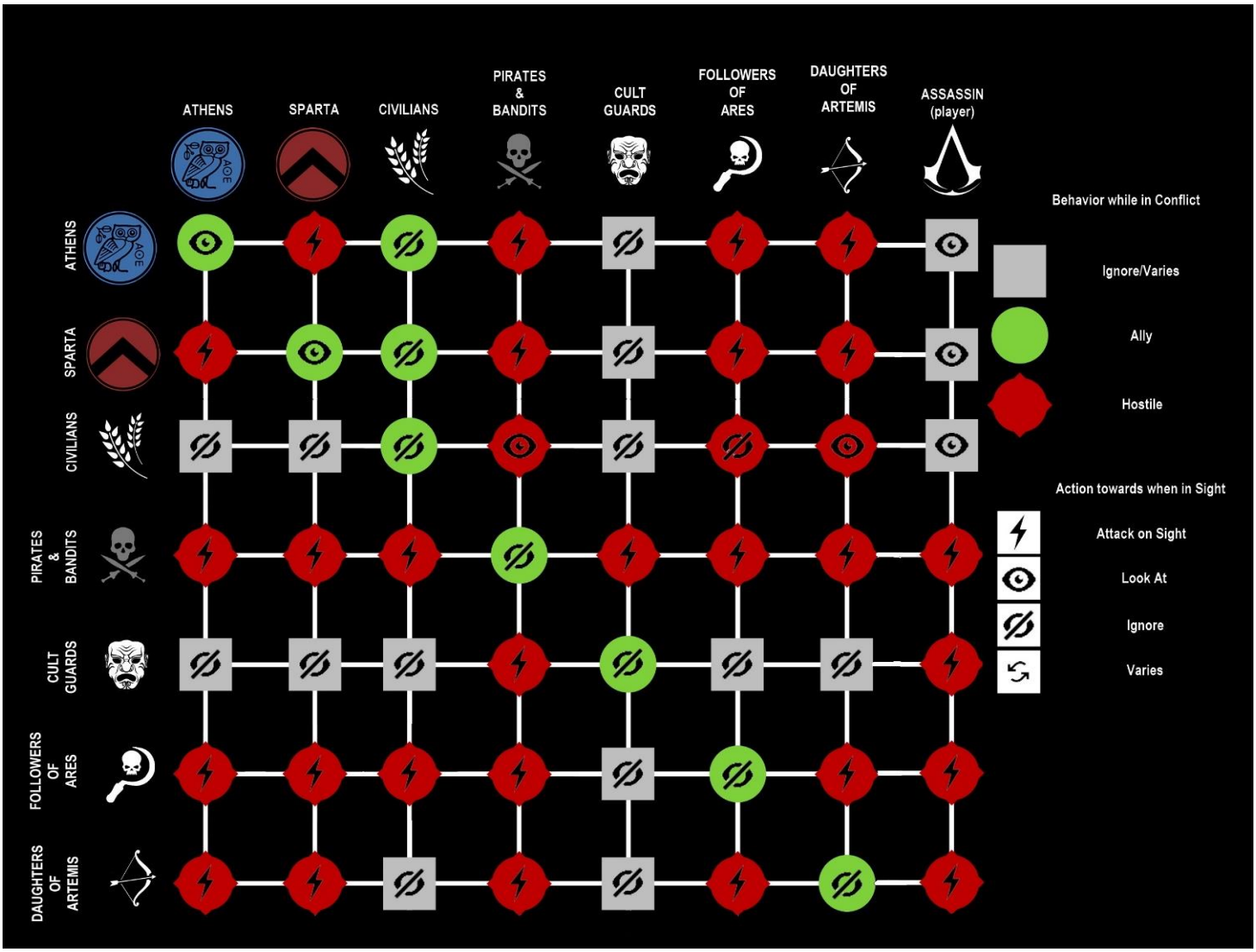
8: Apply Daily Routine

- When checked, the NPC will carry out actions depending to the selected NPC's Archetype, e.g. an Athenian Soldier will patrol the camp and sleep within it depending on the time of day. When the NPC is set too far from an area compatible with the Archetype, the Daily Routine may not be carried out. **Please note** that when a Behavior is set at some point in the Quest, the Behavior will override the Daily Routine, e.g. setting an Attack Behavior later on in the Quest.

9: Spawn Location

- Choose the spawning location on the map.

Faction Interactions



Archetypes

Archetype	Description
Soldier	Athenians: Uses a sword and shield to perform attacks. Spartans: Uses a spear to perform attacks.
Archer	Uses a bow to perform ranged attacks. Push enemies that are too close. Can shoot fire arrows.
Commander (Strategos)	Uses sword attacks and combos. Possess more HPs than standard soldiers.
Heavy Soldier	Uses sword attacks and combos. Possess more HPs than standard soldiers.
Brute	Uses a large mace and performs combos. Colossus body type only.
Athenians - Marksman	Uses different ranged attacks such as multi shots and fire arrows. Uses sword melee attacks when close to enemies.
Spartans - Berserker	Uses sword attacks and combos. Possess more HPs than standard soldiers.
Spartans - Hoplite	Fights with a spear and a Spartan golden round shield.
Bandits and Pirates - Thug	Uses sword attacks and combos. Performs a punch attack that can knock down.
Bandits and Pirates - Rogue	Uses double daggers in fights. Performs multiple combos. Can dodge some attacks. Poison damage.
Bandits and Pirates - Punisher	Dual wielding heavy maces. Colossus body type only.
Cult Guards - Guardian	Fights with a curved sword and a large shield. Shield charge attack that can knock down opponents. Male body type only.
Cult Guards - Scion	Dual wielding swords. Performs multiple combos and fast attacks. Can dodge some attacks and roll. Female body type only.
Cult Guards - Vanguard	Fights with a large axe and a large shield. Colossus body type only.
Followers of Ares – Elder	Fights with a spear. Performs small combos.
Followers of Ares – Priest	Fights with a *Kopesh* sword.
Followers of Ares – Fanatic	Fights using a great axe. Performs several combos. Colossus body type only.
Daughters of Artemis – Pathfinder	Uses sword and dagger dual wielding. Uses bow and arrows in long distances. Can shoot fire arrows.

Daughters of Artemis – Huntress	Fights with a *Kopesh* sword. Sets her sword on fire. Uses bow and arrow. Shoots fire arrows.
Daughters of Artemis – Beastmaster	Fights using a great axe and performs weapon combos. Throws fire bombs. Sets her weapon on fire. Colossus body type only.
Civilian (Poor – Medium - Rich)	Passive behavior. Starts unarmed, but can look for a weapon in the surroundings if attacked. Lowest HPs.

Troubleshooting

Required Fields for Operator Validation

- At least one **Character** needs to be selected.
- Spawn location needs to be selected.

Possible Issues

If using Behavior Blocks **on a specific Character does not work properly:**

- Verify if you set up a previous Behavior Block for a Character. If so, use a stop operator to deactivate the Behavior before using another one on the same Character.
- Check in the *Edit Character* window if the Character Faction & Archetype is the right one for your Story setup.

Additional information

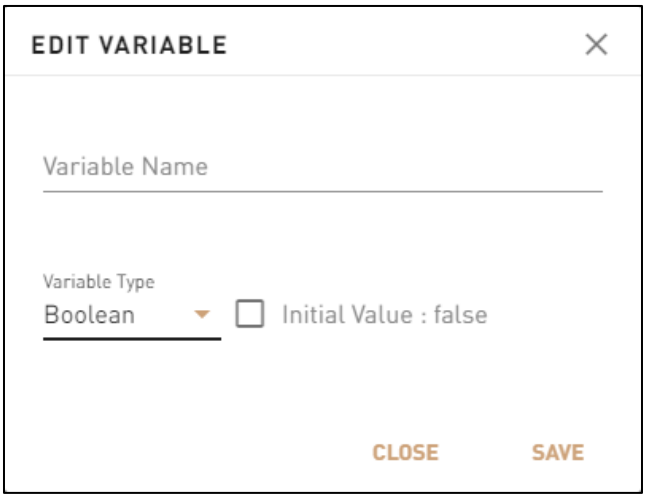
- You can select multiple **Characters** at the same time in the custom **Character** creation panel and then edit them one by one.

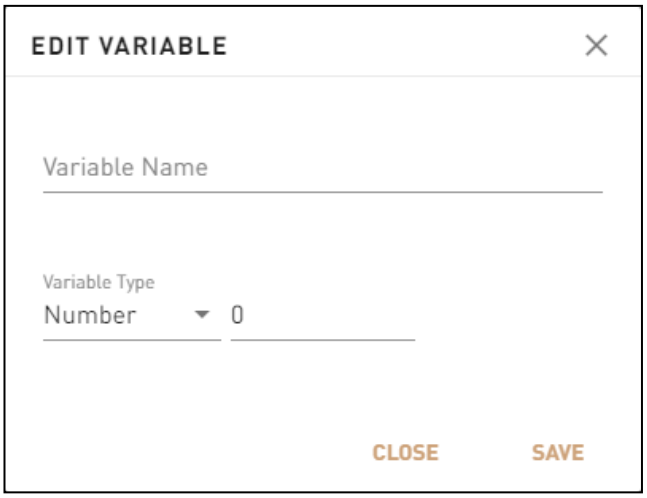
Assets – Variables

Overview

- An element that is liable to vary or change that can be used to branch the story in different directions.
- Used with Set Variable and Variable Condition blocks.
- There are 2 types of variables: Boolean, and Number (Integer).

Panel Content





1. Variable Name

- Variable named used in Set Variables and Variable Conditions.

2. Variable Type

- Select type:
  - Bool (Boolean): Can set the Value to True or False. Set to False by default.
  - Number: Can only set an integer number.

3. Default State

- Enter default value which is different depending on your variable type.

Troubleshooting

Required Fields for Operator Validation success

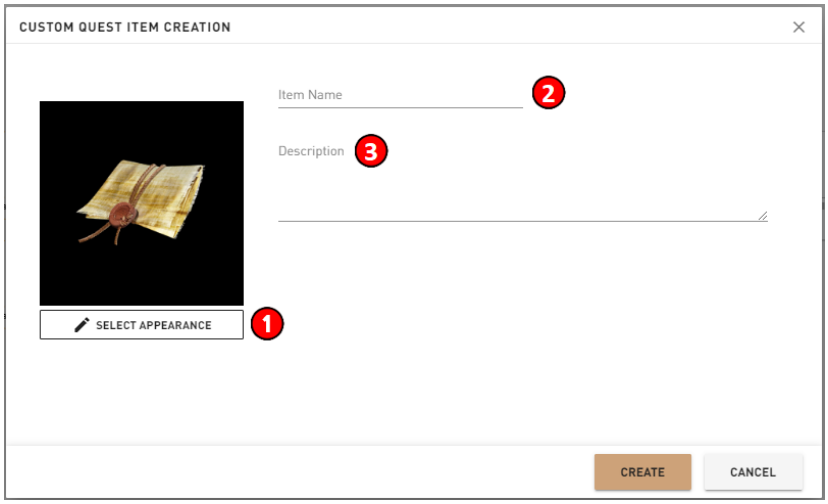
- Variable name: This is the only parameter that needs to be entered for the variable to work as an asset.

Assets – Quest Items

Overview

Allows the creation of Quest Items, name them and even lets the creator use the in-game reader with the text found in the Quest Item description, when the Letter archetype is used.

Panel Content



1: Select Appearance

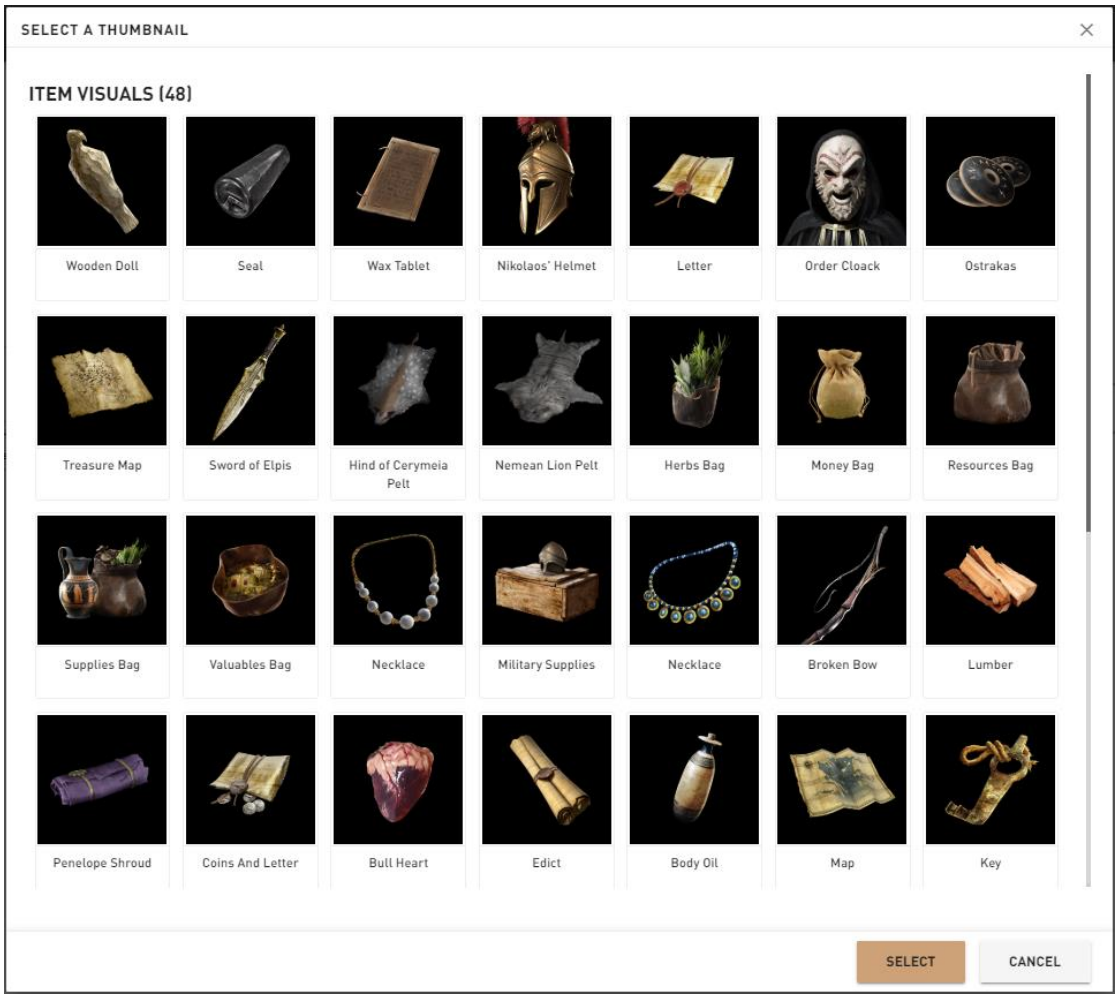
- Select the appearance of the icon used for the Quest Item.

2: Item Name

- Enter the name of the Quest Item.

3: Description

- Enter the description of the Quest Item. In the case of a letter, the text found here will be present in the in-game reader and will show when looking at the Quest Item from the player's Quest Items inventory.

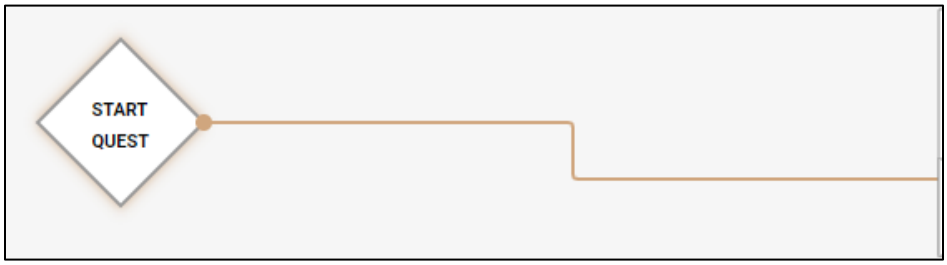


Usability

Connectors

- Connectors are made to link Block inputs and outputs together.
- They link the Story from the beginning to the end.
- Click on a connector and press *Delete* to remove it from the Canvas.
- Golden circles on the Blocks represent where the connectors can link.
- Users must click on a Block golden circle and drag it to create a connector.

Connector example in Story Creator:



Zoom In Canvas

- Hold Shift + Mouse Wheel to Zoom In/Out while in the Canvas.

Move in Canvas

- Hold the Mouse Wheel and drag in the direction you want to move in the Canvas.

Tooltips

- *Help Tips* inform users about many things related to the Story Creator.
- Move the Mouse over *Tooltips* to display the message.

Left and Right Panels

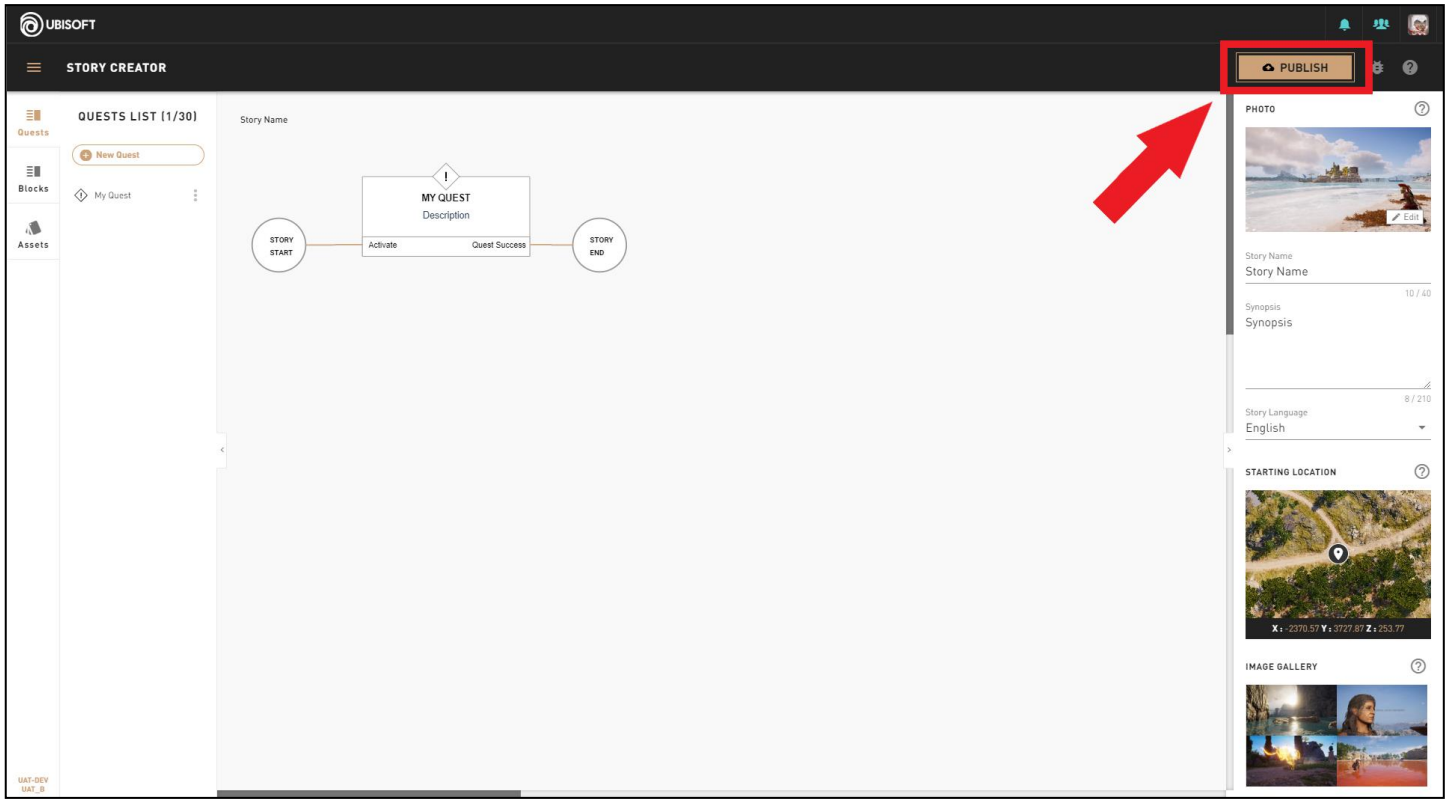
- The *left panel* contains the Blocks to drag and drop in the Canvas.
- The *right panel* mentions details and settings of Blocks from the Story Creator.
- Panels can be collapsed in order to have more space to work in the Canvas.

Error Window

The Error Window located in the top right corner of the Canvas shows the current issues in your stories.

Publish

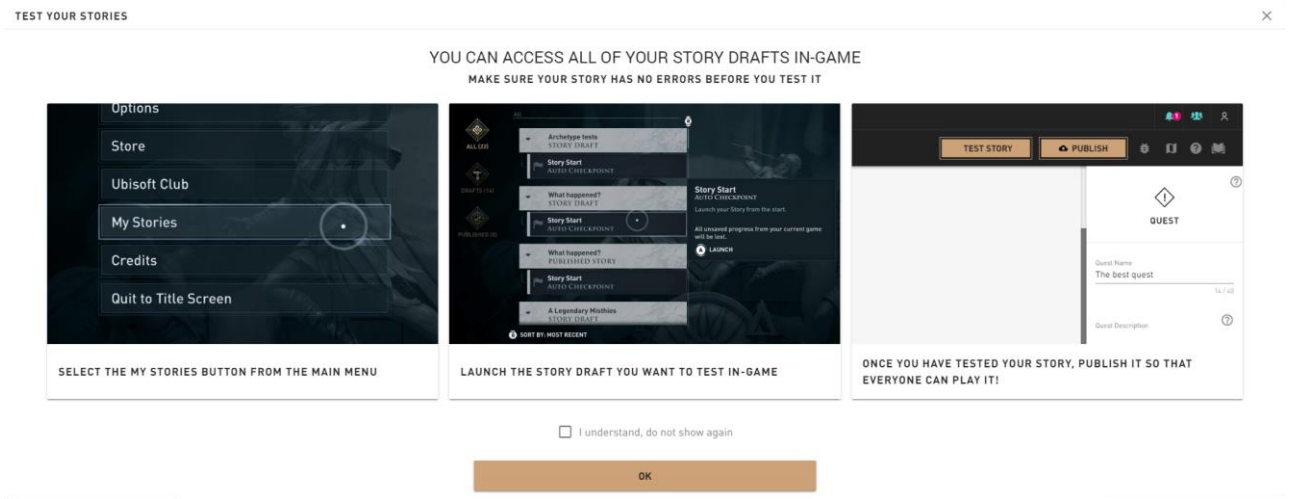
When the user is satisfied with the state of his story, the story can be published to be sent to the Story Creator Mode Website and be played by other players. This feature is accessible by pressing the top right button shown below:



The last version at which the user has published the story will be available in the Story Creator Mode Website. The user can still modify the story in the story creator but will have to press the publish button again for it to update the version played by other players.

Test Story

Next to the Publish Button, we added a "Test Story" Button. It will automatically save your story and it will be sent directly to your game in the "My Stories" Menu. This way, it will be possible to test your story before publish it.



Quest Editor

Overview

The most complex of the editors, the Quest Editor lets the user set one or multiple objectives for the player to progress through the story.

- Contains multiple objectives, tools, and quest components to use.
- These elements will be put directly into the game world and will dictate how the quest is played in-game.

Content

- **Starters**
  - Zone
  - Talk
  - Free
  - Inventory
- **Objectives**
  - Talk
  - Kill
  - Destroy
  - Go To
  - Escort
  - Free
  - Inventory
- **Behaviors**
  - Travel
  - Escorted
  - Follow
  - Attack
  - Defend
  - Bodyguard
  - Modify Character Relations
- **Quest Outcomes**
  - Quest Success
  - Quest Fail
- **Advanced**
  - Wait For All
  - Stop Operator
  - Set Variable
  - Variable Condition
  - Bridge
  - Objective Group

Starters

Overview

- Starters are Blocks that starts the quest.
- There can be more than one Starter Block per quest.
- In Game: an icon (Exclamation Point [!]) informs the player where the quest can be started.

There are four types of Quest Starters:

- **Zone Starter** - Enter in a predefined zone.
- **Talk Starter** - Talk to a specific **Character.**
- **Free Starter** - Free a specific **Character** prisoner.
- **Inventory Starter** – Have a determined Quest Item in your inventory.

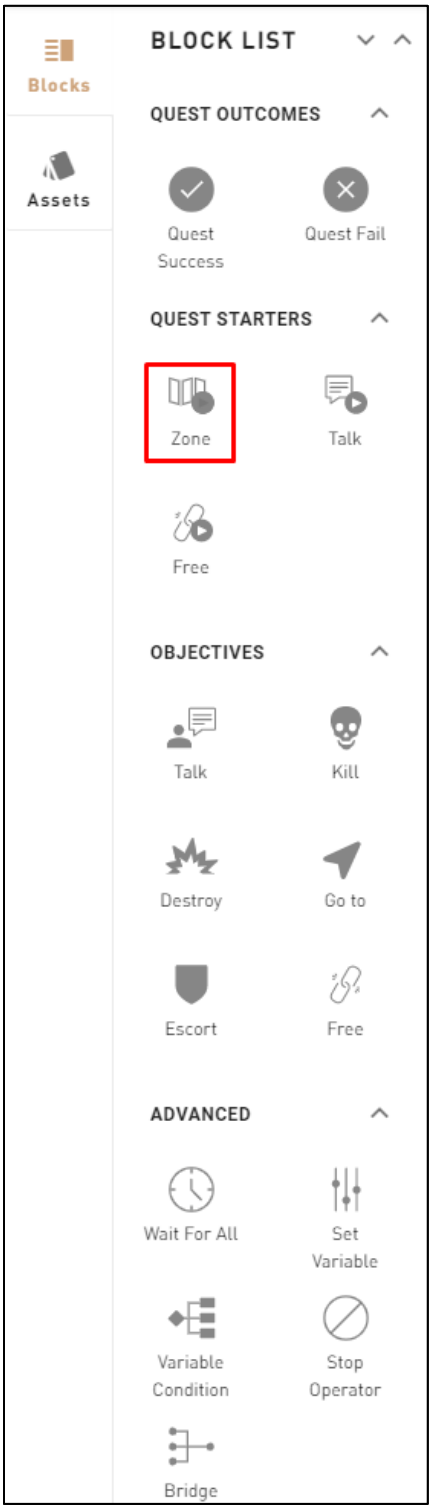
Starters – Zone

Overview

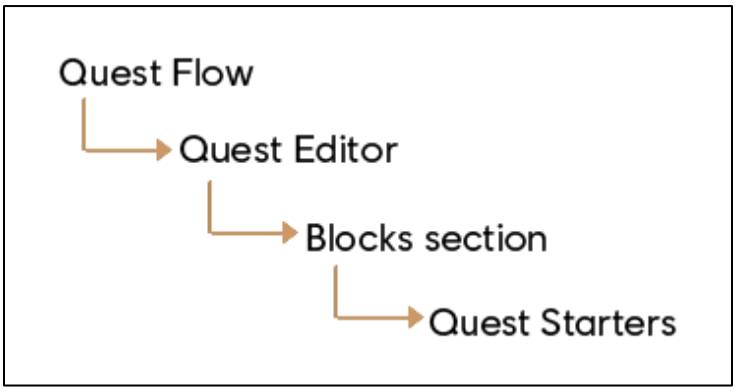
- Starts the quest when the player walks inside a specified zone.

Block Location in Creator

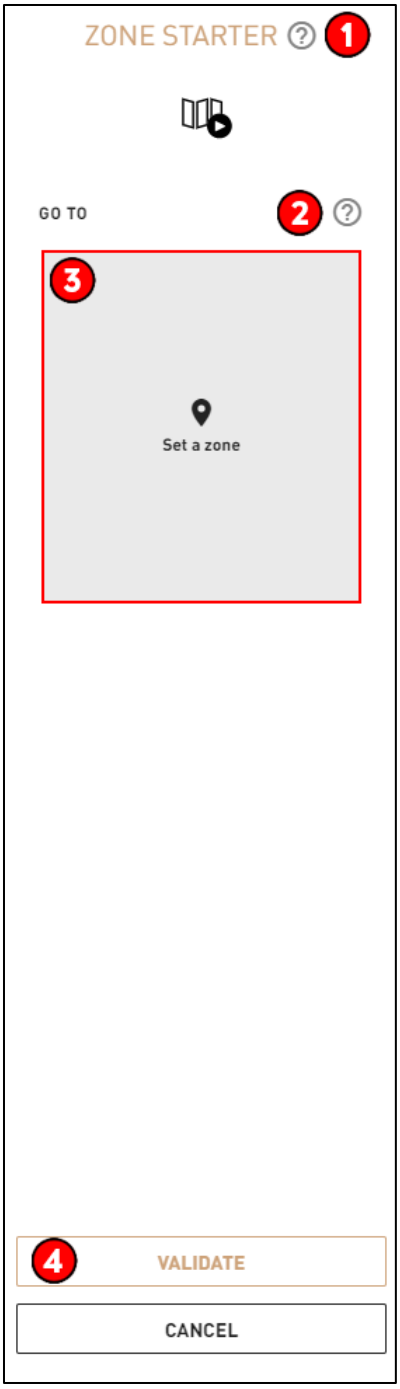
Left Panel



Path



Right Panel Content



1: Help Tip

- "Start a quest when Alexios/Kassandra enters in the zone".

2: Go To – Help Tip

- “Once the player hit the zone the zone starter will be complete“.

3: Set a Zone

- Select the zone where the quest starts.

4: Validate

- Validates the Zone Starter's parameters and places it in the Canvas.

Troubleshooting

Required Fields for Block Validation success

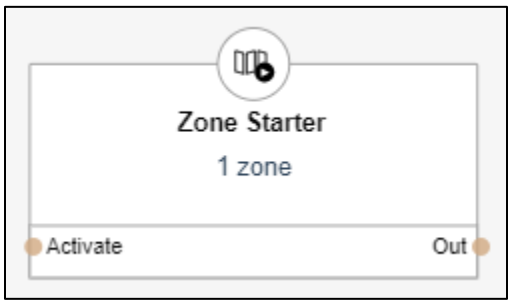
- Must contain at least one zone.

Possible issues

Players are not able to start the quest because the Zone Starter(s) is not visible:

- Try to enlarge the Zone Starter to make sure it reaches larger zone.
- Verify that the Zone Starter is close to the starting position if you want the player to see it properly.

Block Image

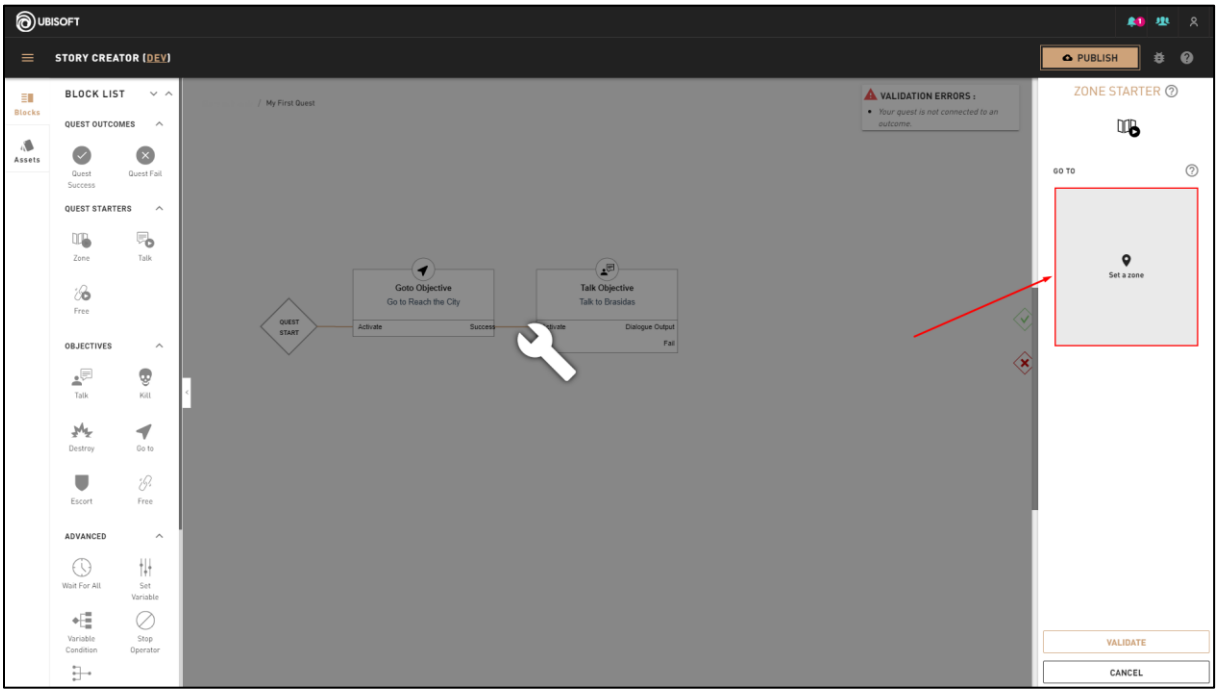


Step by step example

In Story Creator

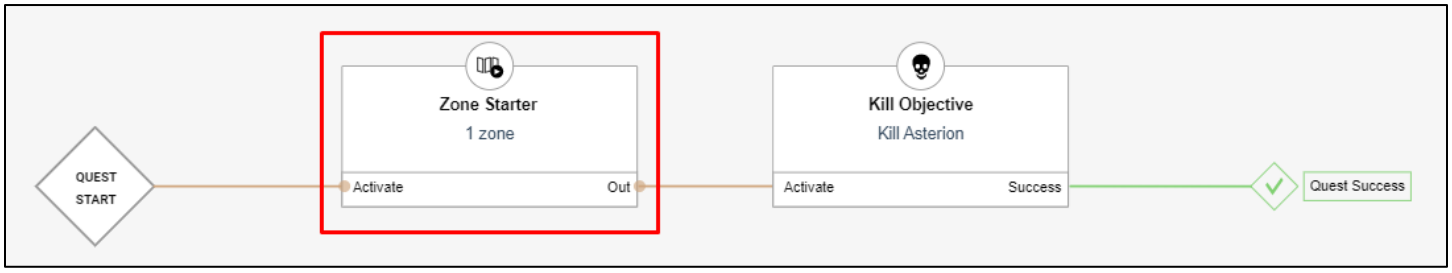
- In a Quest, drag and drop the **Zone Starter** Block (from the left panel) in the Canvas.
- In the right panel, click on *Set a zone* to open the **World Map.**
- Click on *Confirm* to save the zone.

Right Panel Content



World Map - Setting a Zone

- Click on *Validate* to save and close the right panel.
- Connect the **Zone Starter** input and output to the right Blocks to make the quest work properly.
    - In this example, the **Kill Objective** input is connected to the **Zone Starter** and the output is connected to a **Kill Objective** - Kill Asterion.



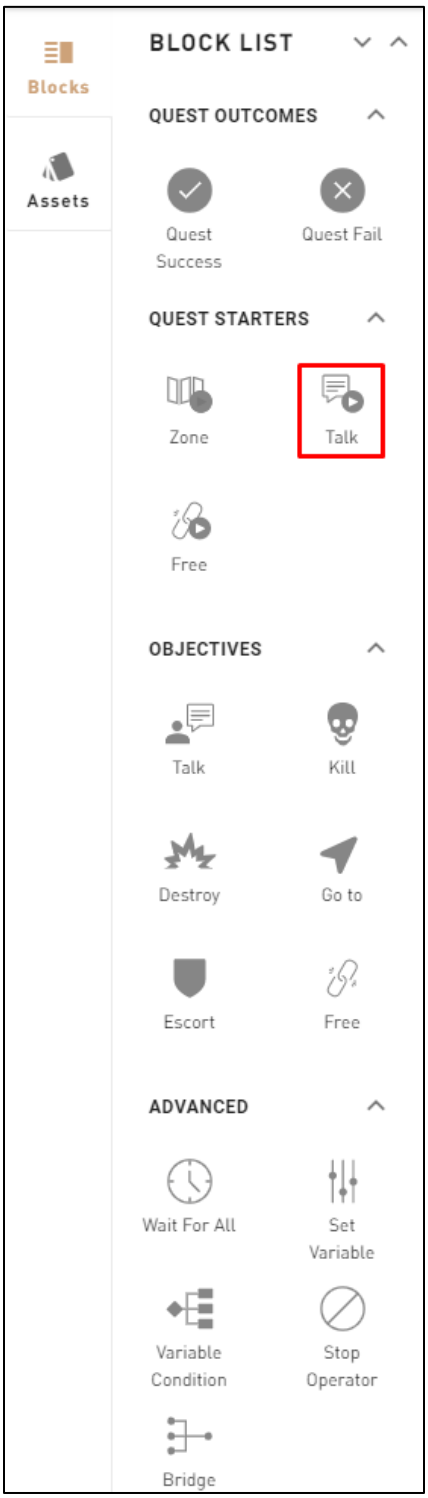
Starters - Talk

Overview

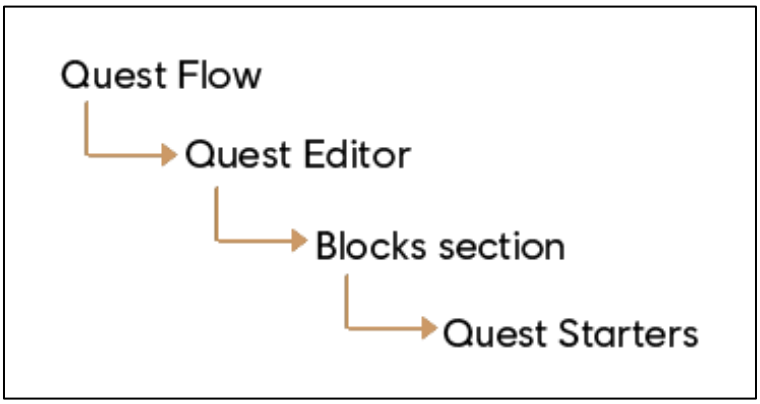
This starts the quest when the player ends a chosen dialogue.

Block Location in Creator

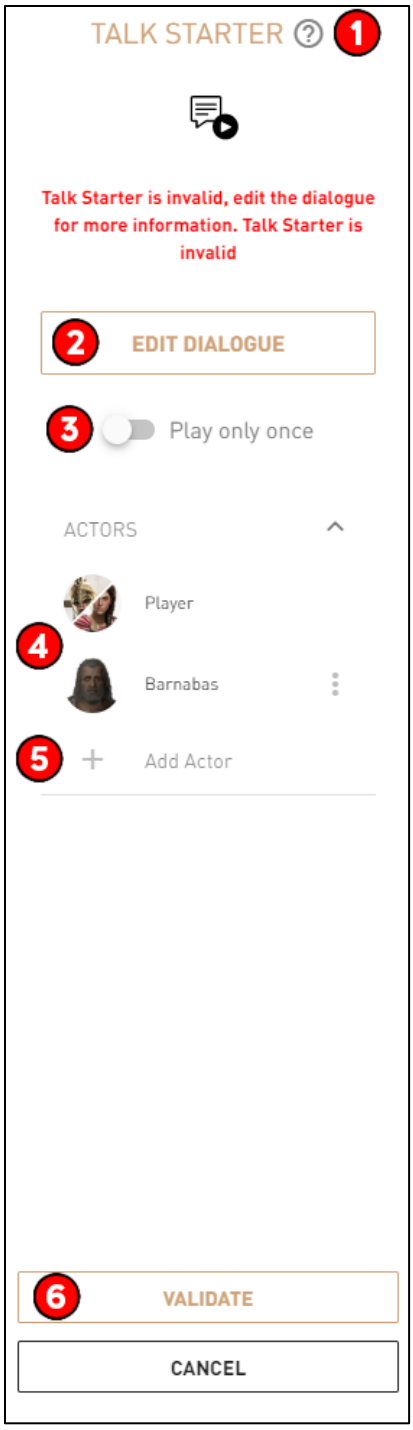
Left Panel



Path



Right Panel Content



1: Help Tip

- "Start a quest when Alexios/Kassandra talks to a Character".

2: Edit Dialogue

- Opens the Dialogue Editor in order to start editing.

3: Play only once

- Dialogue will only be played once and won't be re-openable once played.

4: Actors List

- Shows all the Characters used in the dialogue.

5: Add Actor

- Click on *Add Actor* to add a Character to the Talk Starter.

6: Validate

- Validates the Talk Starter's parameters and puts it in the Canvas.

Troubleshooting

Required Fields for Block Validation

- Must contain at least one dialogue.

Possible Issues

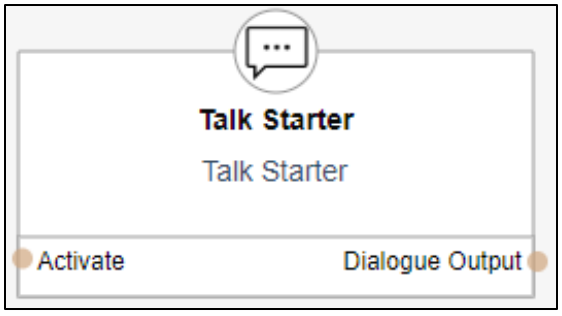
One of the Characters may have been deleted, leaving an empty spot in the dialogue:

- Add a new character in the Dialogue.
- Verify that all your dialogues have at least two participants. Make sure that the number of participants matches the dialogue staging.

Players can't see the Starter on the World Map because they had not un-fogged the map region where the Talk Starter is located:

- Verify that the Zone Starter is close to the starting position if you want the player to see it properly.

Block Image

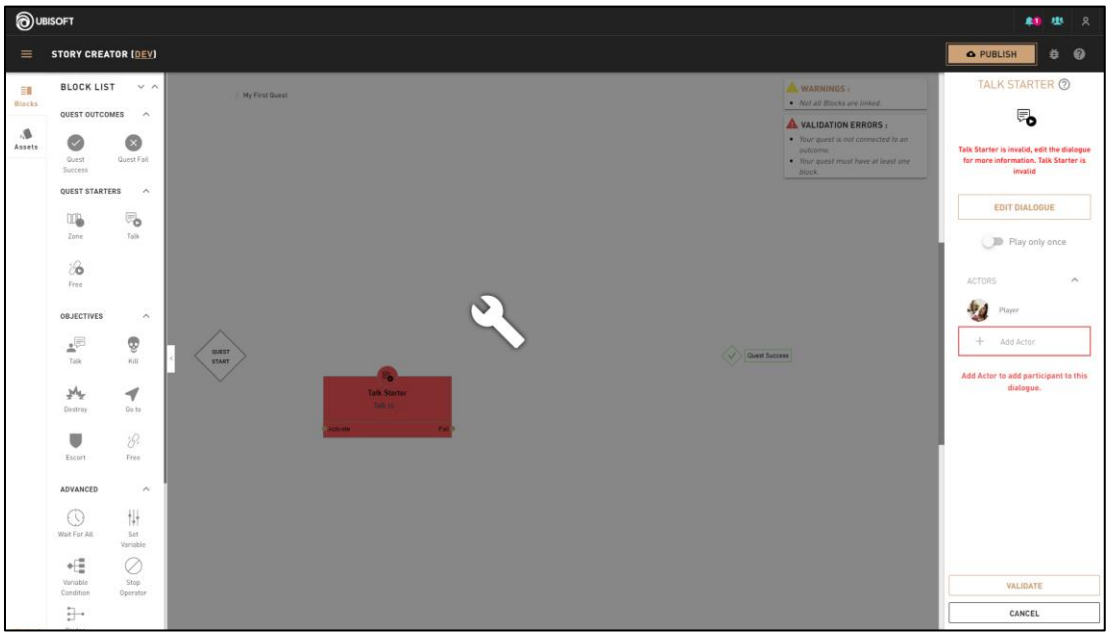


Step by step example

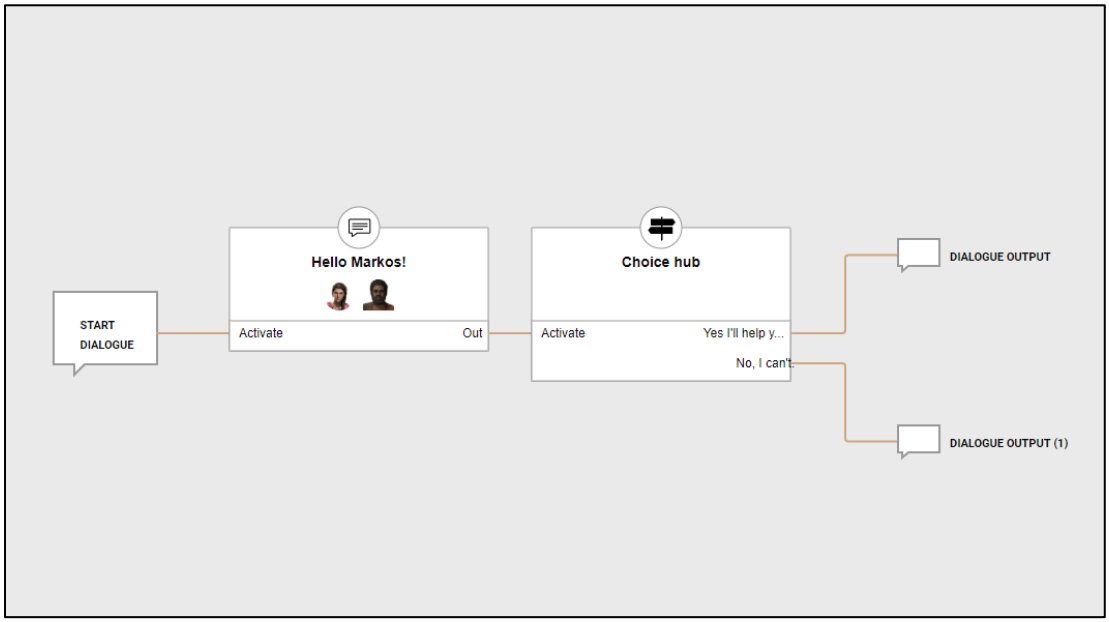
In Story Creator

- In a quest, drag and drop the **Talk Starter** Block (from the left panel) in the Canvas
- In the Actors subsection, click on *Add Actor/Add new CHARACTER.*
    - For more information**,** follow the steps in the custom **Character** creation page.
- Then, click on *Edit Dialogue.*
- Once in the **Dialogue Editor**, drag and drop Blocks in the Canvas in order to build the dialogue.
    - For additional information to build dialogues: **Dialogue Editor**, **Sequence** and **Choice Hub.**
- Click on *Confirm Dialogue* when satisfied with the dialogue structure.

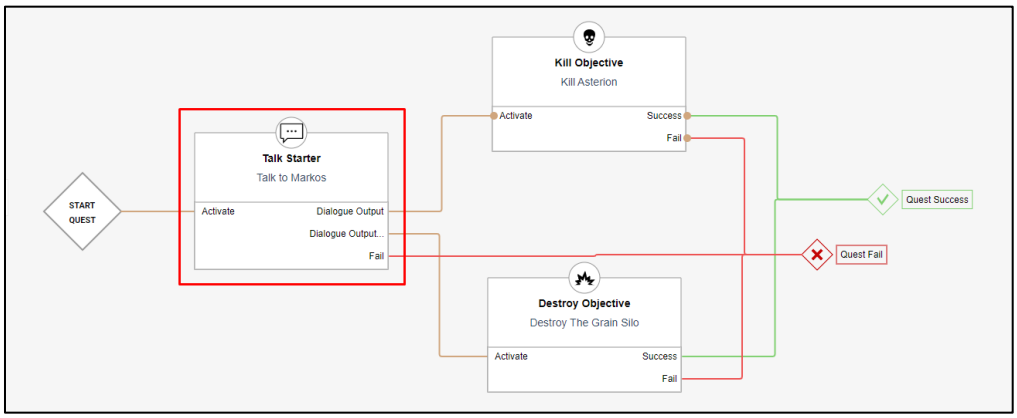
Right Panel content



Example of simple Dialogue in Dialogue Editor



- In the **Quest Editor**, connect the **Talk Starter** Block input and output to the right Blocks in order to make the quest work properly.
    - In this example, the first **Talk Starter** output is connected to the **Quest Start** and a **Kill Objective -** Kill Asterion.
    - The second **Talk Starter** output leads to a **Destroy Objective** - Destroy the Grain Silo.
    - The third output leads to a **Quest Fail.**



Additional information

- If the Character to talk to is killed, the objective is automatically failed.
- Players must be within a radius of 75m from the **Talk Starter** in order to see it in the compass and in the world.
- **Talk Starters** can be seen on the **World Map** in the map menu. However, the region where the **Talk Starter** is located must be un-fogged in order to see it.

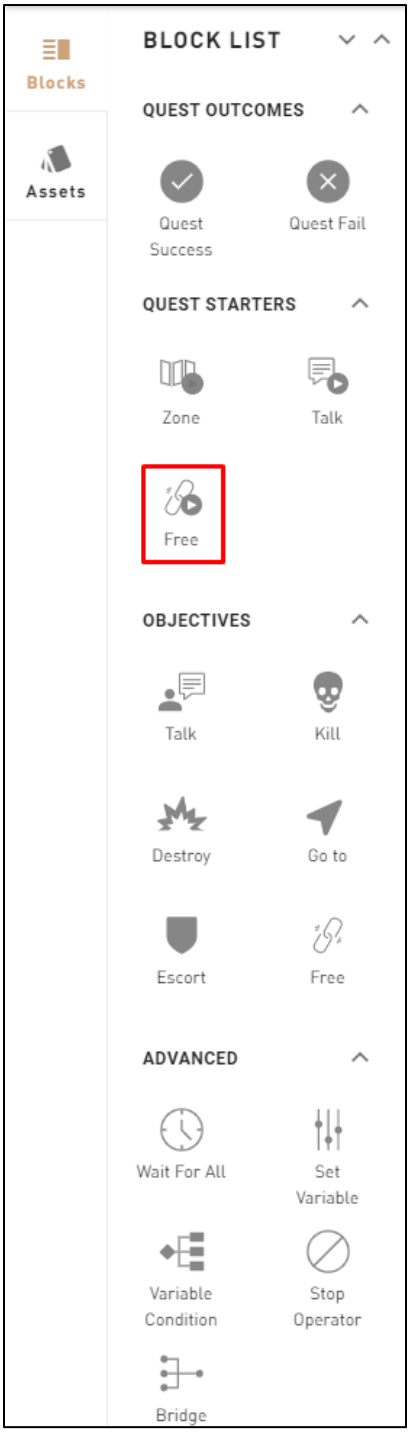
Starters - Free

Overview

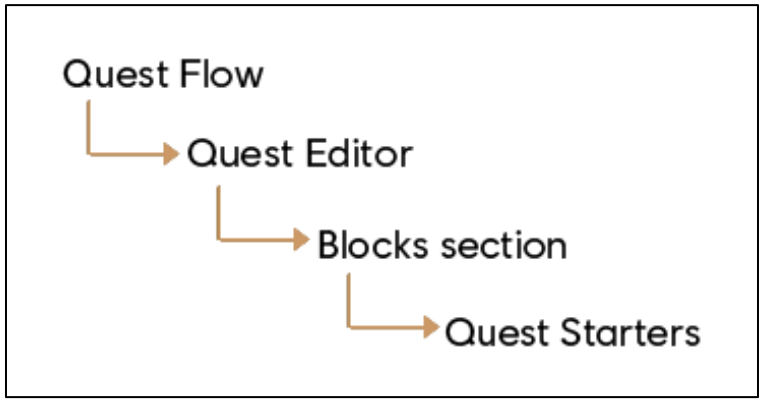
- Starts the quest when the **Character** is freed from a cage.
- Can select to free one or more targets (up to 6, depending on the type of cage).
- Can select how many targets need to be freed to start the quest.

Block Location in Creator

Left Panel



Path



Right Panel Content

1: Help Tip

- "Start a quest when Alexios/Kassandra frees a Character."

2: Prisoners

- Sets which Character will be imprisoned.

3: Pick Entity on Map – Help Tip:

- "Pick the cage the prisoner(s) will be in."

4: Pick Entity on Map

- Select the cage directly on the Map.

5: Imprisonment Type

- Select the imprisonment type from 3 options:
  - Auto: Selects the imprisonment type automatically.
  - Standing: Puts the prisoner in the standing position and they walk out as soon as the cage is open.
  - Tied: Puts the prisoner in the sitting position and the player needs to untie the prisoner.

6: Auto Release

- Decides if the prisoner releases himself once the cage is unlocked.

7: Free Count

- Selects the number of Characters that need to be freed for the objective to succeed.
  - Must have at least one.

8: Wait until Target is Prisoner

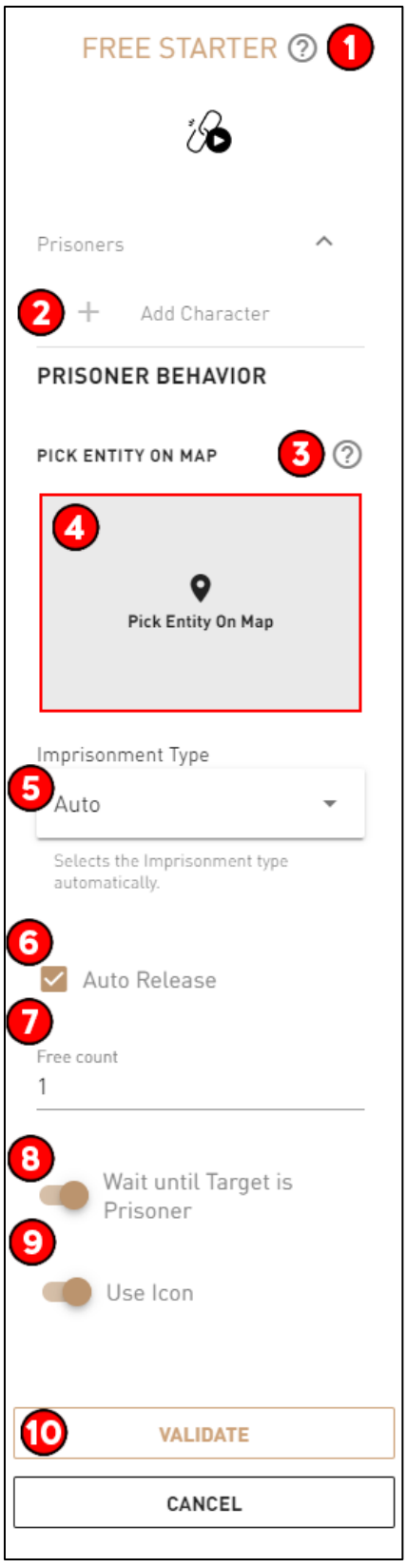
- Toggles waiting for the Character to get in the cage on/off.

9: Use Icon

- Choose if you use a quest start icon in-game on the cage to break.

10: Validate

- Validates the Free Starter's parameters and puts it in the Canvas.



Troubleshooting

Required Fields for Block Validation

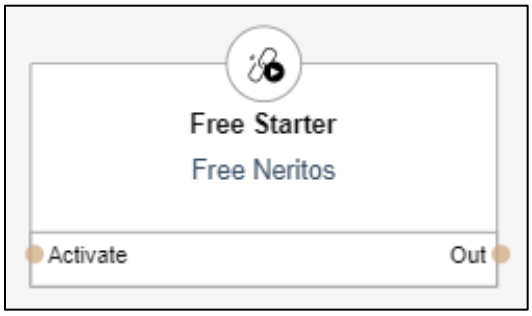
- **Prisoners**: Must at least select one Character.
- **Cages:** A cage needs to be set.
- **Free Count**: Must be set to at least 1.

Possible issues

Two prisoners (or more) share the same cage:

- Assign one the prisoner Characters to another cage object OR find a large cage in order have more than one prisoner in the same cage.

Block Image

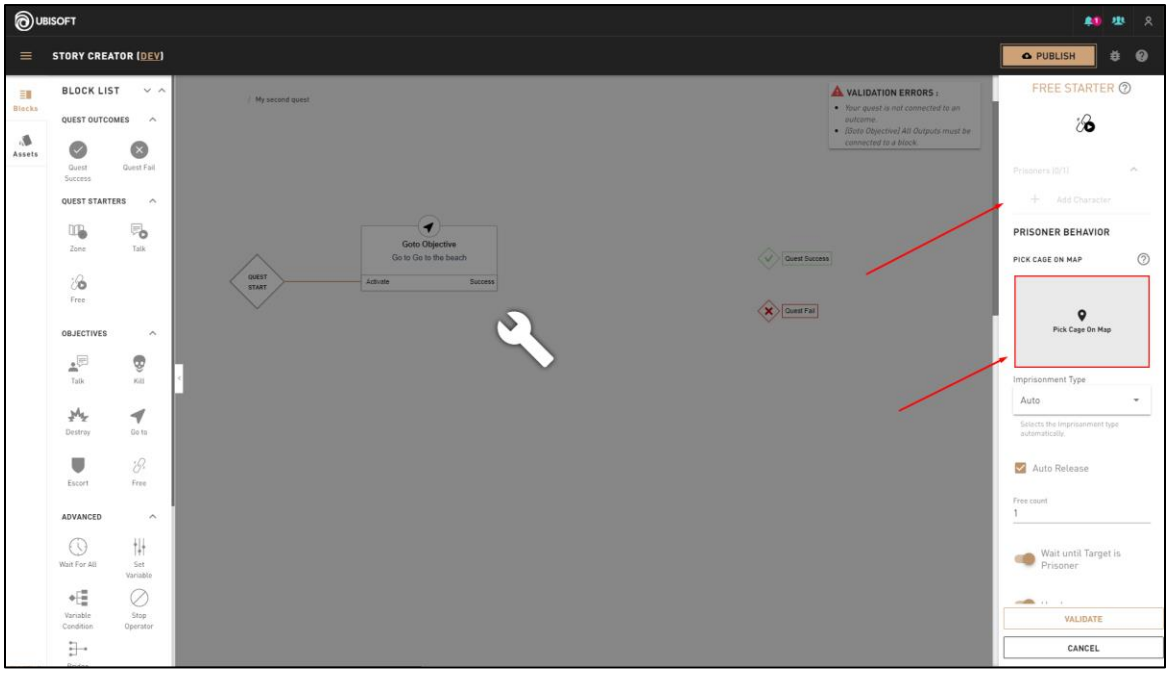


Step by step example

In Story Creator

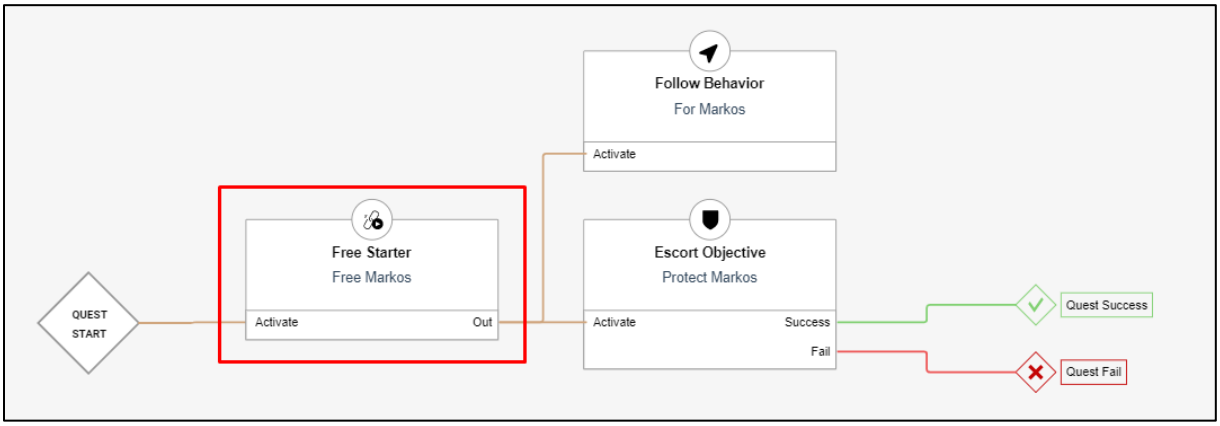
- In a quest, drag and drop a **Free Starter** Block (from the left panel) in the Canvas.
- In the *Prisoners* subsection of the right panel, click on *Add CHARACTER* to choose the **Character** to free in order to complete the objective.
- Click *Pick Cage On Map* to choose the cage where the **Character** will be imprisoned.
- Click on one of the cage entities that are scattered on the map and click on *Confirm* to validate.
- Set the *Free Count* to the number of cages and prisoners selected.

Right Panel Content



World Map - Select the Cage Object to imprison the Character

- Click on *Validate* to save and close the right panel.
- Connect the **Free Starter** input and output to the right Blocks in order to make to quest work properly.
    - In this example, the **Free Starter** input is connected to the *Quest Start* and the output is connected to an **Escort Objective** - Escort Markos (and the **Follow Behavior** - Markos).



Additional information

- **Free Starter** icon is visible when the player is within a 200m radius in the compass and within 75m in the world.

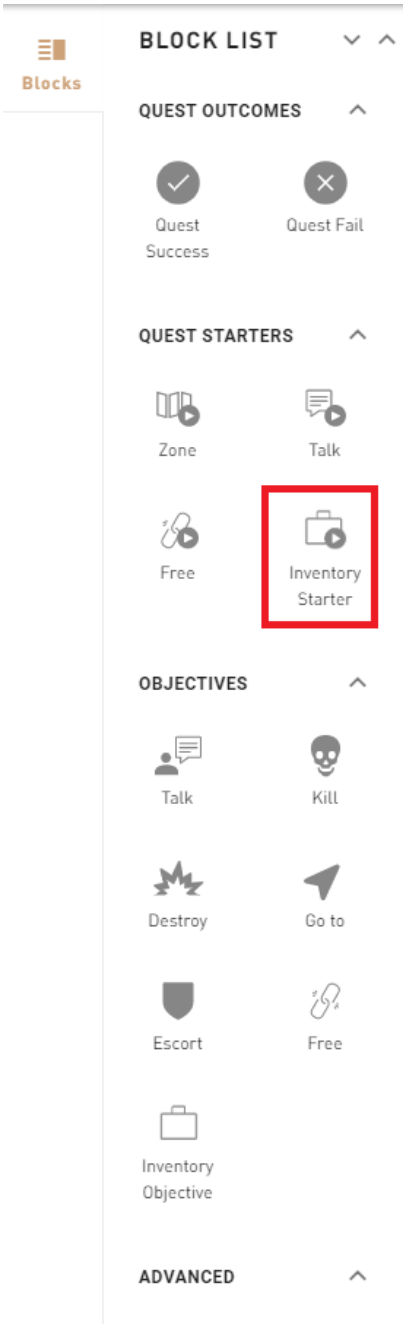
Starters – Inventory

Overview

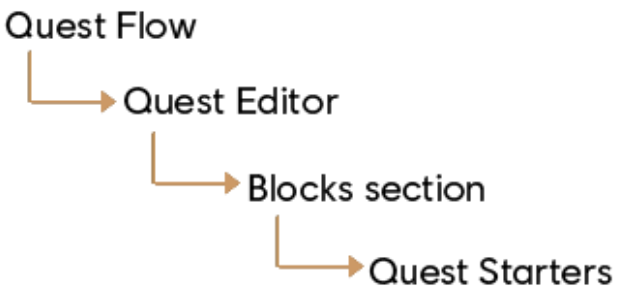
- Checks for a specified Quest Items to be present in the player's inventory to start the quest.

Block Location in Creator

Left Panel



Path



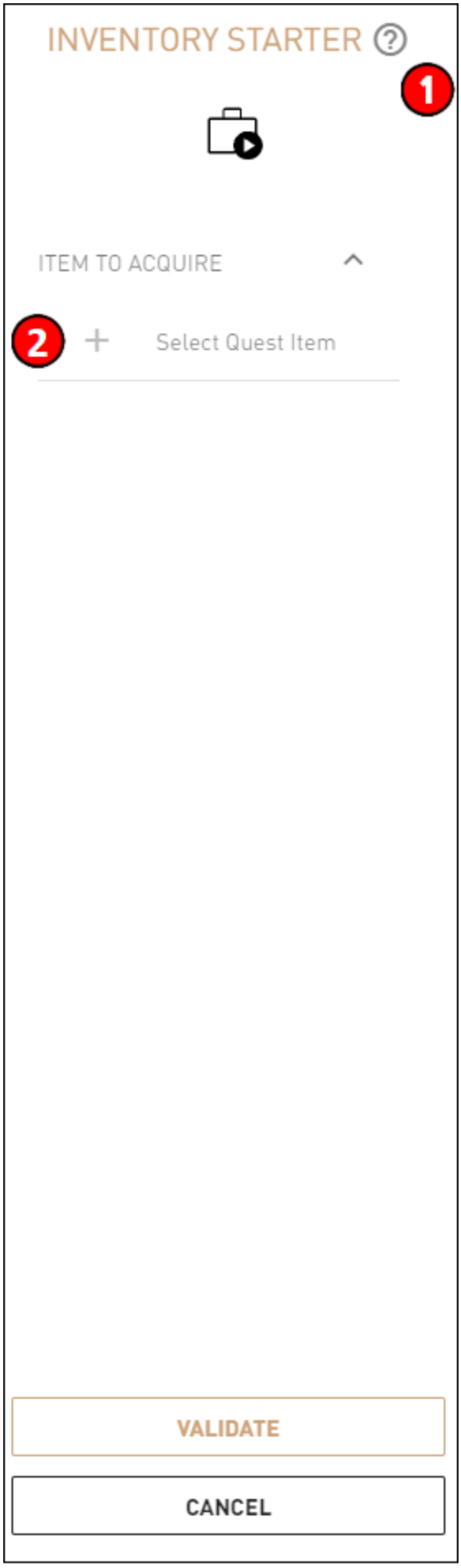
Right Panel Content

1: Help Tip

- "Starts a quest when Alexios/Kassandra loots a specific item."

2: Item to Acquire

- Select the Quest Item that is required to have in the inventory to start the quest.



Troubleshooting

Required Fields for Block Validation

- A Quest Item must be selected.

Possible Issues

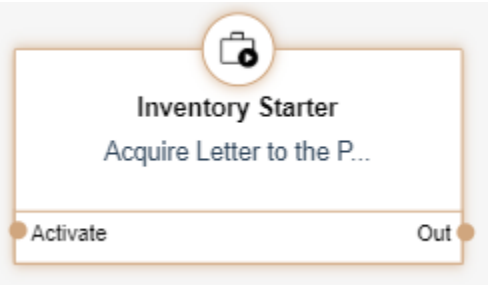
I can't find a Quest Item in the list:

- Make sure that A Quest Item is in the Assets category, if not create it.

The Quest didn't start.

- Make sure that a NPC has the Quest Item in its inventory, so you can loot it and start the Quest.

Block Image



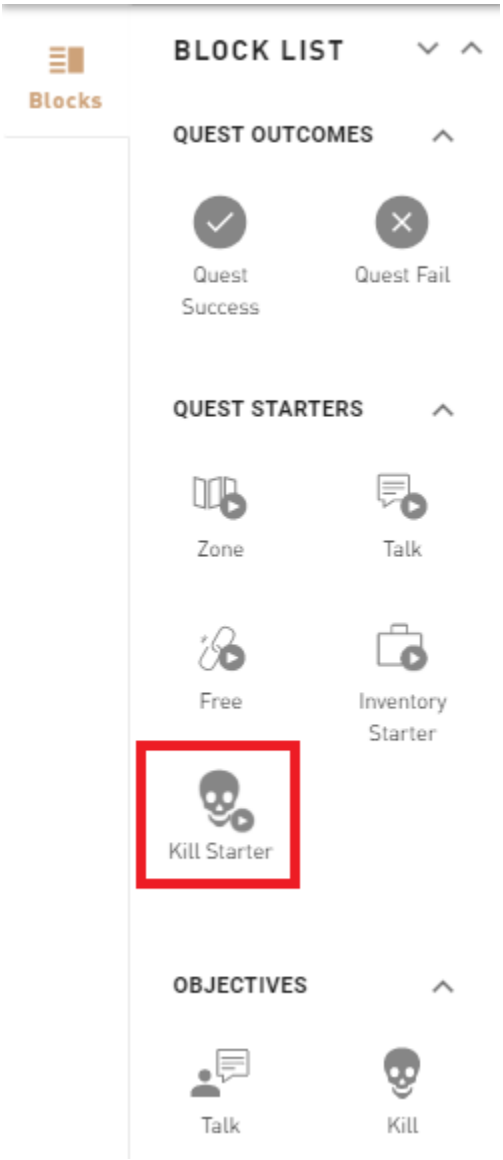
Starters – Kill

Overview

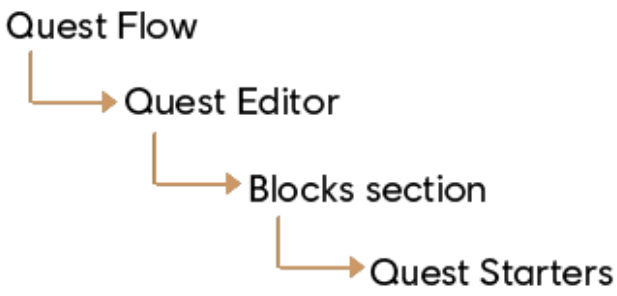
Allows to set a target as a Quest Starter. Only one NPC can be set as a target.

Block Location in Creator

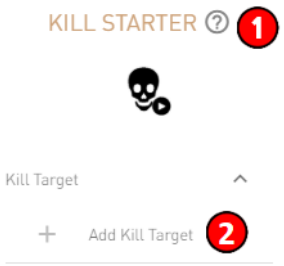
Left Panel



Path



Right Panel Content



1: Help Tip

"Starts a quest when Alexios/Kassandra kills a Character."

2: Kill Target

Set a NPC as a target to start the quest.

3: Validate

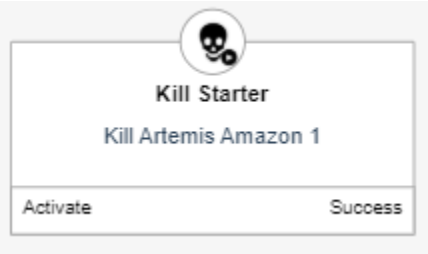
Validates the Kill Starter's parameters and puts it in the Canvas.

Troubleshooting

Required Fields for Block Validation

Needs a NPC to be set as a Target.

Block Image



Objectives

Overview

Objective Blocks set what the player has to do during a quest in order to complete it.

- All of these are shown clearly to the player once in-game and are the gameplay Blocks of the story.

There are seven types of Objectives:

- **Talk** – Talk to a **Character.**
- **Kill** – Kill a **Character.**
- **Destroy** – Destroy a destroyable object.
- **Go To** – Go to a zone.
- **Escort** – Escort a **Character.**
- **Free** – Free a **Character** from a cage.
- **Inventory Objective** – Have a determined Quest Item in your inventory to proceed to the next objective.

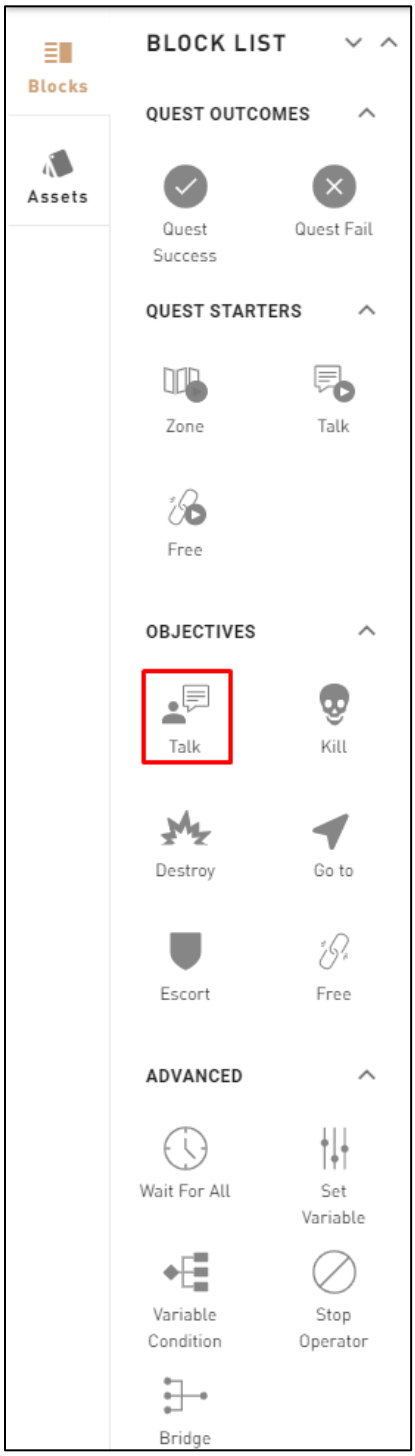
Objectives - Talk

Overview

- Tells the player to talk to a **Character** in order to play a dialogue.
- A dialogue needs to be created inside the **Talk Objective** for it to work (*Edit Dialogue* button).
- These dialogues can have multiple outcomes. See the **Dialogue Editor** for more information.

Block Location in Creator

Left Panel



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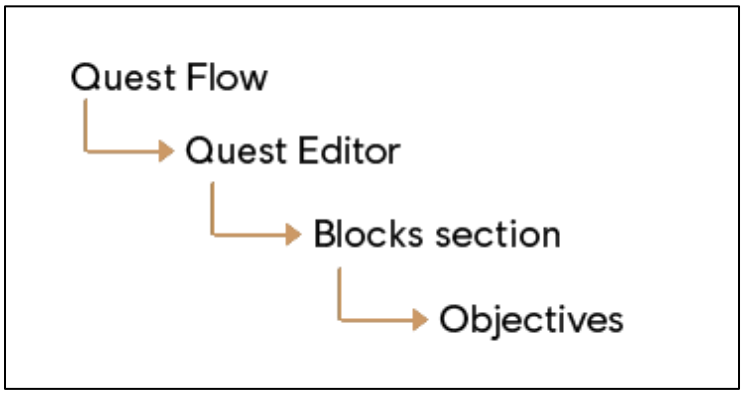


Right Panel Content

1: Help Tip

- "Alexios/Kassandra must talk to a Character."

2: Objective Title

- This will set the objective's title in the in-game UI.

3: Edit Dialogue

- Opens the Dialogue Editor in order to start editing.

4: Play only once

- The dialogue won't be re-openable once played.

5: Actors List

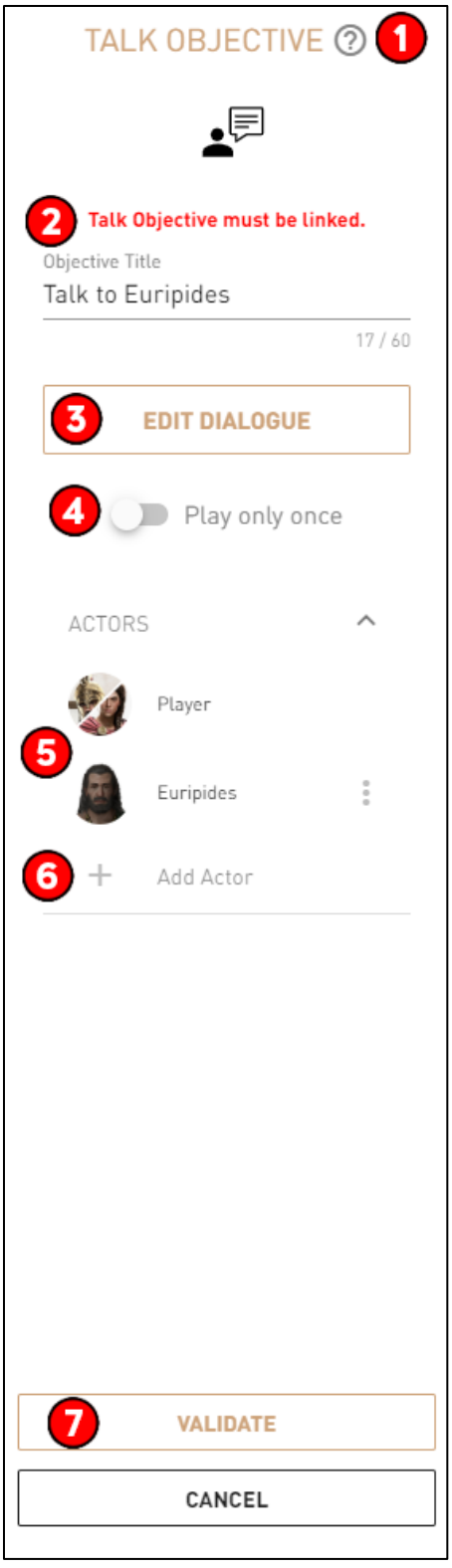
- Shows all the Characters that take place in the dialogue.

6: Add Actor

- Click on *Add Actor* to add an actor to the Talk Starter.

7: Validate

- Validates the Talk Objective's parameters and puts it in the Canvas.



Troubleshooting

Required Fields for Block Validation

- *Objective Title*: Must at least contain 1 **Character.**
- Must contain at least one dialogue.

Possible Issues

Dialogue has no participant.

- Add or create a new **Character** in the dialogue.

Can't connect the Talk objective in the Quest Editor (Dialogue has no output).

- Add a Dialogue Output in the Dialogue Editor to connect the Talk Objective in the Quest Editor.

Objective Block inputs and outputs are not all connected to other Blocks.

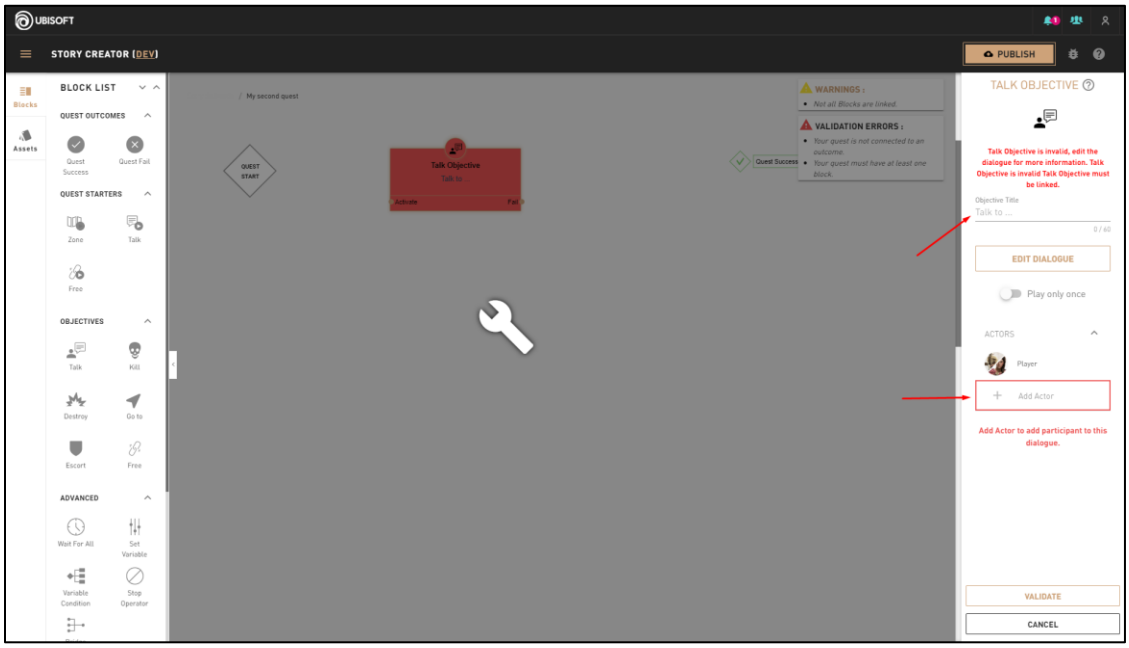
- Make sure each output is properly connected to the right Blocks to maintain the right quest flow.

Block Image

Step by Step example

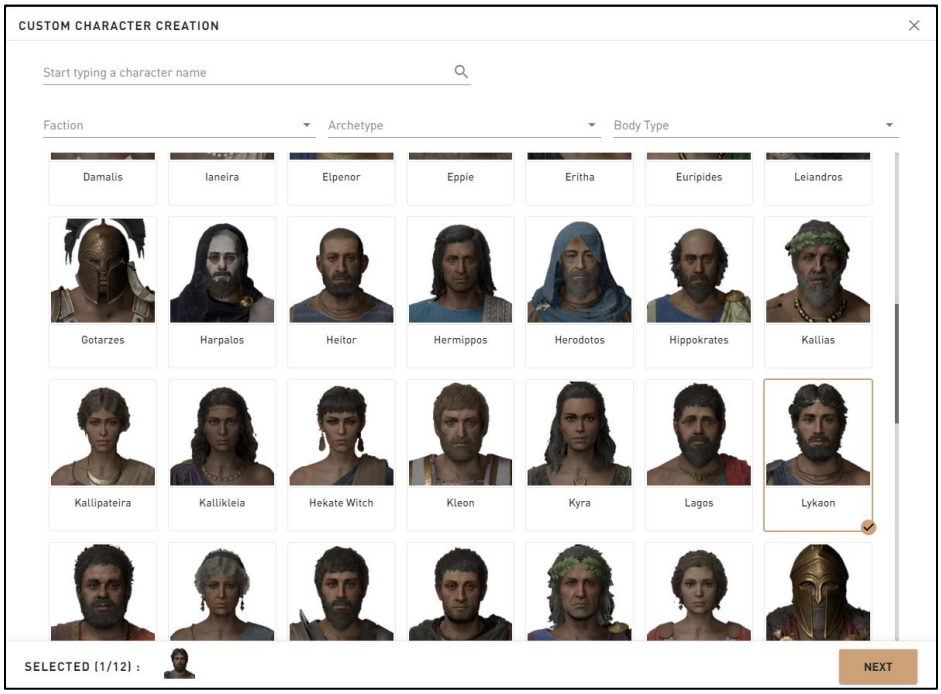
In Story Creator

- In a quest, drag and drop the **Talk Objective** Block (from the left panel) in the Canvas.
- In the Right Panel, fill the *Objective Title* field.
- In the Actors subsection, click on *Add Actor/Add new CHARACTER.*

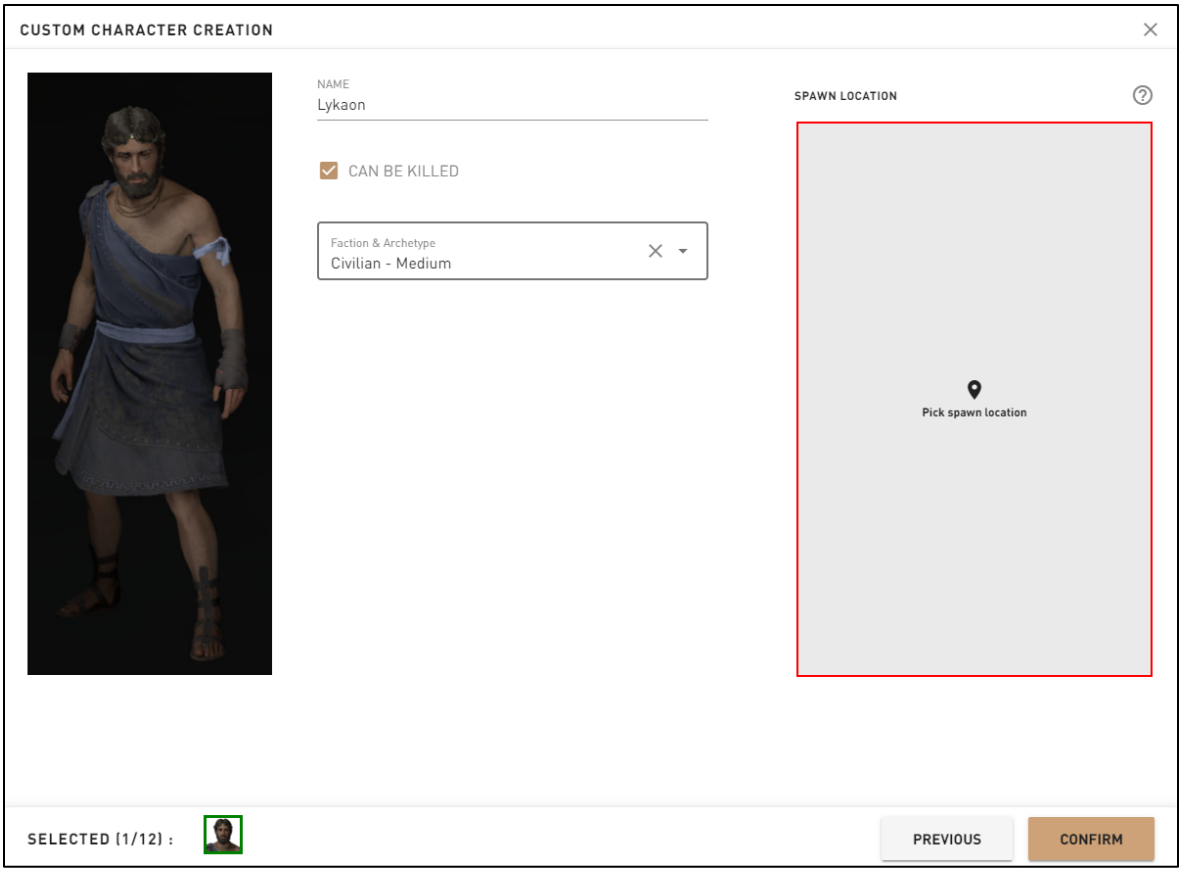


- Once in the custom **Character** creation page**,** select a **Character** from the list and click *Next.*
- Choose a *Spawn Location* in the **World Map** for the **Character.**
- In the *Faction & Archetype* section, select an archetype from the drop down list.
- Once done, click *Confirm.*

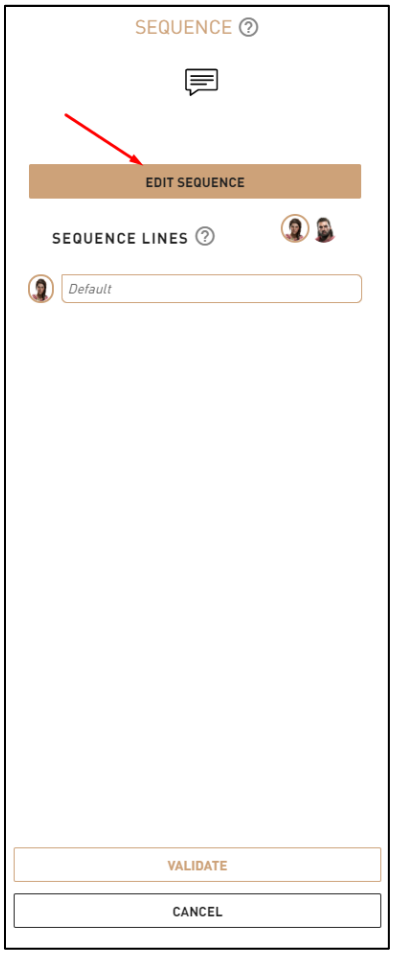
Character selection



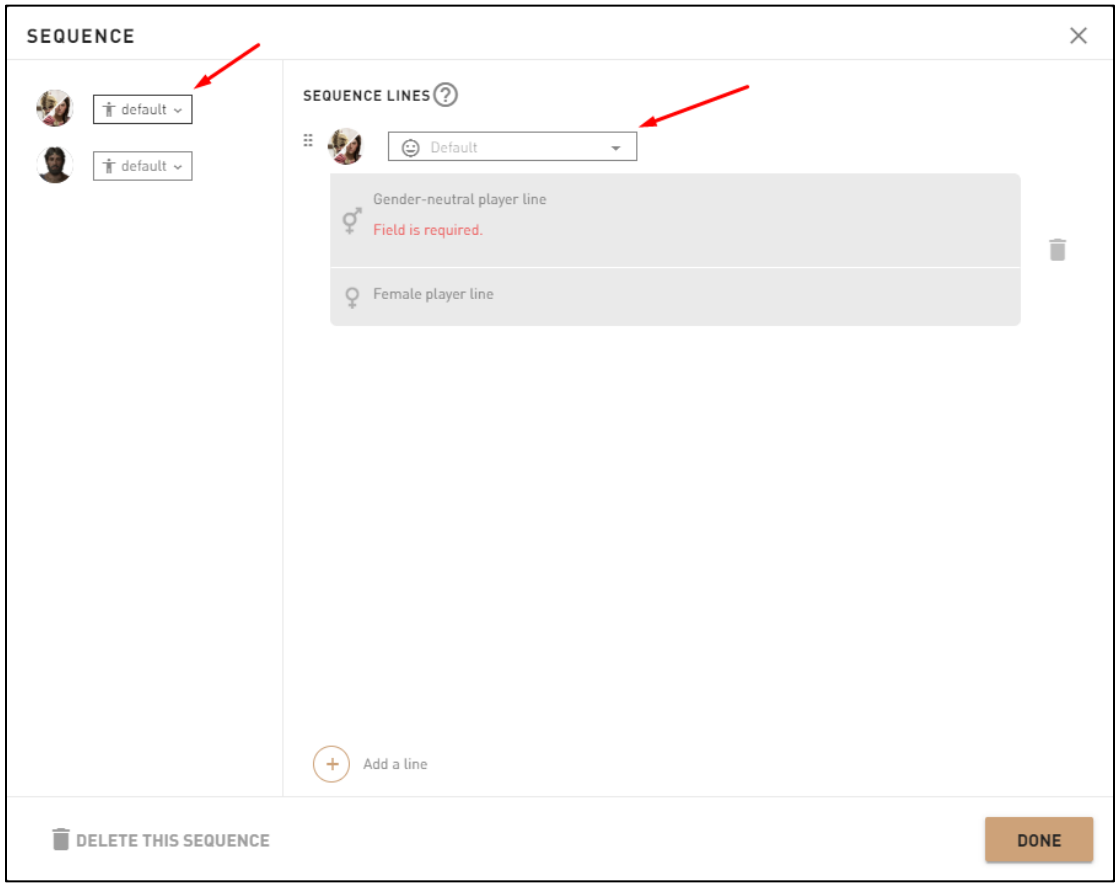
Character information



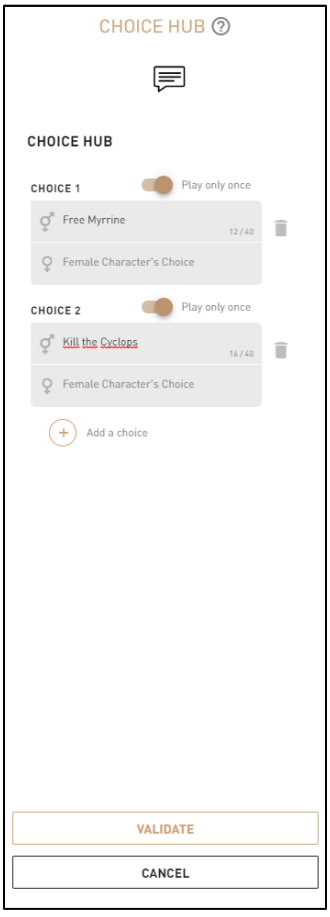
- Click on *Edit Dialogue.*
- Once in the **Dialogue Editor**, drag and drop a **Sequence** in the *Canvas.*
- Click *Edit Sequence.*
- Write text in the related fields, and add more dialogue lines by clicking *Add a line* at the bottom left of the window. The *Postures* list is located at the top left.
    - **Characters** keep the same posture for all the **Sequences** unlike Facial Expressions (smiling emote icon) that can be changed in each line.
- Once you're satisfied of your dialogue, click *Done* and then *Validate* to confirm.
- Connect the **Sequence** Block with the *Start Dialogue* and/or with other Blocks.



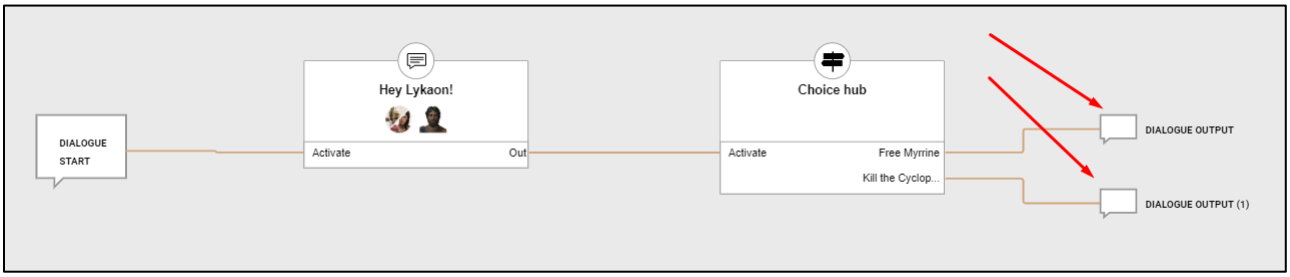
Postures, Facial Expressions and Gestures



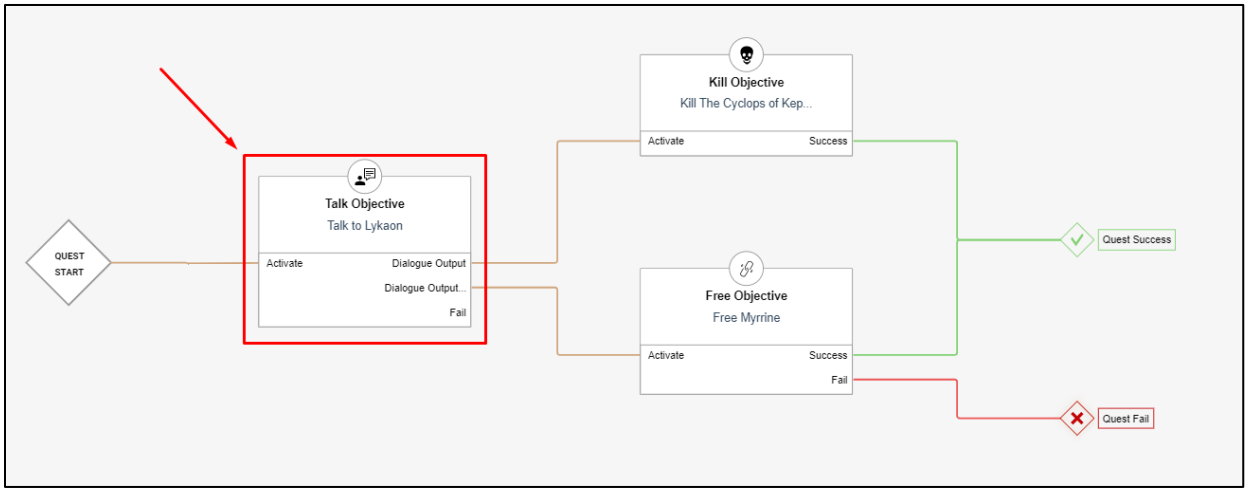
- Drag and drop a **Choice Hub** Block in the *Canvas.*
- Fill the text fields for each choice.
- Add more choices by clicking the *Add a choice* button.
- Once finished, click *Validate.*



- Drag and drop a **Dialogue Outcome** Block in the Canvas.
    - For this example, the number of choices from the **Choice Hub** Block defines the number of **Dialogue Outcome** (2 choices = 2 Dialogue outputs).
- Make sure all the Blocks are properly connected in the right order.



- Then, click *Confirm dialogue.*
- In the **Quest Editor**, connect the **Talk Objective** Block input with the *Start Quest* Block and connect the outputs depending on the quest setup.
    - In this example, the **Talk Objective** outputs are connected to a **Kill Objective -** Kill the Cyclops and a **Free Objective -** Free Myrrine.



Additional information

- If the **Character** to talk to is killed, the objective is automatically failed.

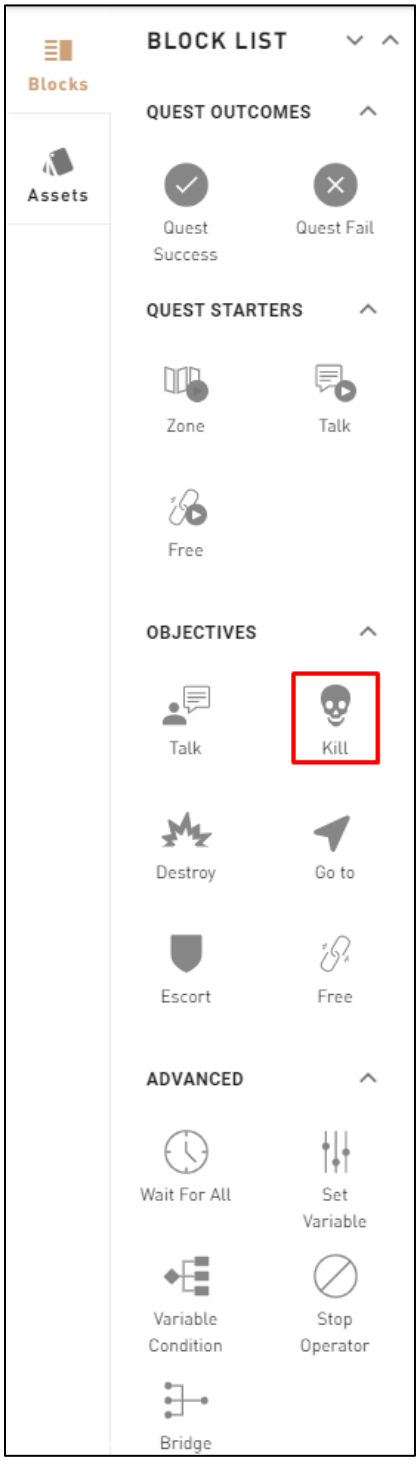
Objectives – Kill

Overview

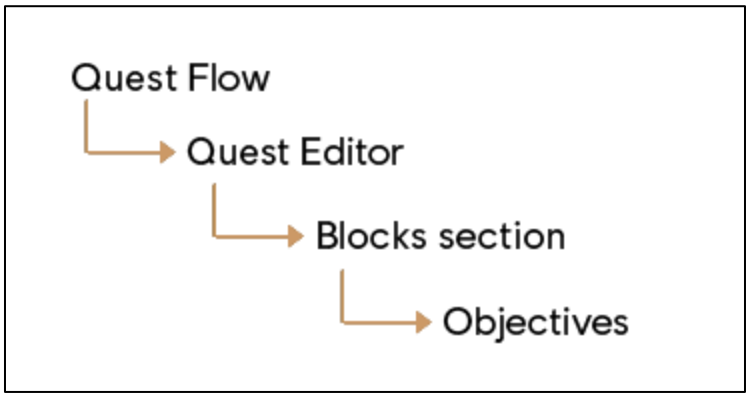
- This tells the player to kill 1 or more targets.
- Targets can be either **Character** or members of a **Category.**
- There is a maximum of 12 **Character** in a **Kill Objective.**

Block location in Creator

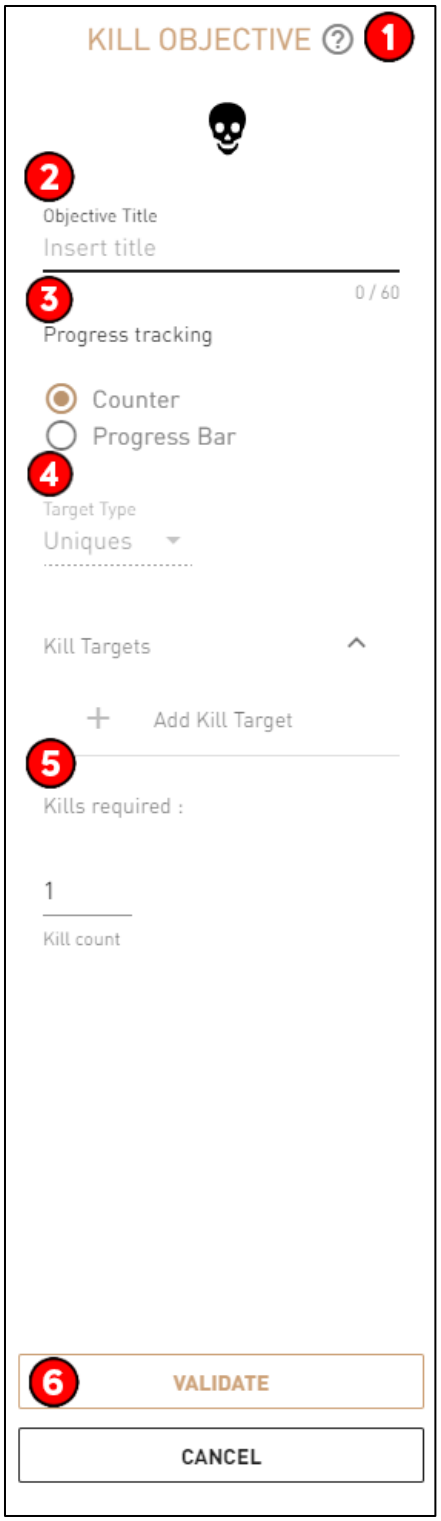
Left Panel



Path



Right Panel Content



1: Help Tip

- "Alexios/Kassandra must kill one or multiple targets."

2: Objective Title

- Set the objective's title in the in-game UI.

3: Progress tracking

- Select the progression tracking between a counter and a progress bar.

4: Target Type (Character or Category)

- Pick a Character in the world.
- There can be more than one Character to kill.
- The selected Character is added to the Character list.

  Or

- Select a category.
  - Select a faction.
  - Select an archetype.
- You can have only one category and archetype per Kill Objective.

5: Kill Count

- Select the number of enemies to kill for a target type.

6: Validate

- Validates the Kill Objective's parameters and puts it in the Canvas.

Troubleshooting

Block Validation success

- *Objective Title*: Need to have at least 1 **Character** in this field.
- *Kill Count*: Need to have at least 1 target to kill.
    - The kill count needs to be equal to the target to kill in the Unique Target Type.

Possible Issues

Character can't be killed.

- When creating or editing a Character in the Character window, make sure that the *Can be Killed* option is checked.

Objective Block inputs and outputs are not all connected to other Blocks.

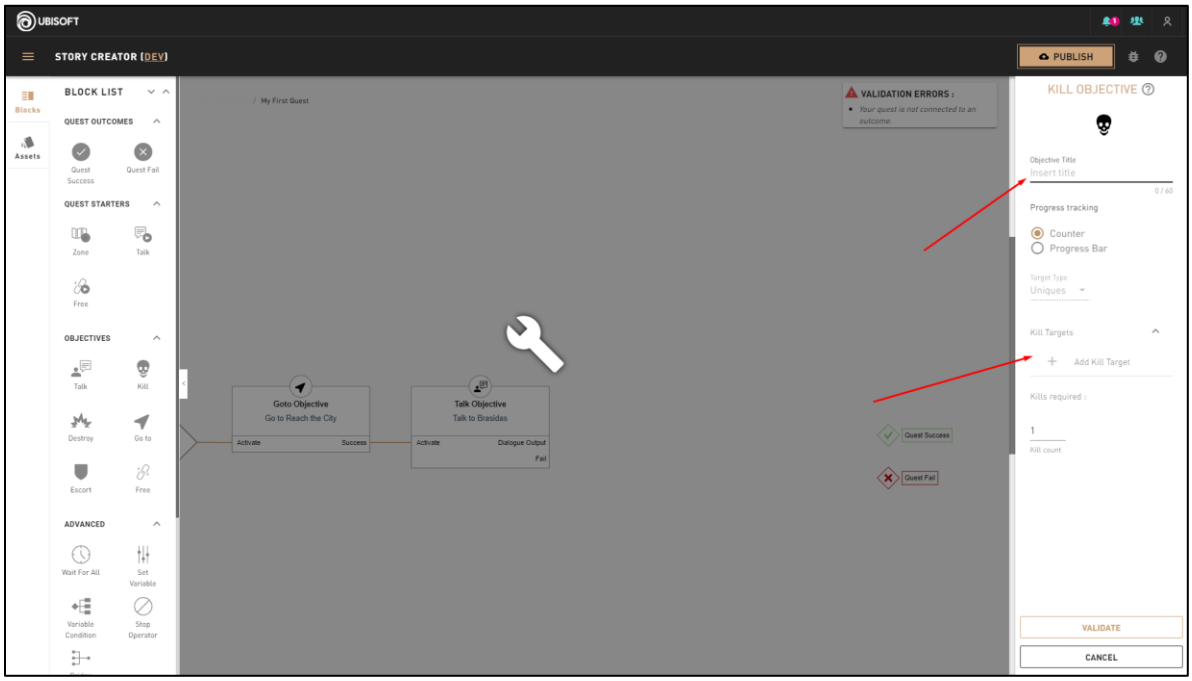
- Make sure each output is properly connected to the right Blocks to maintain the right quest flow.

Block Image

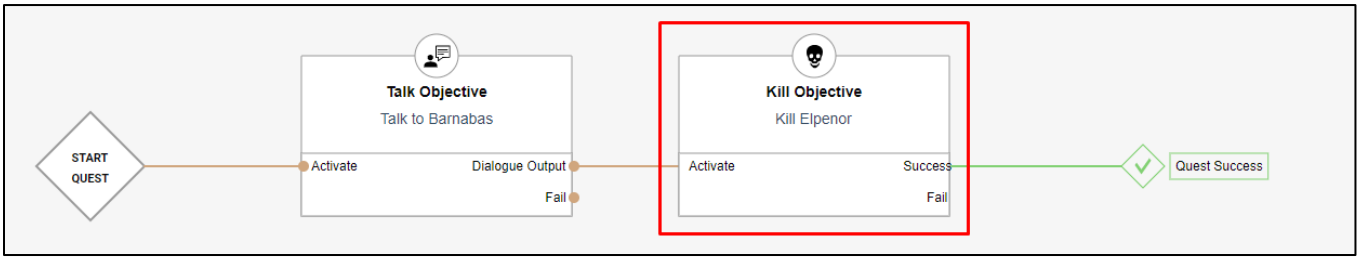
Step by step example

In Story Creator

- In a quest, drag and drop the **Talk Objective** Block (from the left panel) in the *Canvas.*
- In the right panel, fill the *Objective Title* field.
- In the *Kill Targets* subsection, click on *Add Kill Target/Create new Custom CHARACTER.*



- Once in the custom **Character** creation window, select a **Character** from the list and click *Next.*
- Choose a *Spawn Location* in the **World Map** for the **Character.**
- Once done, click *Confirm.*
- Click *Validate* to save and close the right panel.
- Connect the **Kill Objective** input and output to the right Blocks to make the quest work properly.
    - In this example, the **Kill Objective** input is connected to the **Talk Objective** - Talk To Barnabas and the output is connected to a **Quest Outcome** - Quest Success.



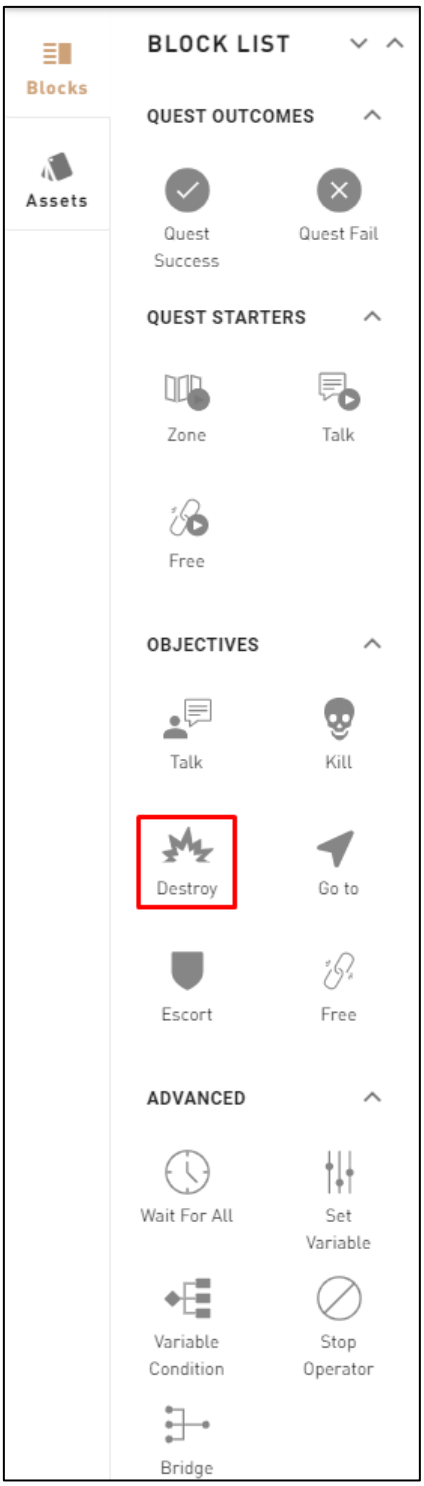
Objectives - Destroy

Overview

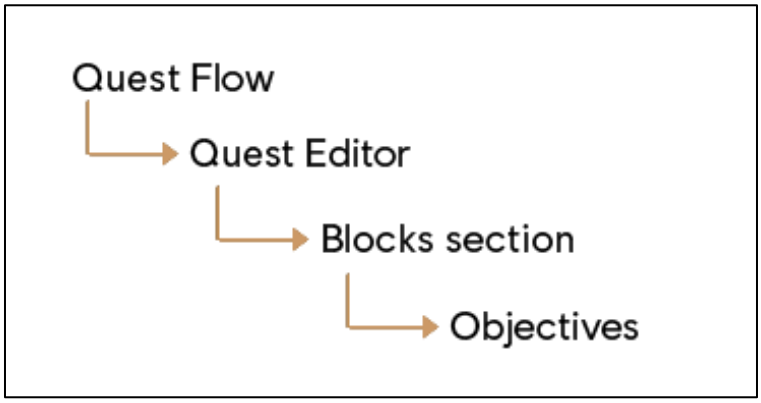
- Tells the player to destroy a destroyable object in the world.
- Users must pick the entities to destroy in the **World Map.**

Block location in Creator

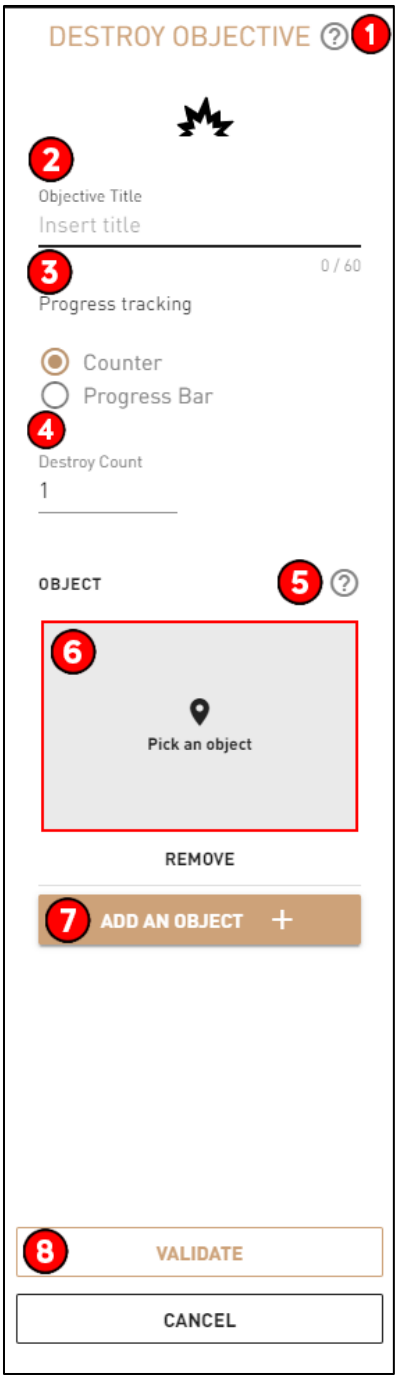
Left Panel



Path



Right Panel Content



1: Help Tip

- "Alexios/Kassandra must destroy one or more objects."

2: Objective Title

- Title that players see in game.

3: Progress tracking

- Select the progression tracking between a counter and a progress bar.

4: Destroy Count

- Can select the kill count which in this contexts means the number of objects to destroy.

5: Object - Help tip

- "Once the player destroys the object, the destroy objective will be completed."

6: **Pick an Object**

- Put an object directly on the map to destroy.

7: Add an Object

- Pick an object on the World Map or select one from a list.
    - Can select more than one object to destroy.

8: Validate

- Validates the Destroy Objective's parameters and puts it in the Canvas.

Troubleshooting

Required Fields for Block Validation success

- *Objective Title*: Field must contain at least 1 **Character.**
- *Kill Count*: Must have at least 1 target and select 1 object.
    - The kill count needs to be equal to the number of objects selected.

Possible Issues

The same object to destroy has been selected twice.

- Make sure each selected object form the **World Map** is different.

Objective Block inputs and outputs are not all connected to other Blocks.

- Verify that each output is properly connected to the right Blocks to maintain the right quest flow.

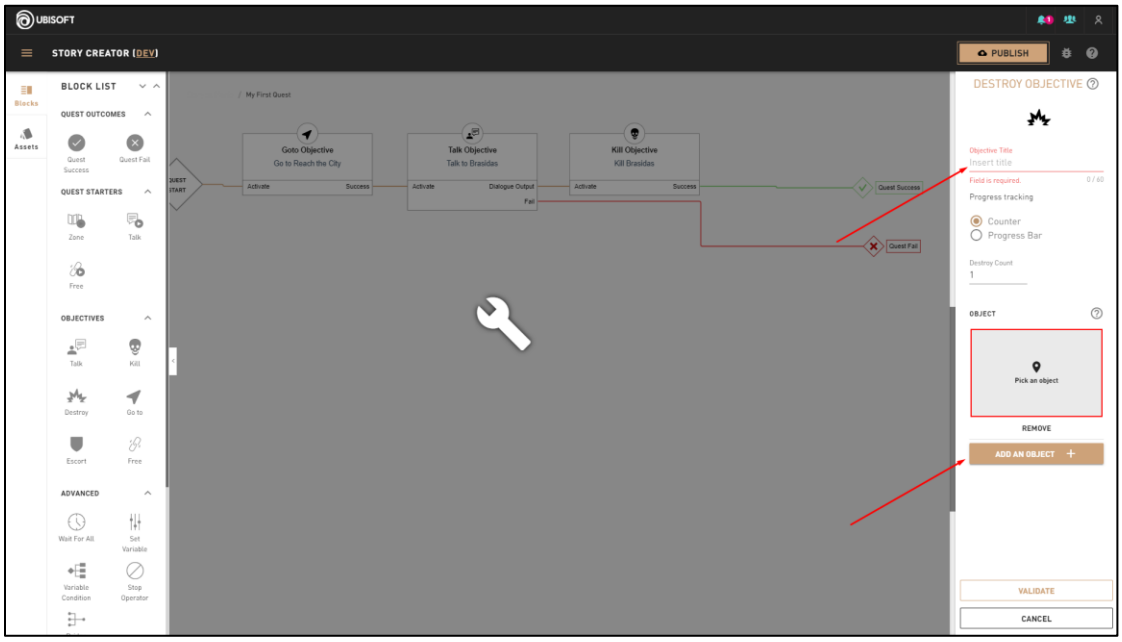
Block Image

Step by step example

In Story Creator

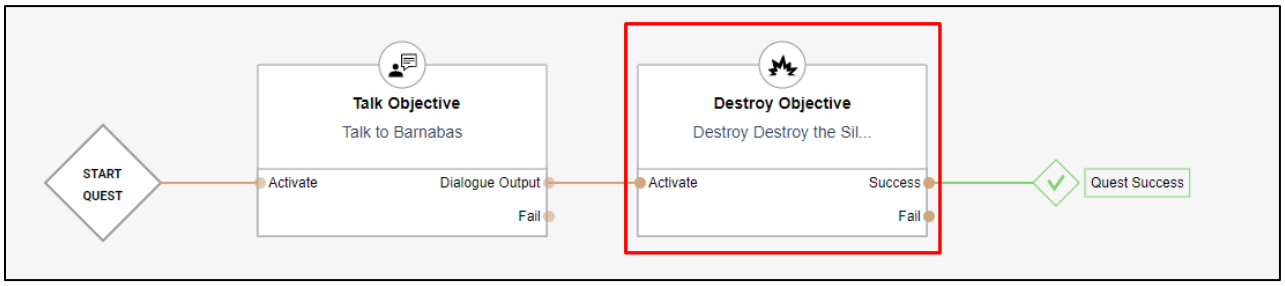
- In a quest, drag and drop a **Destroy Objective** Block (from the left panel) in the *Canvas.*
- In the right panel, fill the *Objective Title* field and click on *Add an Entity +.*
- Then click *Pick an Entity* to select the asset to destroy in order to complete the **Destroy Objective.**
- Select the object in the **World Map.**
    - Multiple entities can be selected.

Right Panel Content



World Map - Picking an Object

- Click *Validate* to save and close the right panel.
- Connect the **Destroy Objective** input and output to the right Blocks in order to make the quest work properly.
    - In this example, the **Destroy Objective** input is connected to the **Talk Objective** - Talk To Barnabas and the output is connected to a **Quest Outcome** - Quest Success.



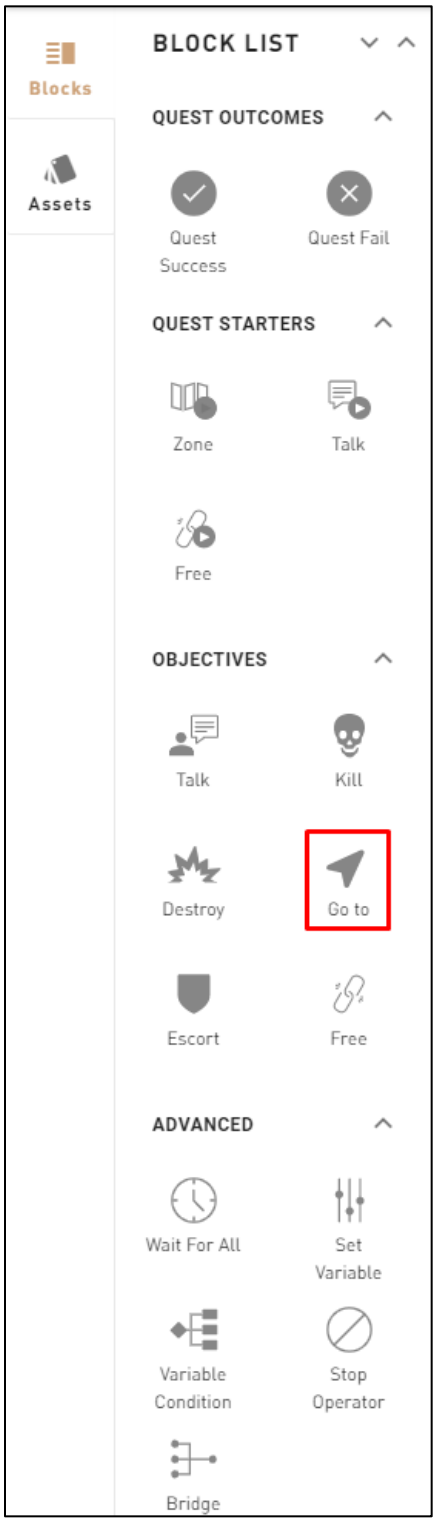
Objectives - Go To

Overview

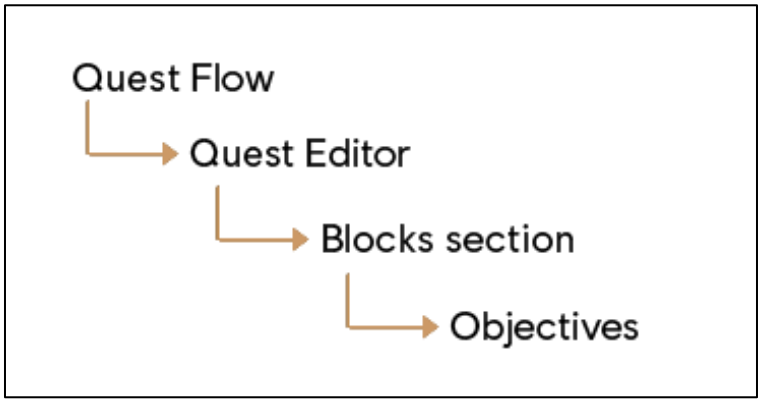
- Tells the player to move to a specific location.
- The Go To objective is successful if players reach the predefined zone.

Block location in Creator

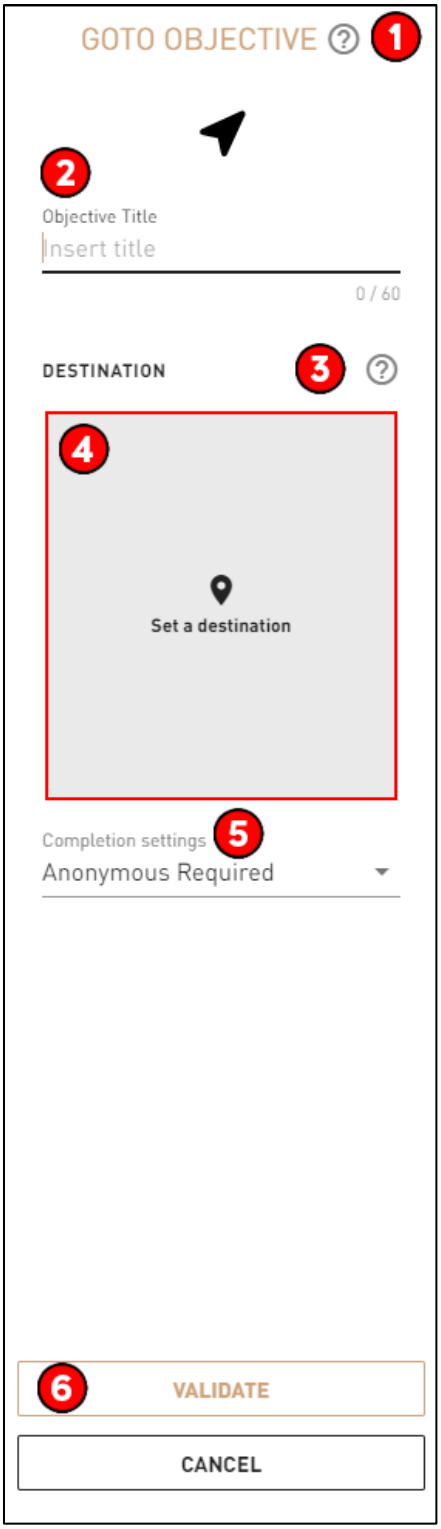
Left Panel



Path



Right Panel Content



1: Help Tip

- "Alexios/Kassandra must escort a Character to a destination."

2: Objective Title

- Objective title is displayed in the game during the objective. This field is required for Block validation.

3: Destination – Help Tip

- "Destination to reach."

4: Set a Destination

- Select a position in order to inform players where to go. The Objective Icon is always positioned at the center of the zone.

5: Completion settings

- The user can select between 3: Anonymous Required, Anonymous Not Required, and Cash in.
    - **Anonymous Required**: Entering the zone completes the objective.
    - **Anonymous Not Required**: Entering the zone even in conflict completes the objective.
    - **Cash In**: Changes the icon of the Go To Objective.

6: Validate

- Validates the Go To objective's parameters and puts it in the Canvas.

Troubleshooting

Required Fields for Block Validation

- Objective Title**:** Needs to have at least 1 **Character** in this field.
- Must have at least 1 zone.

Possible Issues

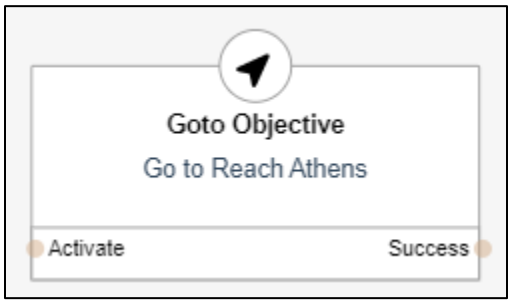
Destination is set in an out of bound location.

- Choose a new destination for the Go To objective.

Objective Block inputs and outputs are not all connected to other Blocks.

- Verify that each output is properly connected to the correct Blocks to maintain the right quest flow.

Block image

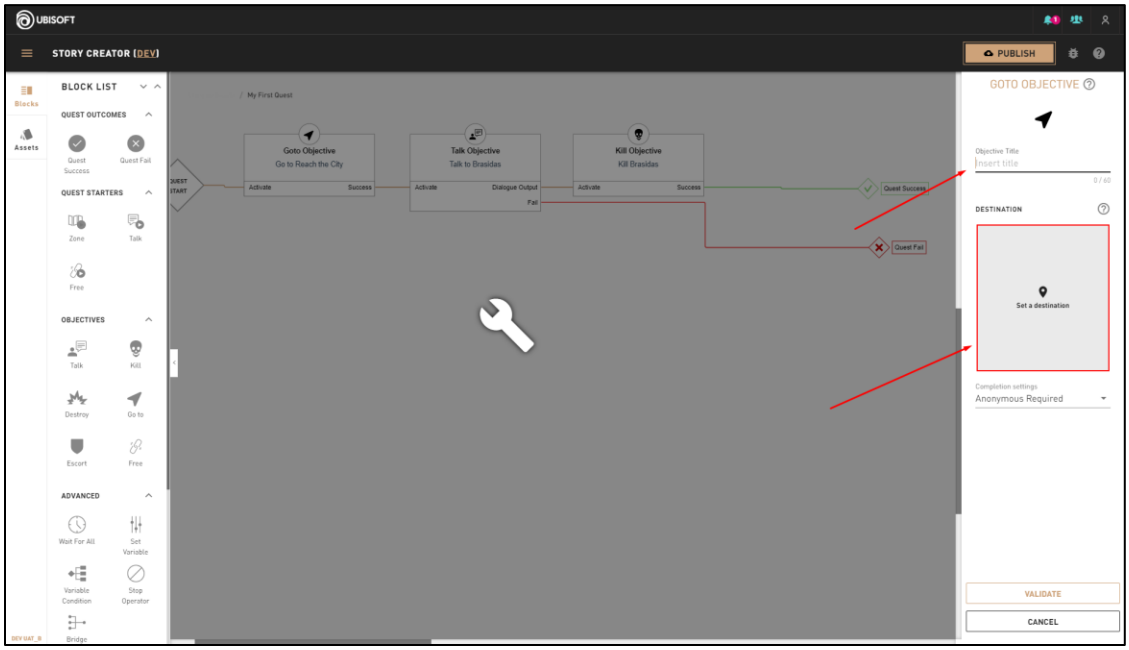


Step by step example

In Story Creator

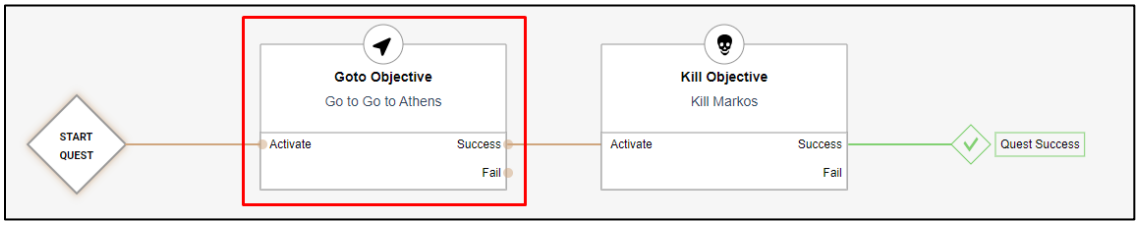
- In a quest, drag and drop the **Go To Objective** Block (from the left panel) in the *Canvas.*
- In the right panel, fill the *Objective Title* (ex. Go to Athens).
- Click on *Set a Destination* to define the position to reach in order to complete the **Go To Objective.**
- To set a destination, select either a rectangle or a circle zone (located at the top left). Click on the position and drag to adjust the size of the zone.
- Click on *Select* to confirm and save the destination.

Right Panel content



World Map - Set a Destination with a Zone

- Click *Validate* to save the Block and close the right panel.
- Connect the **Go To Objective** input and output to the Blocks in order to make the quest work properly.
- In this example, the **Go To Objective** input is connected to the start quest and the output is connected to a **Kill Objective -** Kill Markos.



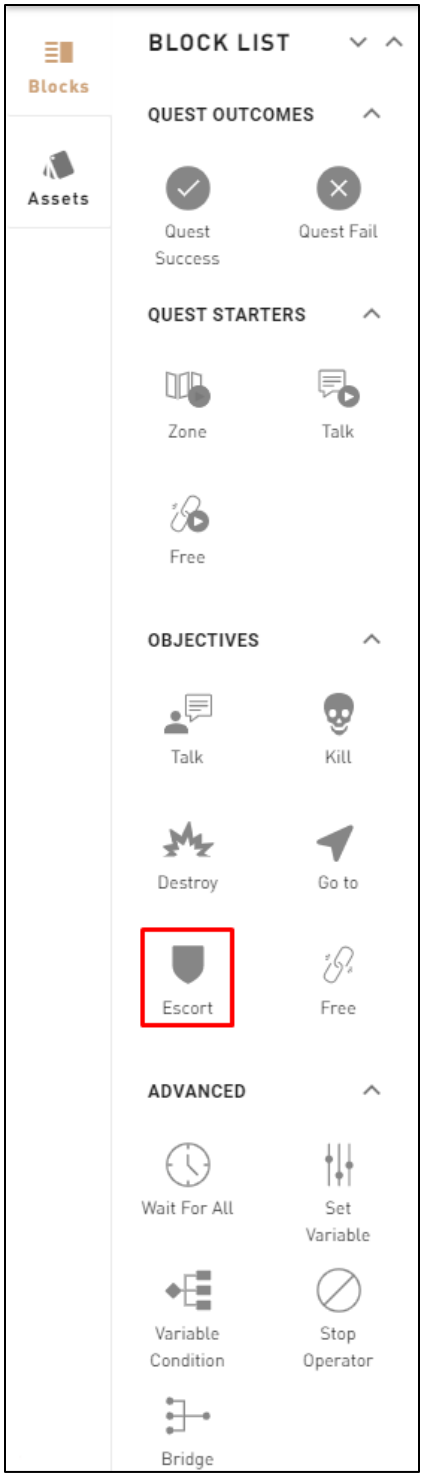
Objectives - Escort

Overview

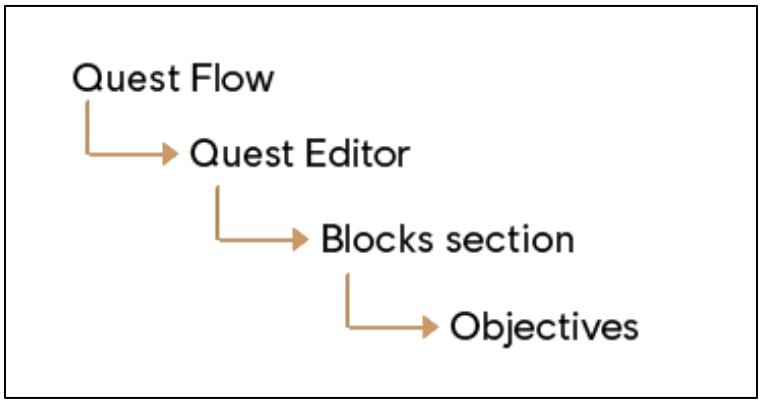
- Tells the player to protect 1 or more targets.
- All targets are predefined **Characters.**

Block location in Creator

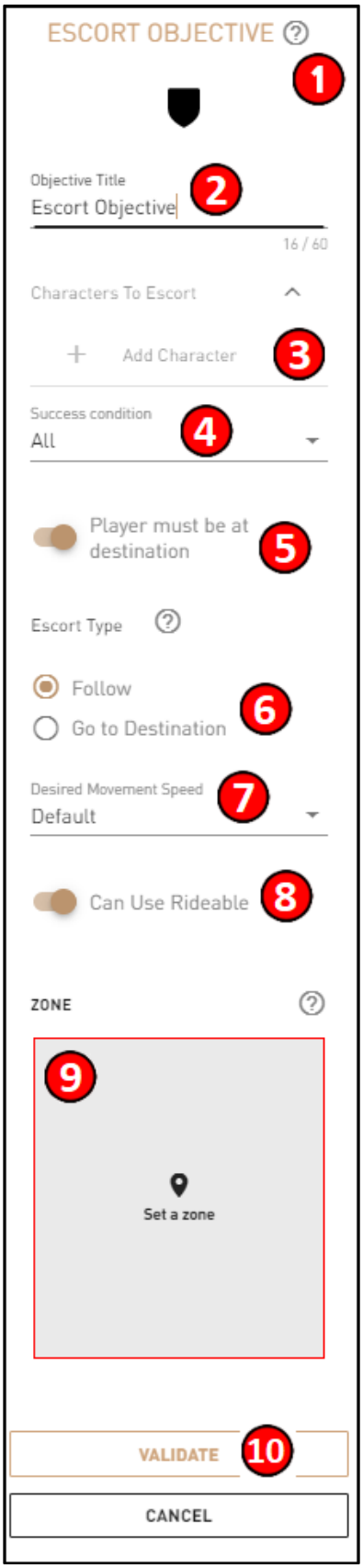
Left Panel



Path



Right Panel Content



1: Help Tip

- "Alexios/Kassandra must escort a Character to a destination."

2: Objective Title

- Title that players see in game.

3: Characters to Protect

- Must select one or more specific Characters as a Target to Escort.

4: Success Condition

- Select the Success Condition between All must survive or At Least One must survive.

5: Player must be at Destination

- When toggled, the Player Character must be present at the destination when the Character(s) reach it to complete the objective.

6: Escort Type

- Set the Escort Type, where the Character may follow the Player Character or to directly go to a set destination.

7: Desired Movement Speed

- Set the speed at which the Character will travel at.

8: Can Use Rideable

- When toggled, allows the Character to use horses when one is in proximity.

9: Set Destination / Set Zone

- Set the Destination or the Zone to complete the objective.

10: Validate

- Validates the Escort objective's parameters and puts the Block in the Canvas.

Troubleshooting

Required Fields for Block Validation

- **Objective Title**: Must at least contain 1 **Character.**
- Must have at least 1 Target (**Character**).

Possible issues

The protect Count is higher than the number of Characters to protect (targets).

- Make sure that the Count is at least equal to the number of Characters to protect in the right panel.

The Character to protect isn't moving because there is no Travel Behavior or Follow Behavior.

- Add a Follow or Travel behavior in order to be able to progress through the Escort Objective and. complete it

Destination zone position is out of bounds.

- Choose a new destination for the Escort objective.

Objective Block inputs and outputs are not all connected to other Blocks.

- Verify each output is properly connected to the right Block to maintain the right quest flow.

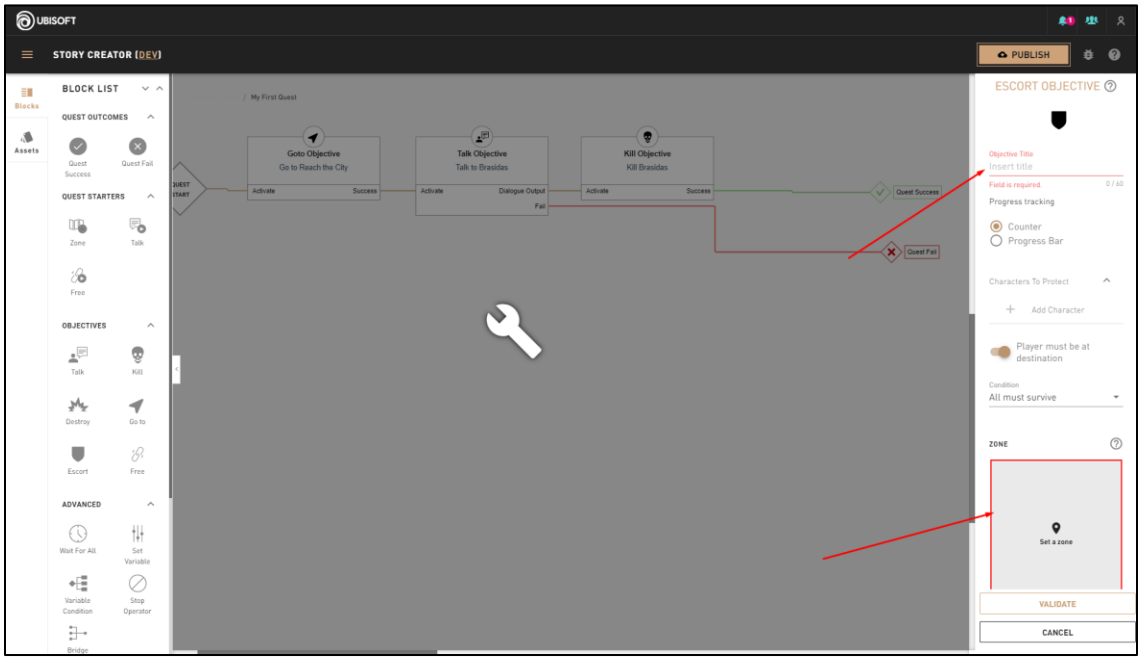
Block Image

Step by step example

In Story Creator

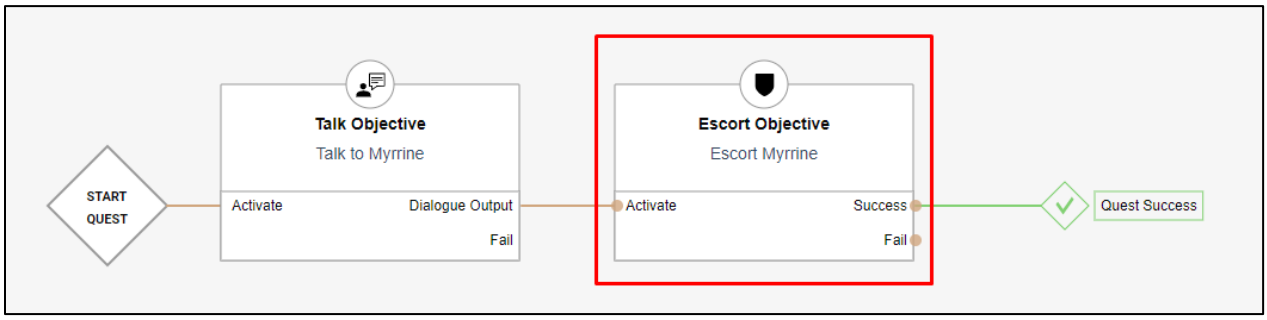
- In a quest, drag and drop the **Escort Objective** Block (from the left panel) in the *Canvas.*
- In the right panel, fill the *Objective Title* field.
- In the *zone* subsection, click on *Set a Zone* to define where the **Character** to escort must go in order to complete the objective.
- Click on *Confirm* to save the zone.

Right Panel Content



World Map - Select the Destination Zone for Escort Objective

- Click *Validate* to save and close the right panel.
- Connect the **Escort Objective** input and output to the right Blocks in order to make the quest work properly.
- In this example, the **Escort Objective** input is connected to the **Talk Objective** - Talk to Myrrine and the output is connected to a **Kill Objective -** Kill Markos.



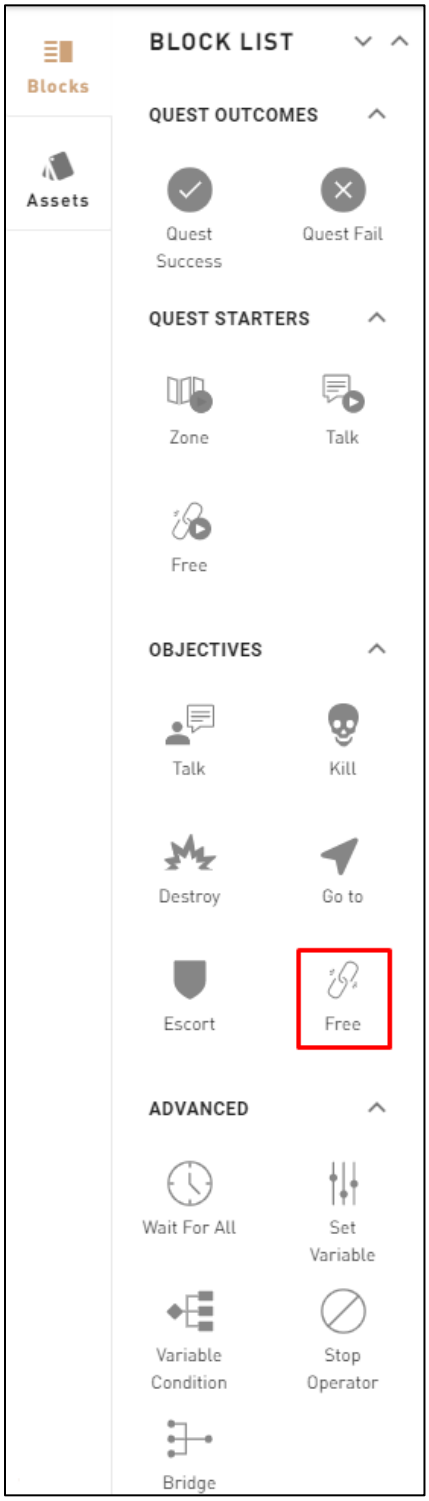
Objectives - Free

Overview

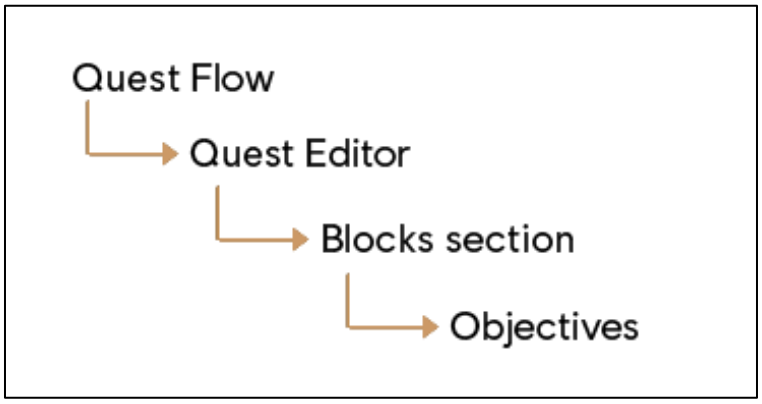
- Tells the player to free one or more targets (up to 6, depending on the type of cage).
- **Free Objective** targets are always unique **Characters**.

Block location in Creator

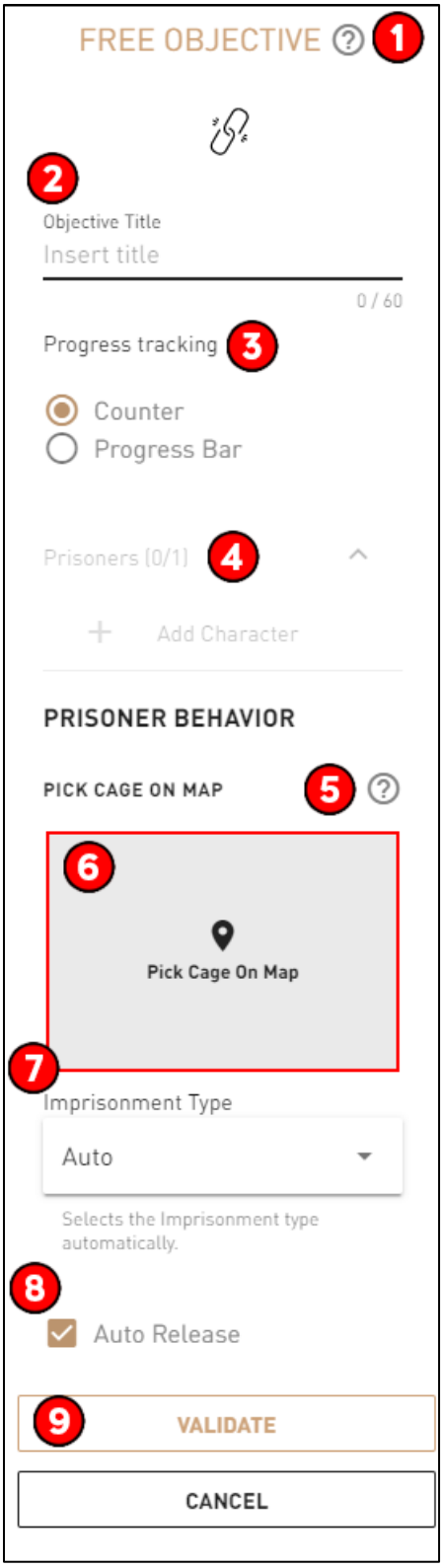
Left Panel



Path



Right Panel Content



1: Help Tip

- "Alexios/Kassandra must free one or many prisoners."

2: **Objective Title**

- Objective title is displayed in the game during the objective. Field is required for Block validation.

3: **Progress tracking**

- Select the progression tracking between a counter and a progress bar.

4: Prisoners

- Set which ones will be imprisoned.

5: Pick Cage on Map – Help Tip

- "Pick the cage the prisoner(s) will be in."

6: Pick Cage on Map

- Select a cage object on the Map.

7: Imprisonment Type

- Select the Imprisonment Type from 3 options:
  - **Auto**: Select the Imprisonment Type automatically.
  - **Standing**: Puts the prisoner in the standing position and the prisoner walks out as soon as the cage is open.
  - **Tied**: Puts the prisoner in the sitting position and the player needs to untie the prisoner.

8: Auto Release

- Decides if the prisoner will release himself once the cage is unlocked.

9: Validate

- Validates the Free objective's parameters and puts the Block in the Canvas.

Troubleshooting

Required Fields for Block Validation

- *Objective Title*: Must contain at least 1 **Character** in this field**.**
- *Prisoners*: Must at least select one **Character.**
- *Prisoners*: Number of prisoners must be equal to the Free Count.

Possible issues

Two prisoners (or more) share the same cage.

- Assign one of the prisoner Characters to another cage object OR find a large enough cage to hold more than one prisoner.

Objective Block inputs and outputs are not all connected to other Blocks.

- Verify each output is properly connected to the right Block to maintain the right quest flow.

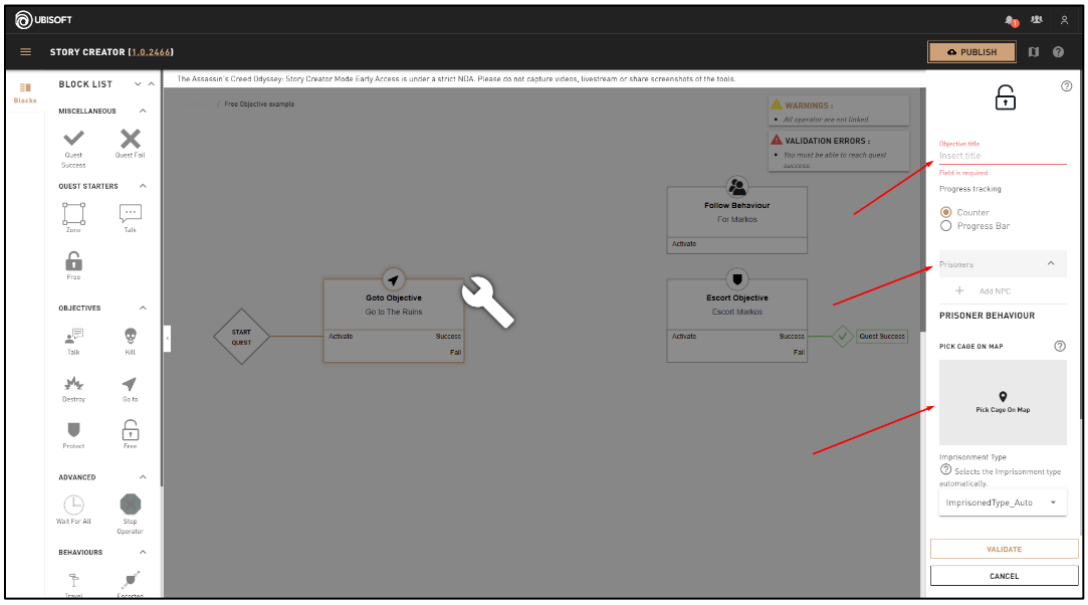
Block Image

Step by Step example

In Story Creator

- In a quest, drag and drop a **Free Objective** Block (from the left panel) in the *Canvas.*
- In the right panel, fill the *Objective Title* field.
- In the *Prisoners* subsection, click on *Add CHARACTER to* choose which **Character** must be freed in order to complete the objective.
- Click on *Pick Cage On Map* to choose the cage where the **Character** will be imprisoned.
- Click on one the Cage entities that are scattered on the cap and click on *Confirm* to validate.
- Set the *Free Count* to 1.

Right Panel Content



World Map - Select the Cage Object to imprison the Character

- Click *Validate* to save and close the right panel.
- Connect the **Free Objective** input and output to the right Blocks in order to make the quest work properly.
- In this example, the **Free Objective** input is connected to the **Go To Objective** - Go to the Ruins and the output is connected to an **Escort Objective** - Escort Markos (and the **Follow Behavior** - Markos).

Additional information

- Some cages (large cage) can contain up to 6 prisoners.

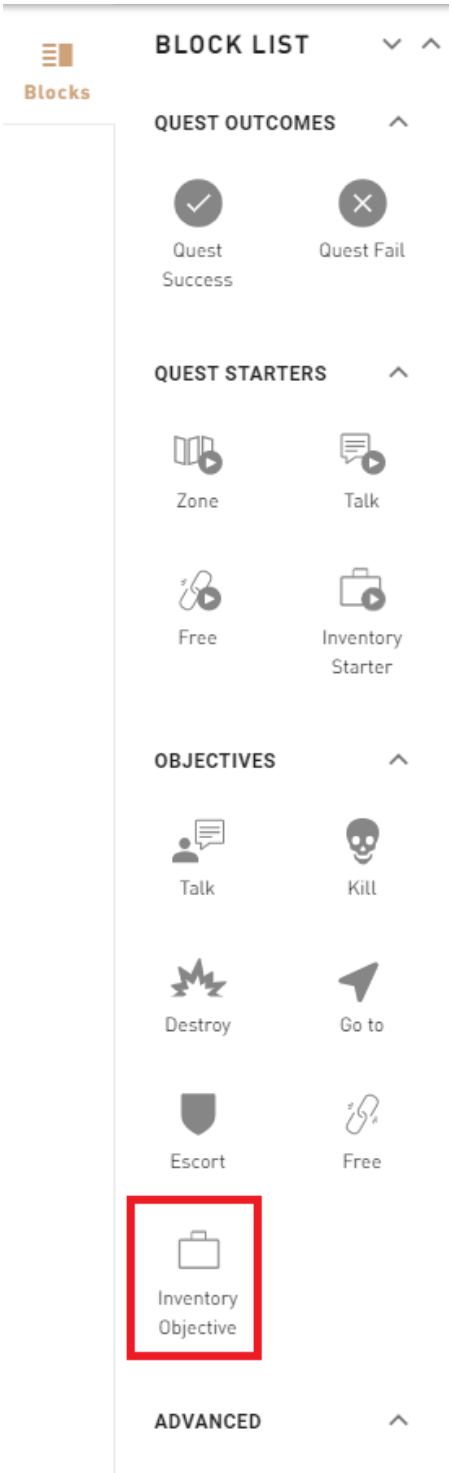
Objectives – Inventory Objective

Overview

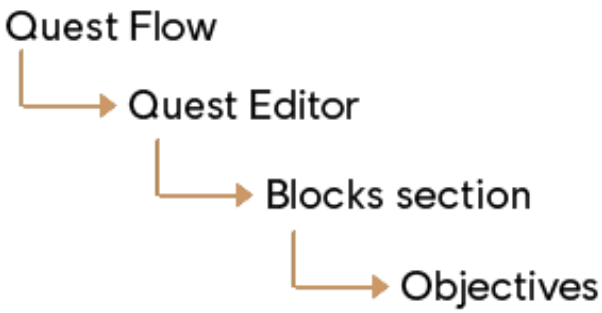
- Checks for a specified Quest Items to be present in the player's inventory to complete the objective.

Block Location in Creator

Left Panel



Path



Right Panel Content

1: Help Tip

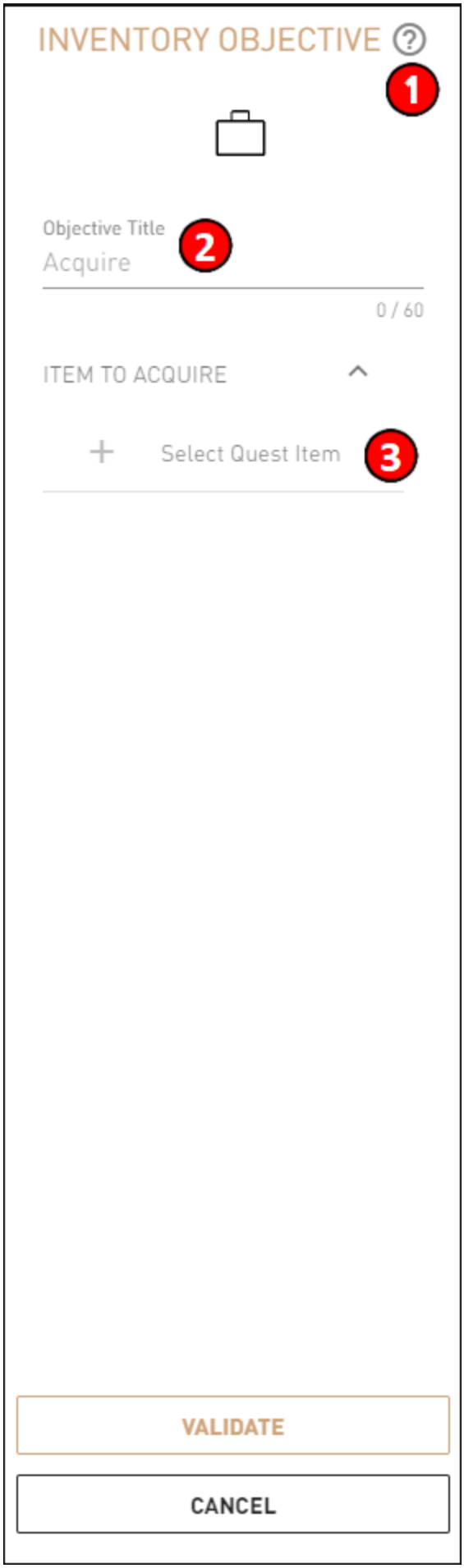
- "Alexios/Kassandra must loot specific items."

2: Objective Title

- Set the title of the objective.

3: Item to Acquire

- Select the Quest Item that is required to have in the inventory to complete the objective.



Troubleshooting

Required Fields for Block Validation

- A Quest Item must be selected.

Possible Issue

I can't find a Quest Item in the list:

- Make sure that A Quest Item is in the Assets category, if not create it.

The Objective didn't complete.

- Make sure that a NPC has the Quest Item in its inventory, so you can loot it and complete the Objective.

Block Image

Behaviors

Overview

- Behaviors can be set to define what an Actor's AI will be during the Story.
- The behaviors don't ever have an output, but need to be linked to the start to work.
- Some behaviors need a **Stop Operator** in order to be disabled.

There are six types of behaviors:

- **Travel**
- **Follow**
- **Attack**
- **Defend**
- **Bodyguard**
- **Relations (Modify Character Relations)**

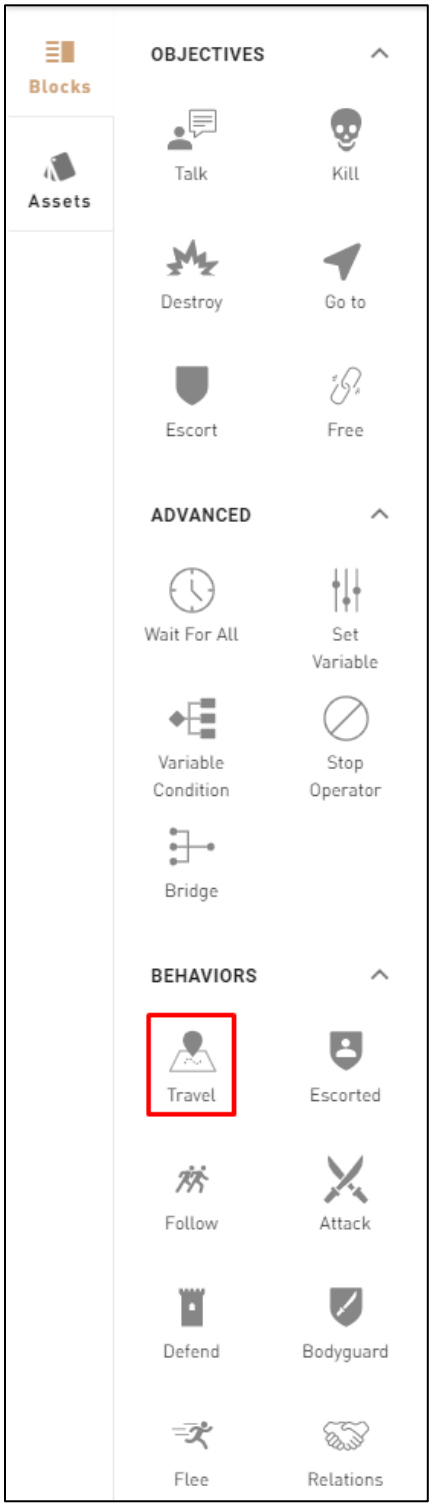
Behaviors - Travel

Overview

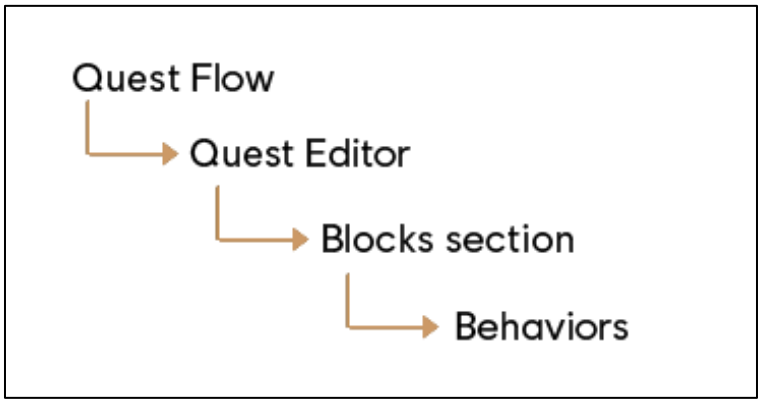
- Sets a **Character** to move automatically toward a destination.

Block Location in Creator

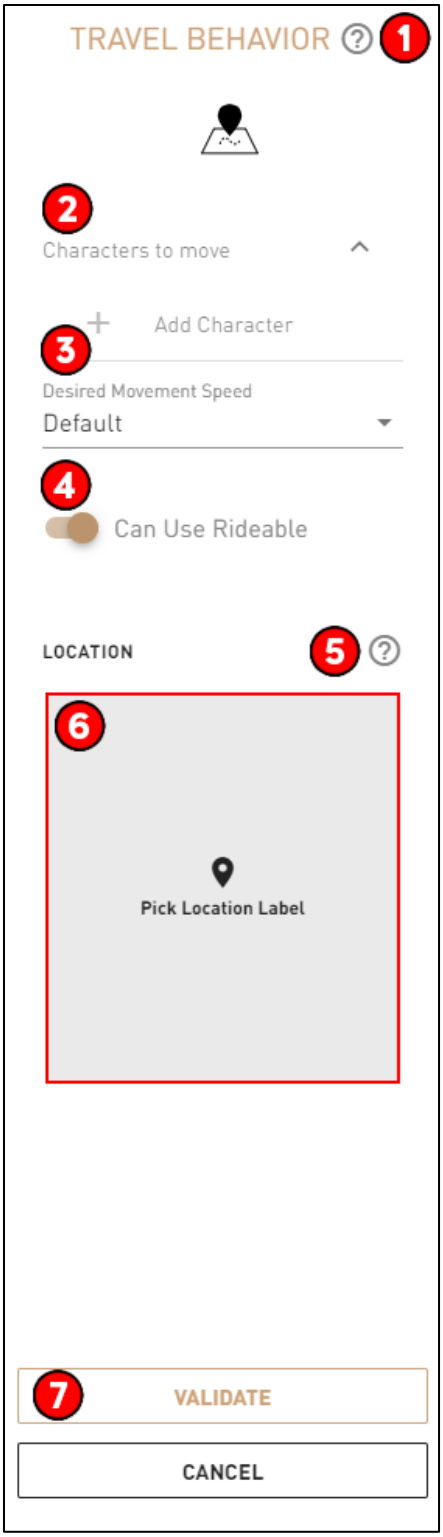
Left Panel



Path



Right Panel Content



1: Help Tip

- "Order a Character to go to a destination."

2: Characters to move

- Select one or multiple Characters to move.

3: Desired movement speed

- Select the desired movement speed of the chosen Character:
  - **Default**
  - **Slowest**
  - **Slow**
  - **Regular**
  - **Fast**
  - **Fastest**

4: Can Use Rideable

- Allow the Character to ride a horse to get to the location.

5: Location - Help Tip

- "Pick location the Characters need to go to."

6: Pick Location Label

- Define where the Character goes.

7: Validate

- Validates the Travel Behavior's parameters and puts it in the Canvas.

Troubleshooting

Required Fields for Block Validation

- User must pick at least one **Character** to move.
- Must pick a *Location* for the **Character** to go.

Possible issues

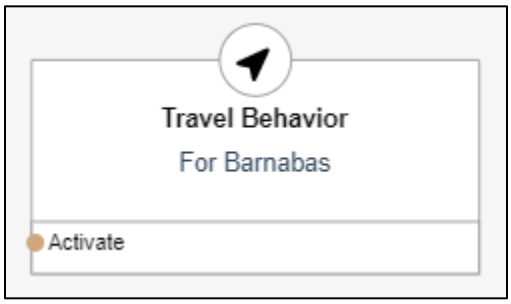
Character is walking slowly.

- Modify the desired movement speed in the Travel Behavior right panel.

Behavior Block input is not connected to another Block.

- Verify that the behavior input is properly connected to the right Block to maintain the quest flow.

Block image

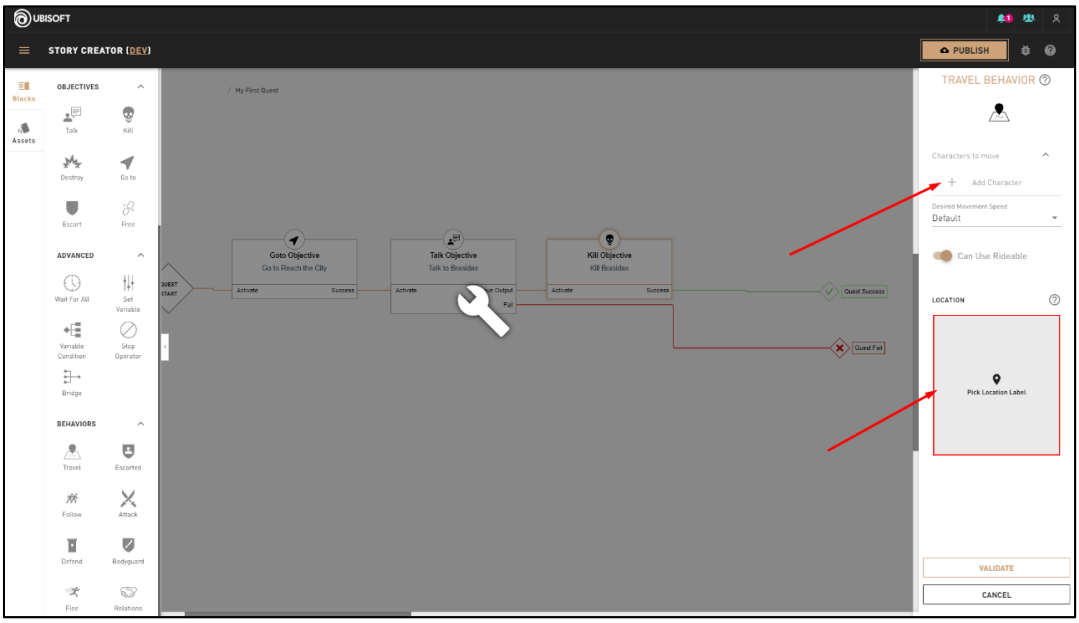


Step by step example

In Story Creator

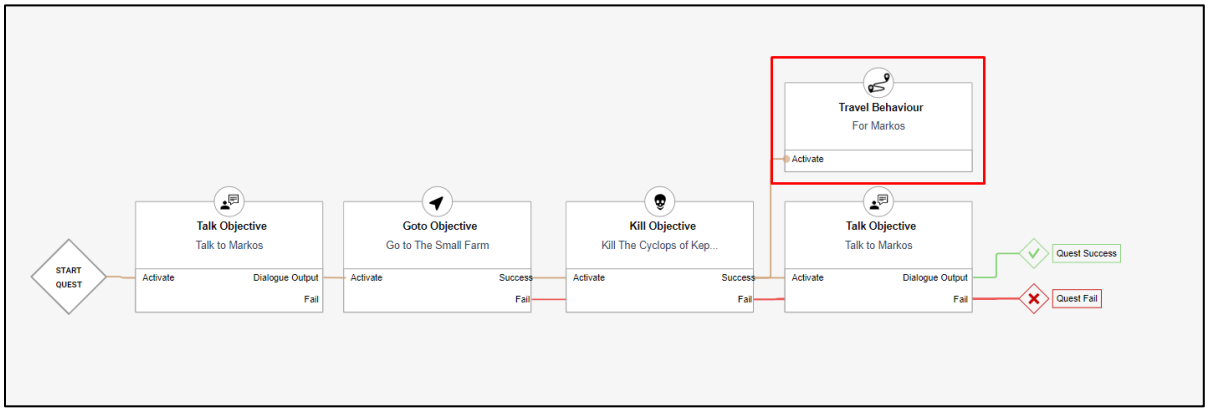
- In a quest, drag and drop the **Travel Behavior** Block (from the left panel) in the *Canvas.*
- Under the *Characters to move* subsection, click on *Add Character* to define the **Character** to move.
- Visit the Custom **Character** Creation page to know more about how to create unique **Characters.**
- Then, in the *Location* subsection, click on *Pick Location Label.*
- Select the position where the **Character** will go.
- Click on *Confirm* save the destination.

Right Panel Content



In World Map

- Click *Validate* to save the Block and close the right panel.
- Connect the **Travel Behavior** input to the Blocks in order to make the quest work properly.
    - In this example, the **Travel Behavior** input is connected to the **Kill Objective** - Kill the Cyclops of Kephallonia success output. Once the **Kill Objective** is completed, Markos will automatically travel to his new destination.



Additional information

- A **Behavior** doesn't have an output. It should be connected by its input in the position the user wants the **Characters** to change behavior.

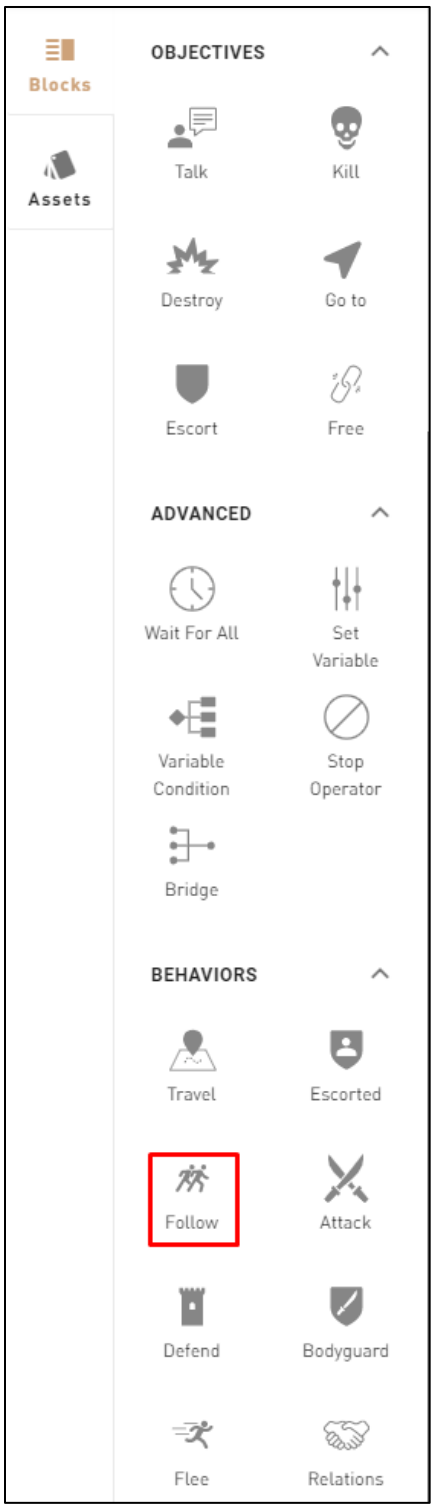
Behaviors - Follow

Overview

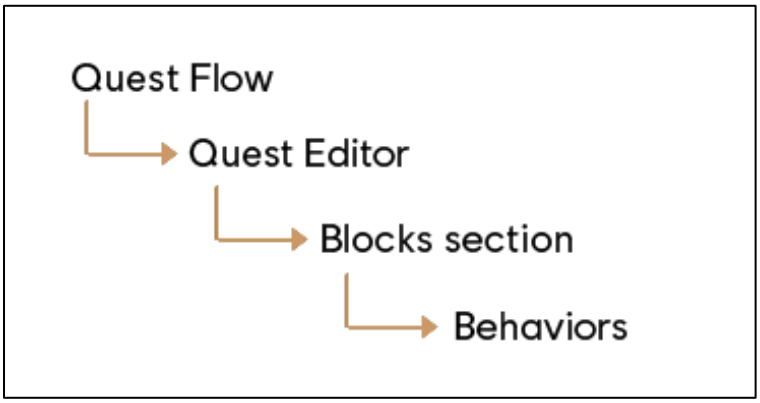
- Sets a **Character** to move automatically toward a destination.

Block Location in Creator

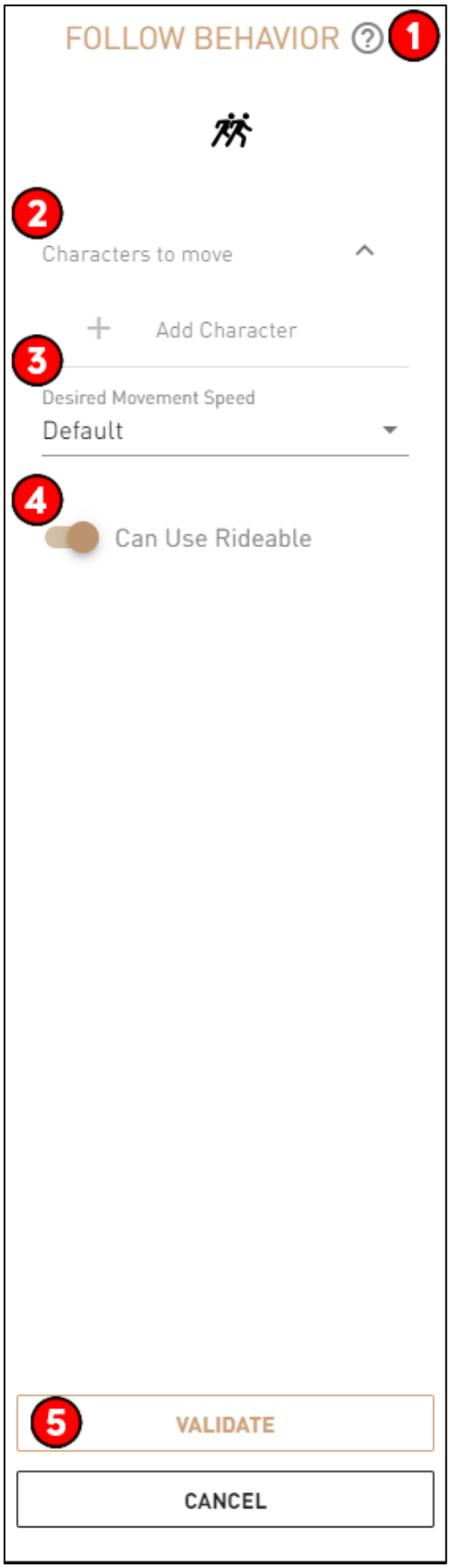
Left Panel



Path



Right Panel Content



1: Help Tip

- "Order a Character to follow Alexios/Kassandra."

2: Characters to move

- Select one or multiple Characters to move.

3: Desired movement speed

- Can select the desired movement speed of the chosen Characters:
  - **Default**
  - **Slowest**
  - **Slow**
  - **Regular**
  - **Fast**
  - **Fastest**

4: Can Use Rideable

- Allow the Characters to ride a horse to get to the location.

5: Validate

- Validates the Follow Behavior's parameters and puts it in the Canvas.

Troubleshooting

Required Fields for Block Validation

- All parameters shown above need to be entered for the **Travel Behavior** to work in-game.

Possible Issues

The Character is still following the player even after the objective is completed.

- Set up a **Stop Operator** in order to make the **Character** stop following the player.

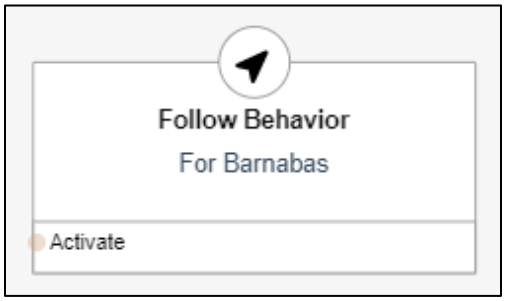
Character is walking slowly when following the player.

- Modify the desired movement speed in the Travel Behavior right panel.

Behavior Block input is not connected to another Block.

- Verify that the behavior input is properly connected to the right Block to maintain the right quest flow.

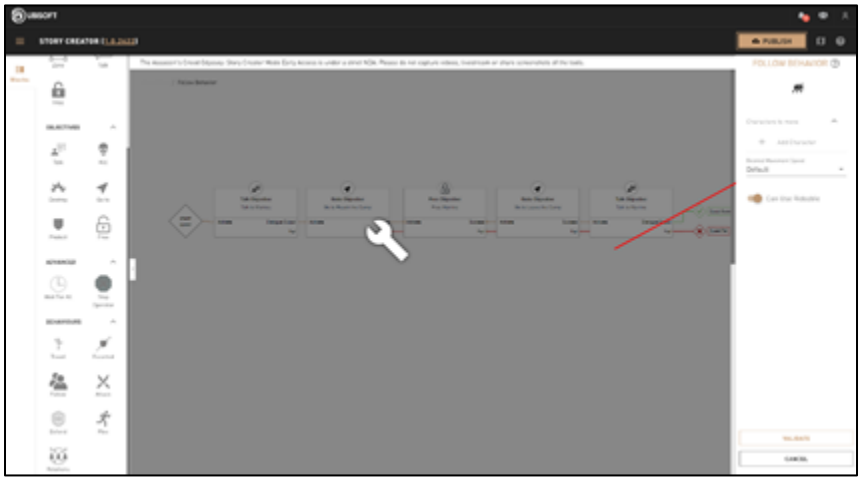
Block Image



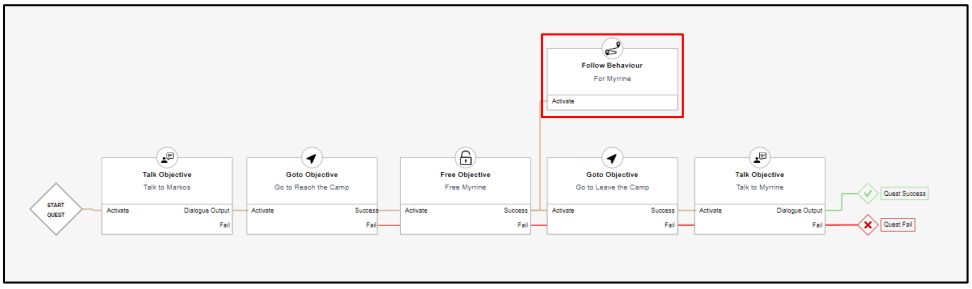
Step by step example

In Story Creator

- In a quest, drag and drop the **Follow Behavior** Block (from the left panel) in the *Canvas.*
- Under the *Characters to move* subsection, click on *Add CHARACTER* to define the **Character** to move.
- Visit the Custom **Character** Creation page to know more about how to create unique **Characters.**



- Click *Validate* to save the Block and close the right panel.
- Connect the **Follow Behavior** input to the Block in order to make the quest work properly.
    - In this example, the **Follow Behavior** input is connected to the **Free Objective -** Free Myrrine success output. Once the **Free Objective** is completed, Myrrine will start to follow the player.



- If a story has other quests and objectives after a **Follow Behavior**, a **Stop Operator** is needed after completing the objective.

Additional information

- A **Behavior** doesn't have an output. It should be connected by its input in the position the user wants the **Character** to change behavior.

Behaviors - Attack

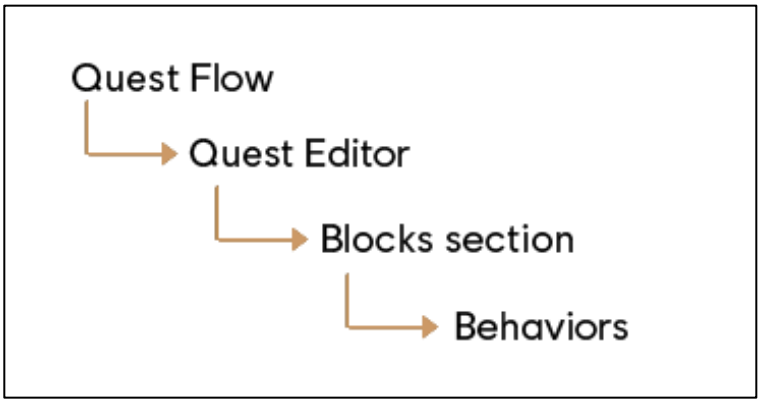
Overview

- Can be set so that the **Character** will attack a selected target.

Block location in Creator

Left Panel

Path



Right Panel Content

1: Help Tip

- "Order one Character to attack a target."

2: Characters that will attack

- Select one or more Characters that will attack the set target(s).

3: Target the player

- Select "Target the player" so that the Character attacks the player.

4: Attackers become Allies

- Modify the relation of all the selected attackers so they're allies.

5: Targets become Allies

- Modify the relation of all the selected targets so they're are allies.

6: Force Rideable Usage

- Force the player to attack the target while on a horse.

7: Validate

- Validates the Attack Behavior's parameters and puts it in the Canvas.

Troubleshooting

Required Fields for Block Validation

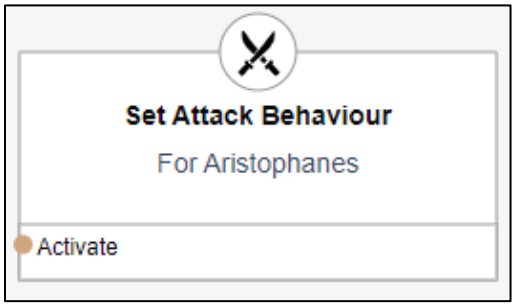
- Must select at least one **Character** to attack.
- Must have at least one target.

Possible Issues

Behavior Block input is not connected to another Block.

- Verify that the behavior input is properly connected to the right Block to maintain the quest flow.

Block Image

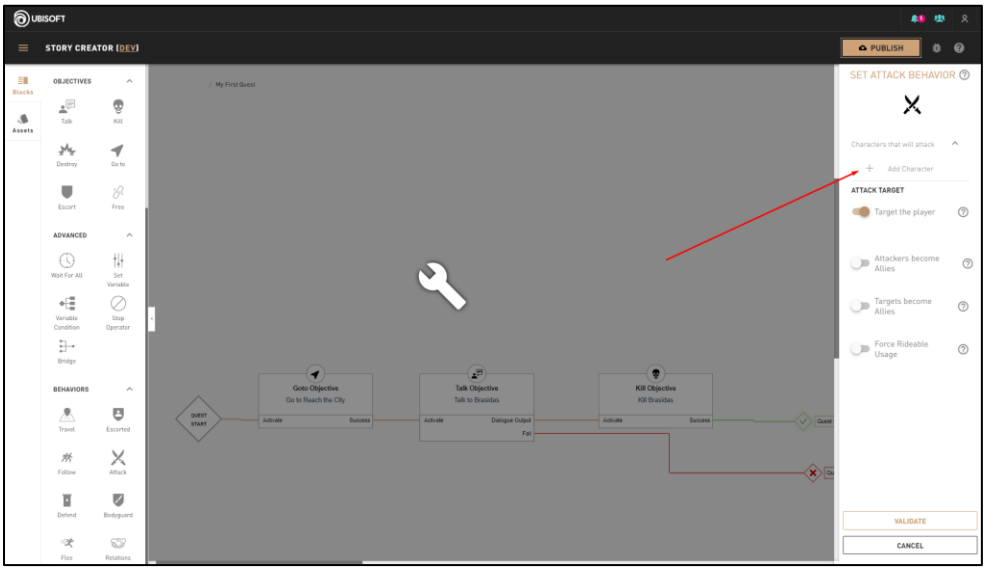


Step by step example

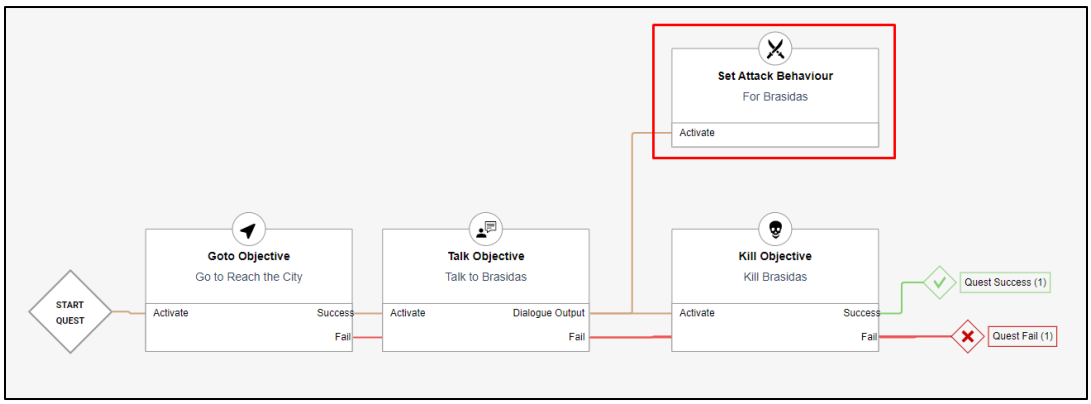
In Story Creator

- In a quest, drag and drop the **Attack Behavior** Block (from the left panel) in the *Canvas.*
- Under the *Characters that will attack* subsection, click on *Add CHARACTER* to define the **Character** to move.
- Visit the Custom **Character** Creation page to know more about how to create unique **Characters.**

Right Panel Content



- Click *Validate* to save the Block and close the right panel.
- Connect the **Attack Behavior** input to the Block in order to make the quest work properly.
    - In this example, the **Attack Behavior** input is connected to the **Talk Objective** - Talk to Brasidas Success output. Once the **Talk Objective** is completed, Brasidas will attack the player.



Additional information

- A **Behavior** doesn't have an output. It should be connected by its input in the position the user wants the **Character** to change behavior.

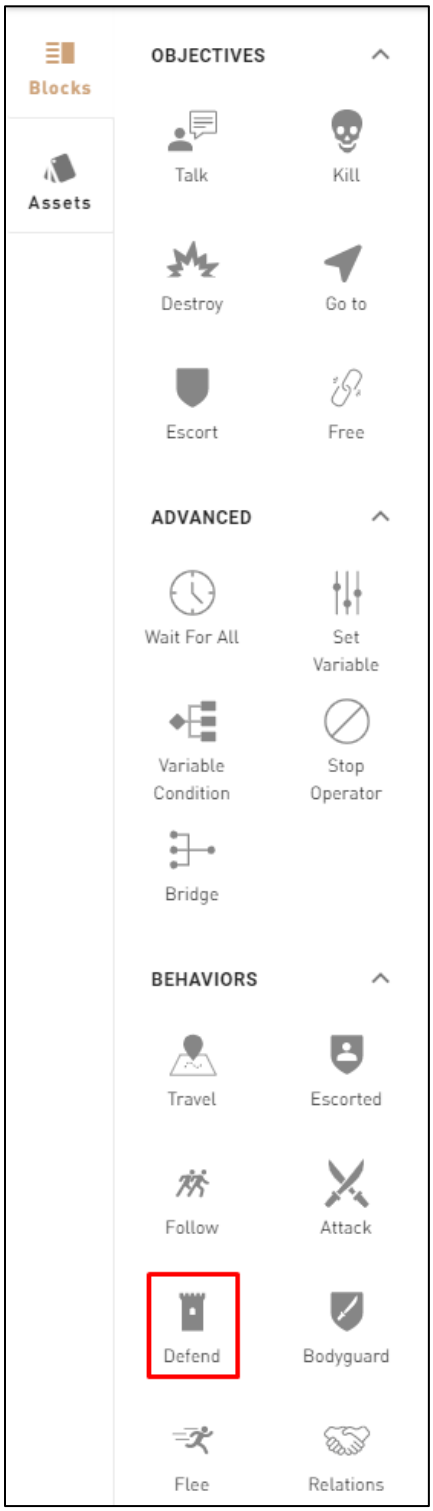
Behaviors - Defend

Overview

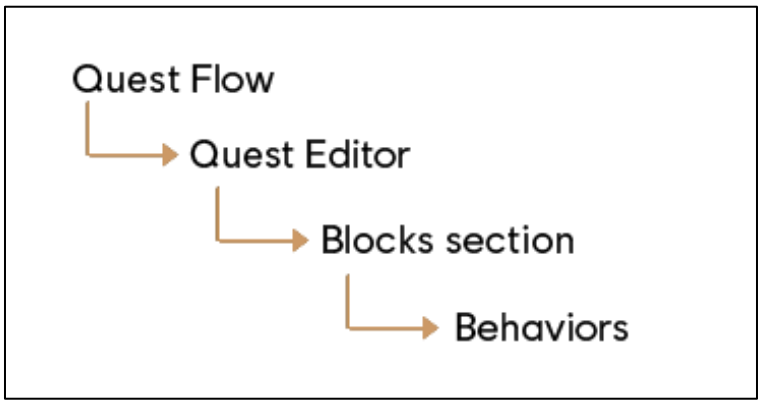
- Can be set so that the **Character** will defend a specific location.

Block location in Creator

Left Panel



Path



Right Panel Content

1: Help Tip

- "Order a Character to defend a position."

2: Characters that will defend

- Can select one or more Characters that will defend.

3: Spawn Location Help Tip

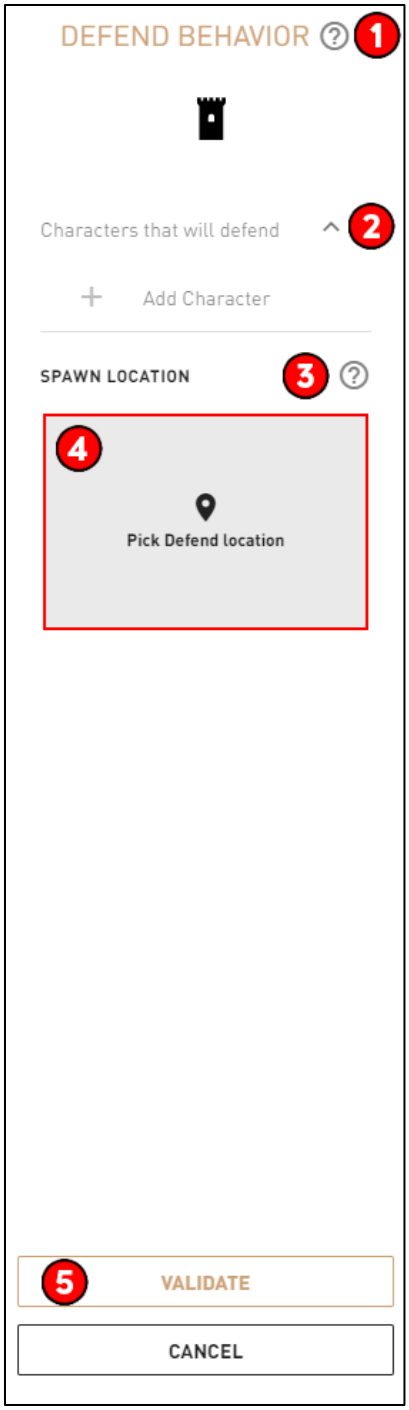
- "Pick default location for the Character."

4: Pick defend location

- Can select a position to defend.

5: Validate

- Validates the Defend Behavior's parameters and puts it in the Canvas.



Troubleshooting

Required Fields for Block Validation

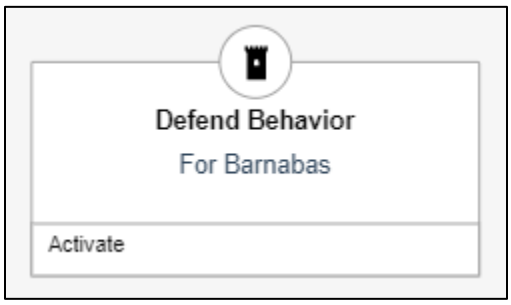
- Must select at least one **Character** to defend.
- Must select at least a defend location.

Possible issues

Behavior Block input is not connected to another Block

- Verify that the behavior input is properly connected to the right Block to maintain the quest flow.

Block Image



Additional information

- A **Behavior** doesn't have an output. It should be connected by its input in the position the user wants the **Character** to change behavior.

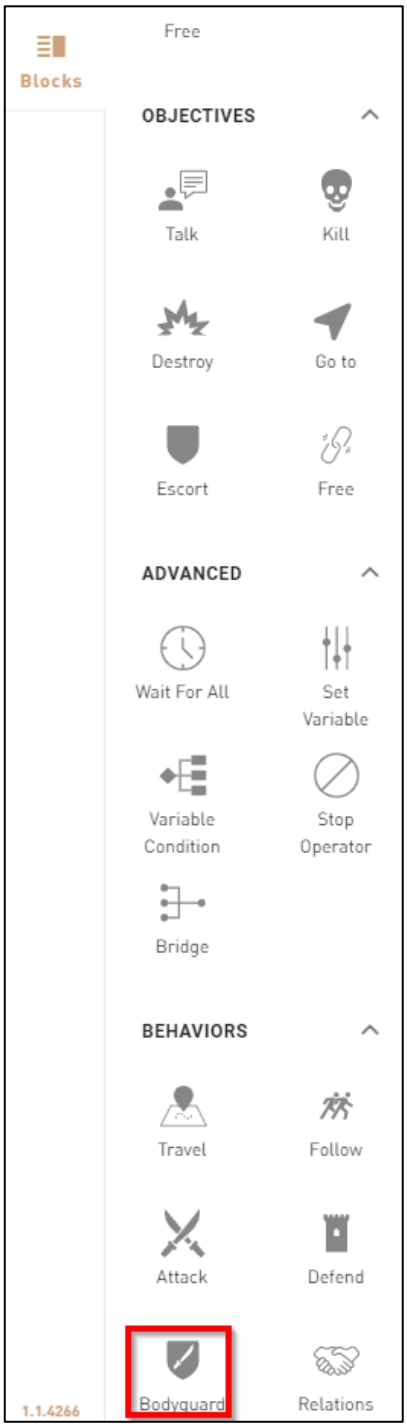
Behaviors - Bodyguard

Overview

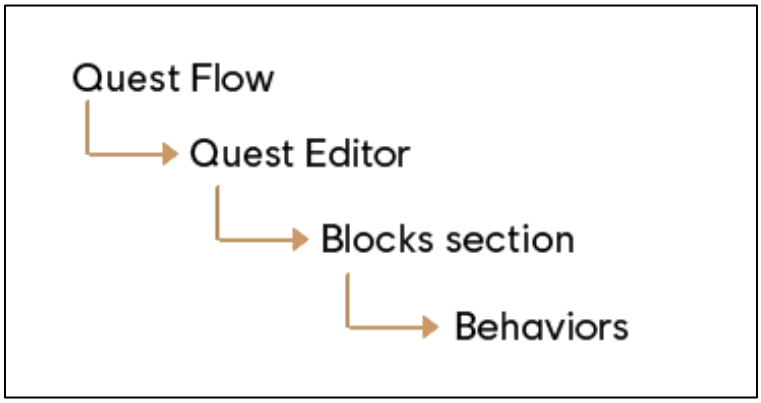
- Used to set Characters as bodyguards to a defined VIP Character.

Block location in Creator

Left Panel



Path



Right Panel Content

1: Help Tip

- "Order Character to protect a target."

2: Characters that will guard

- Select one or more Characters that will guard the VIP.

3: VIP- Character to Guards

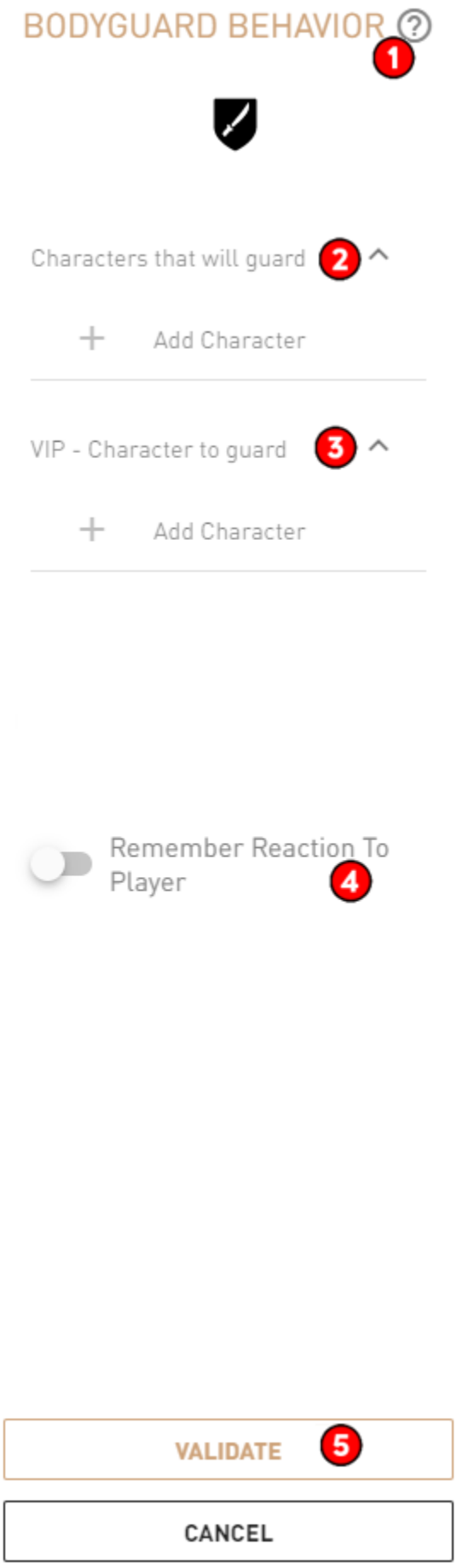
- Select one Character that will be the VIP.

4: Remember Reaction to Player

- Characters will go back to conflict when they see the player.

5: Validate

- Validates the Bodyguard Behavior's parameters and puts it in the Canvas.



Troubleshooting

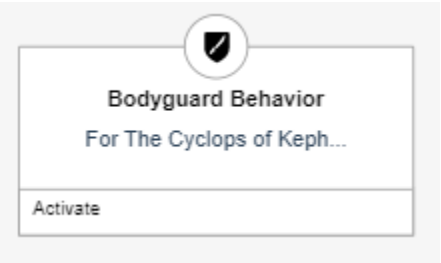
Required Fields for Block Validation success

- Must have at least one **Character.**
- Must have a VIP – **Character.**

Behavior Block input is not connected to another Block.

- Verify that the behavior input is properly connected to the right Block to maintain the right quest flow.

Block Image

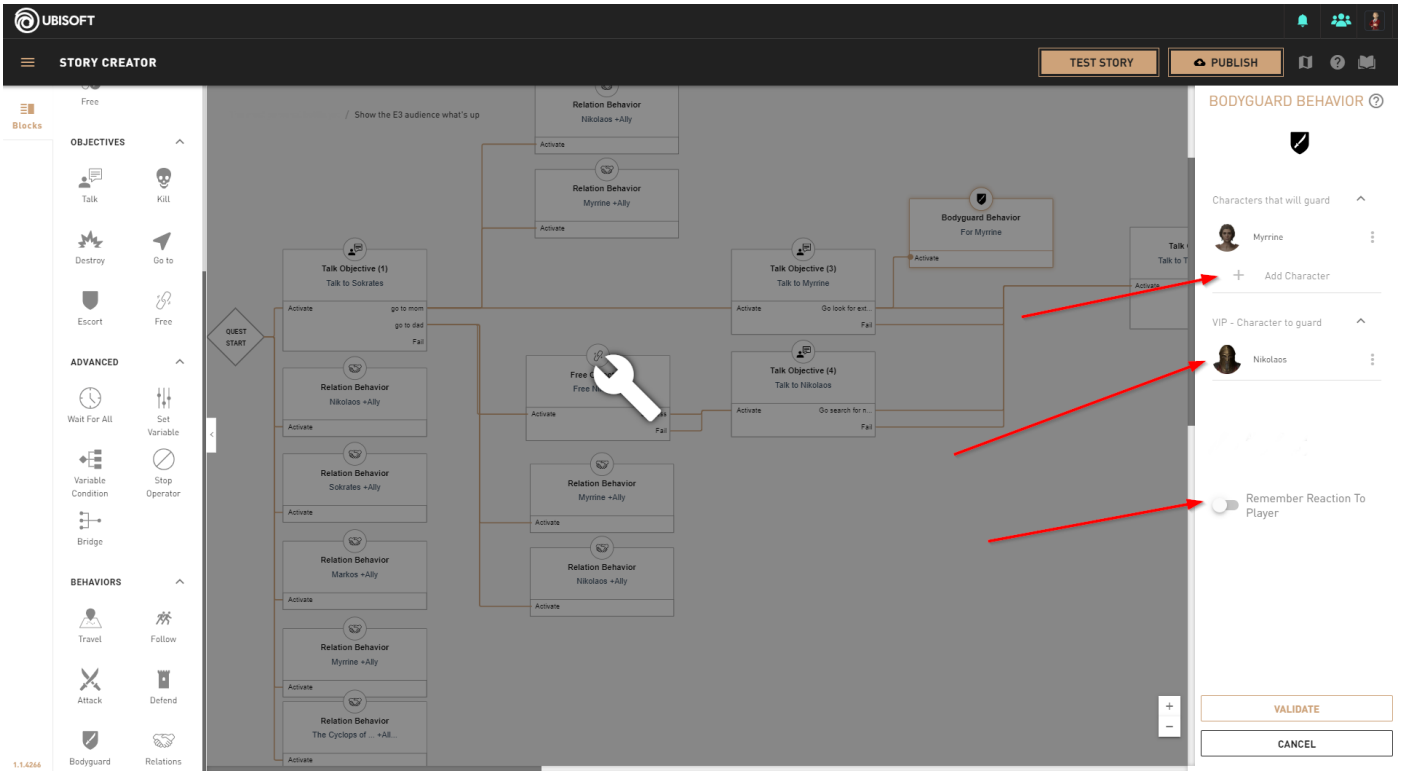


Step by step example

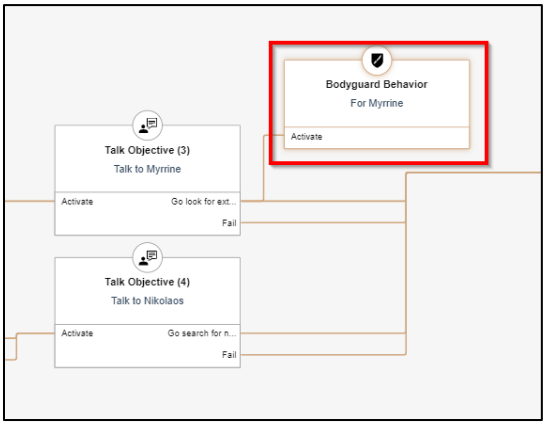
In Story Creator

- In a quest, drag and drop the **Bodyguard Behavior** Block (from the left panel) in the *Canvas.*
- Under the *Characters that will guard* subsection, click on *Add CHARACTER* to define the **Character** to be a bodyguard.
- Under the *Characters that will guard* subsection, click on *Add CHARACTER* to define the **Character** to be the VIP.
- Set *Remember Reaction to Player* parameter to *On.*

Right Panel Content



- Click *Validate* to confirm and save the behavior.
- Connect the **Bodyguard Behavior** input to the Blocks to make the quest work properly.
    - In this example, the **Bodyguard Behavior** input is connected to the **Talk Objective** - Talk to Myrrine Success output. Once the **Talk Objective** is completed, Myrrine will automatically guard Nikolaos.



Additional information

- A **Behavior** doesn't have an output. It should be connected by its input in the position the user wants the **Character** to change behavior.

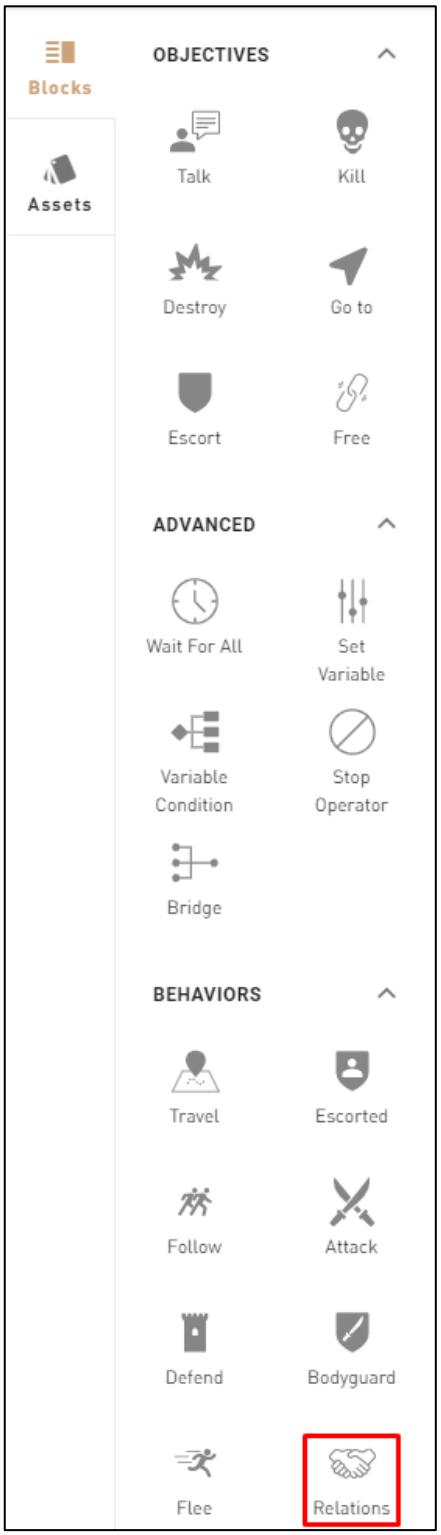
Behaviors - Modify Character Relations

Overview

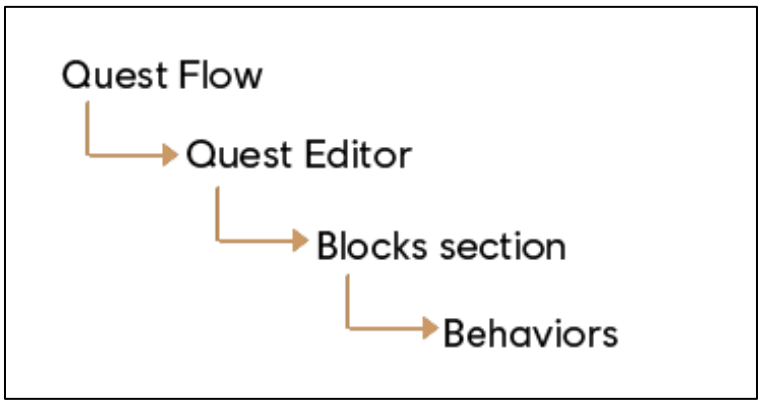
- Modify the relationship between the selected **Characters.**

Block location in Creator

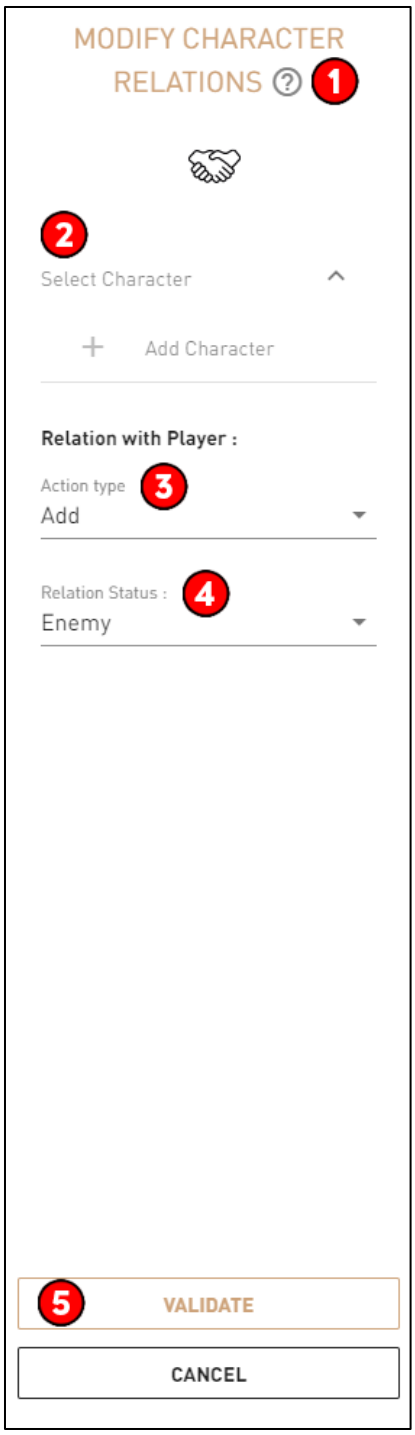
Left Panel



Path



Right Panel Content



1: Help Tip

- "Order Character to change its relation toward category of target."

2: Character

- Can add one or multiple Characters.

3: Action type

- Adds or removes a relation to modify.

4: Relation Status

- Select between 4 relation statuses: None, Ally, Enemy, and Tolerated.
    - **Ally**: The Characters won't fight each other, and will help each other if one of them is attacked.
    - **Enemy**: The Characters will fight each other.
    - **Tolerated**: The Characters won't fight each other until one of them gets attacked.

5: Validate

- Validates the Modify Relations Behavior's parameters and puts it in the Canvas.

Troubleshooting

Required Fields for Block Validation success

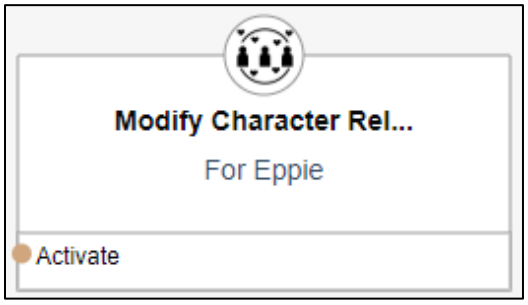
- Must add at least 1 completed relation.
- Must have selected at least one Character.

Possible Issues

Behavior Block input is not connected to another Block.

- Verify that the behavior input is properly connected to the right Block to maintain the quest flow.

Block Image

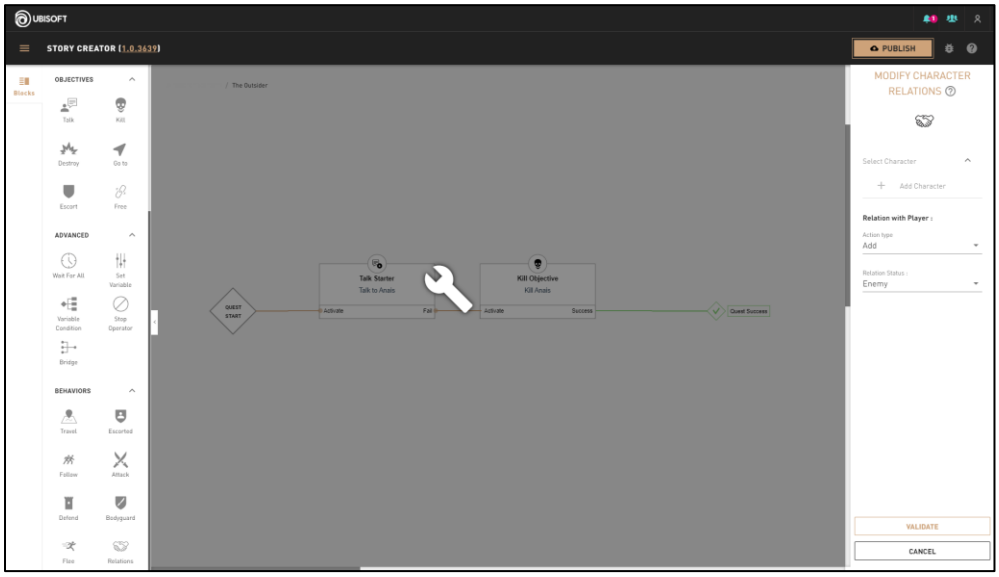


Step by step example

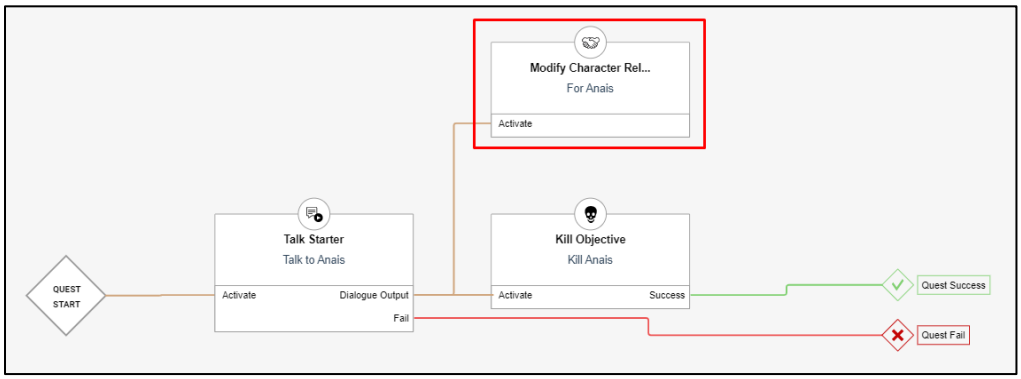
In Story Creator

- In a quest, drag and drop the **Relations Behavior** Block (from the left panel) in the *Canvas.*
- In the *Select CHARACTER* subsection, click on *Add CHARACTER* to choose a **Character.**
- Click *Add Relation.*
- Select the *Action Type* (Add or Remove)**.**
- Define a *Relation Status* (None, Ally, Enemy, or Tolerated).

Right Panel Content



- Click *Validate* to save the Block and close the right panel.
- Connect the **Relations Behavior** input to the Blocks in order to make the quest work properly.
    - In this example, the **Relations Behavior** input is connected to the **Talk Starter** - Kill Talk to Anais Dialogue output. Once the **Talk Starter** is completed, Anais will automatically change from ally to enemy.



Additional information

- A **Behavior** doesn't have an output. It should be connected by its input in the position the user wants the **Character** to change behavior.

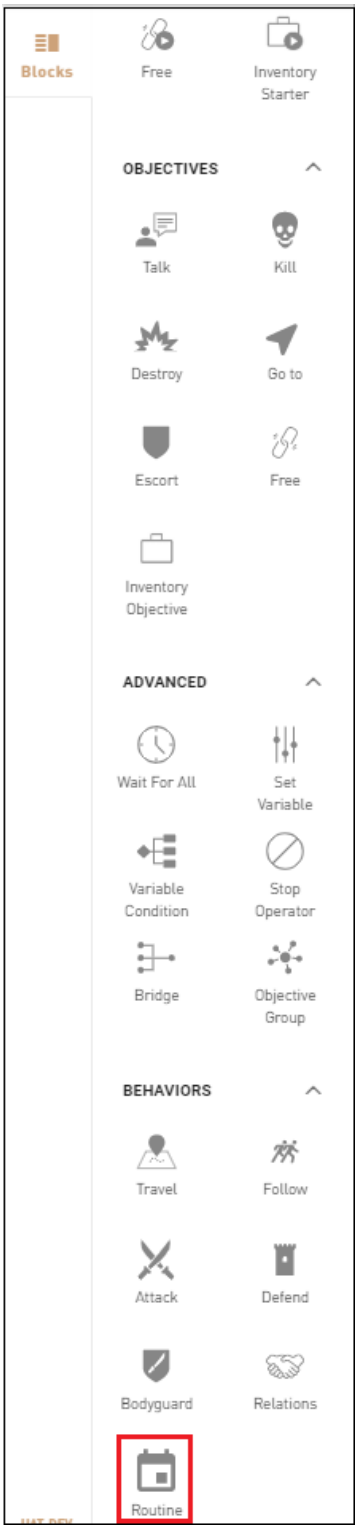
Behaviors – Modify Routine

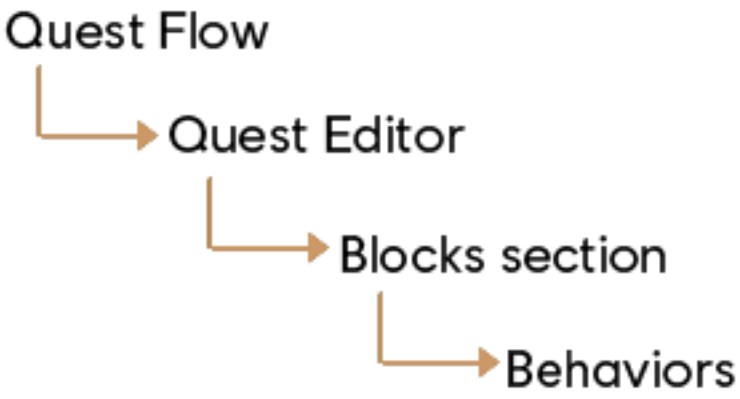
Overview

Enables and Disables the Daily Routine of the NPC's Archetype, at the moment it is set in the Quest.

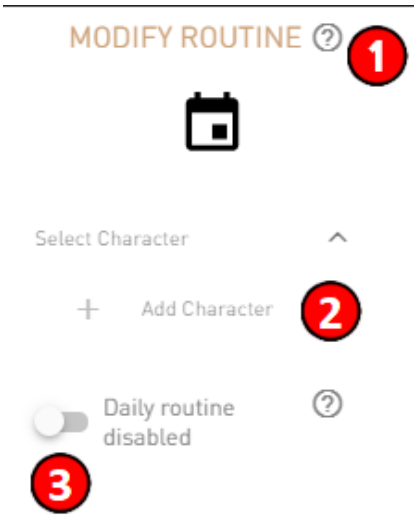
Block Location in Creator

Left Panel **Path**





Right Panel Content



1: Help Tip

- "Order Character to apply his daily routine."

2: Select Character

- Select which NPC Character the Modify Routine Behavior will be applied to.

3: Daily Routine Switch

- When set to "**Daily Routine Enabled**", it will start the NPC Character's daily routine. When set to "**Daily Routine Disabled**", the operator stops the NPC's daily routine.

4: Validate

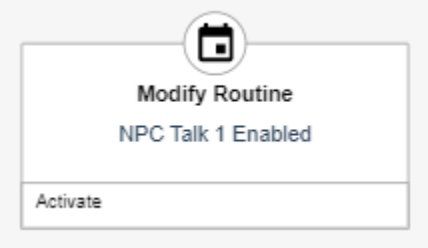
- Validates the Modify Routine's parameters and puts it in the Canvas.

Troubleshooting

Required Fields for Block Validation

- Requires a NPC Character to be selected.

Block Image



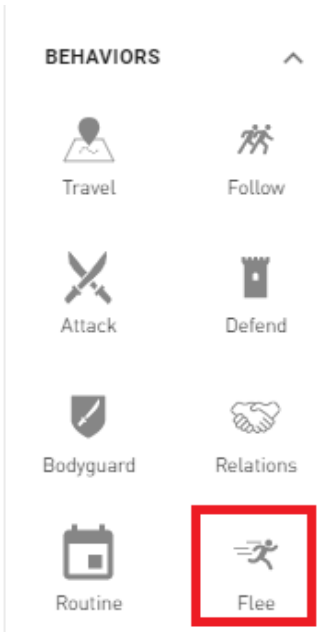
Behaviors – Flee

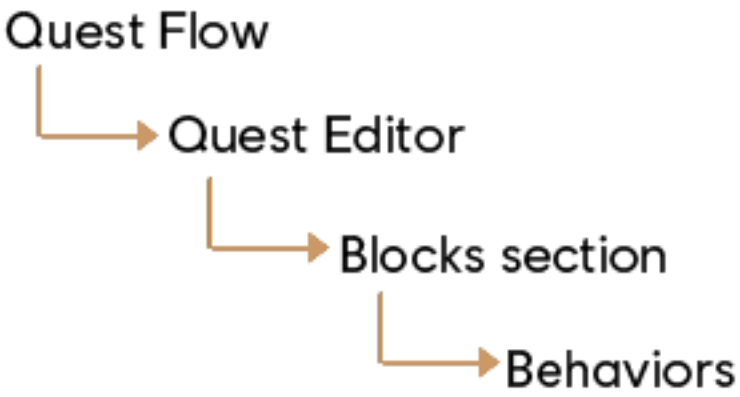
Overview

Sets a NPC to flee to a specified location from the Player Character or another NPC.

Block Location in Creator

Left Panel **Path**





Right Panel Content

1: Help Tip

- "Order Character to flee from a target."

2: Select Character

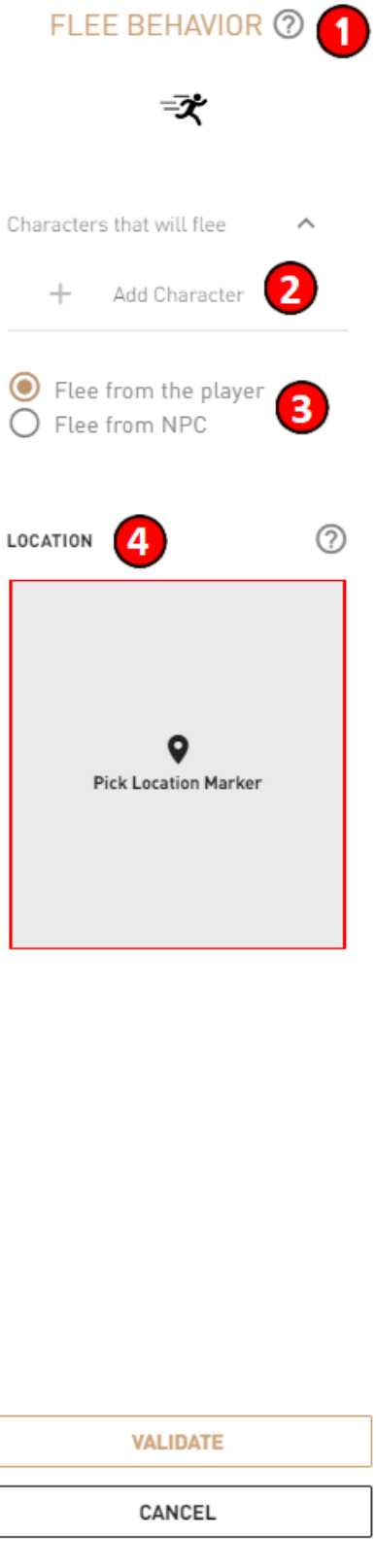
- Select which NPC Character will flee.

3: Flee from

- When set to "**Flee from the player**", the NPC will flee when the player is in proximity. When set to "**Flee from NPC**", select the NPC that it will flee from.

4: Location

- Set the location that the fleeing NPC will flee to.

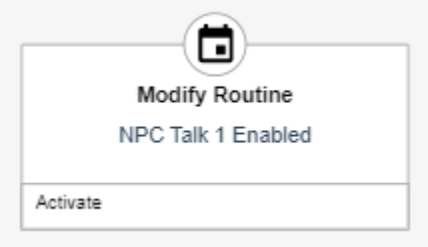


Troubleshooting

Required Fields for Block Validation

- Requires a NPC Character to be selected.
- Requires a location.
- Requires other NPC, when set to **Flee from NPC**.

Block Image



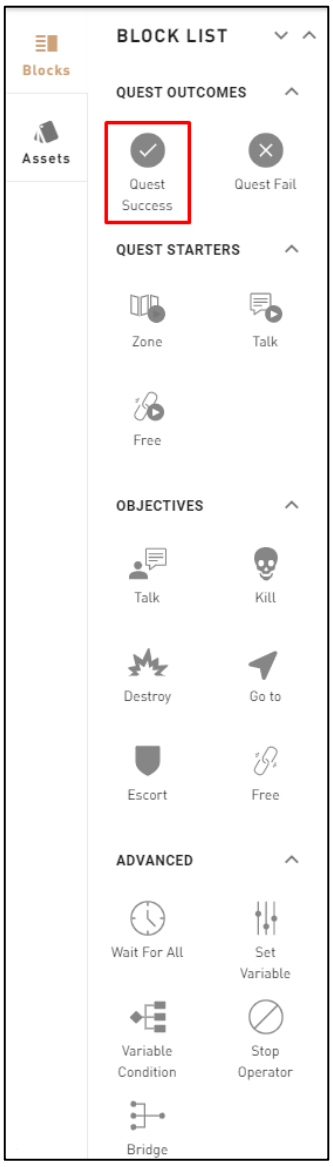
Quest Outcomes

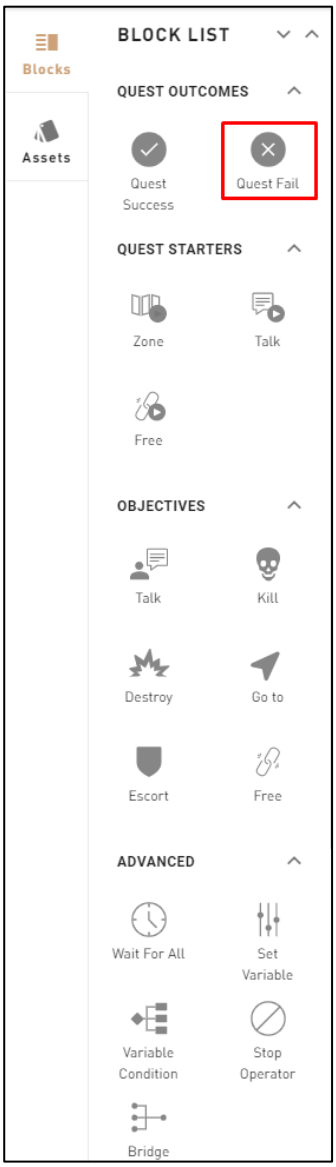
Overview

- Ends the quest and allows the Story to continue.
- Needs to be connected with Objective Block outputs in order to work properly.
- There are 2 types of quest outcome:
    - **Quest success**
    - **Quest fail**
- Both can be renamed by double-clicking on it.

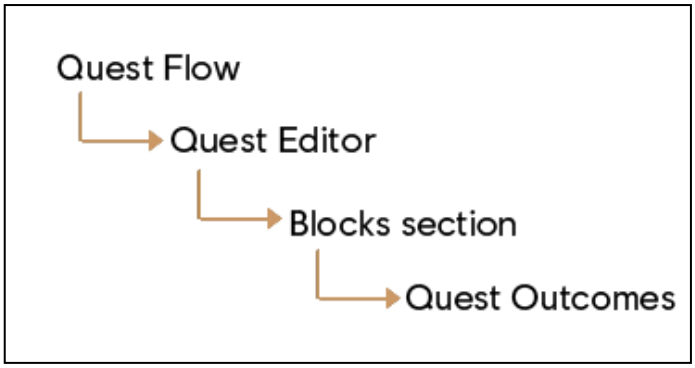
Block Location in Creator

Left Panel

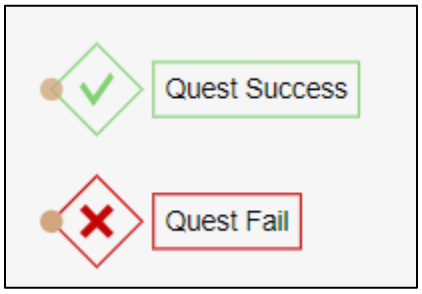




Path

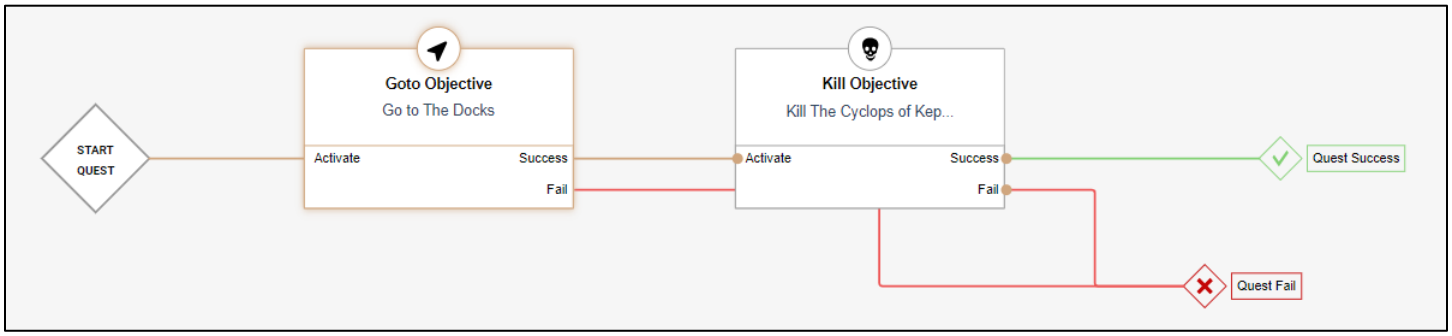


Block Image



Additional information

- There are no outputs for these Block types.
- **Quest Success:** If the quest progressed to this point, the quest has been succeeded.
- **Quest Fail:** If the quest progresses to this point, the quest has been failed.
    - Objective outputs can share the same Quest Fail (see image below).



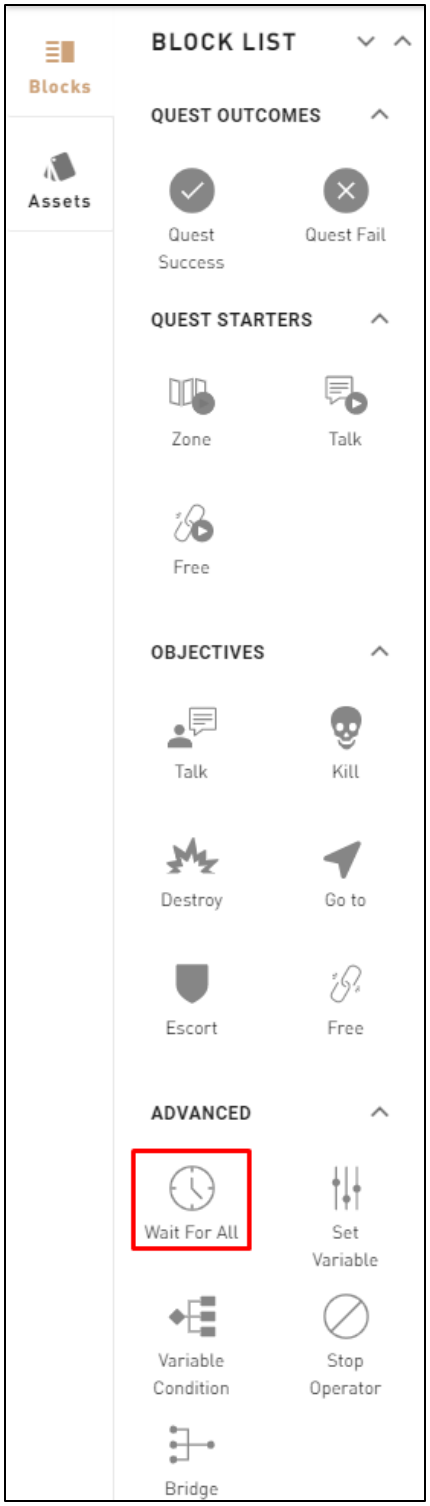
Advanced - Wait for All

Overview

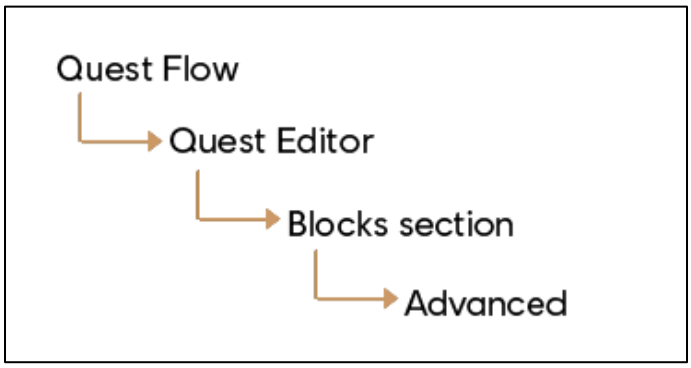
- Creates a Block that can be used to wait for multiple Block outcomes.
- Replaces an AND/OR function.

Block Location in Creator

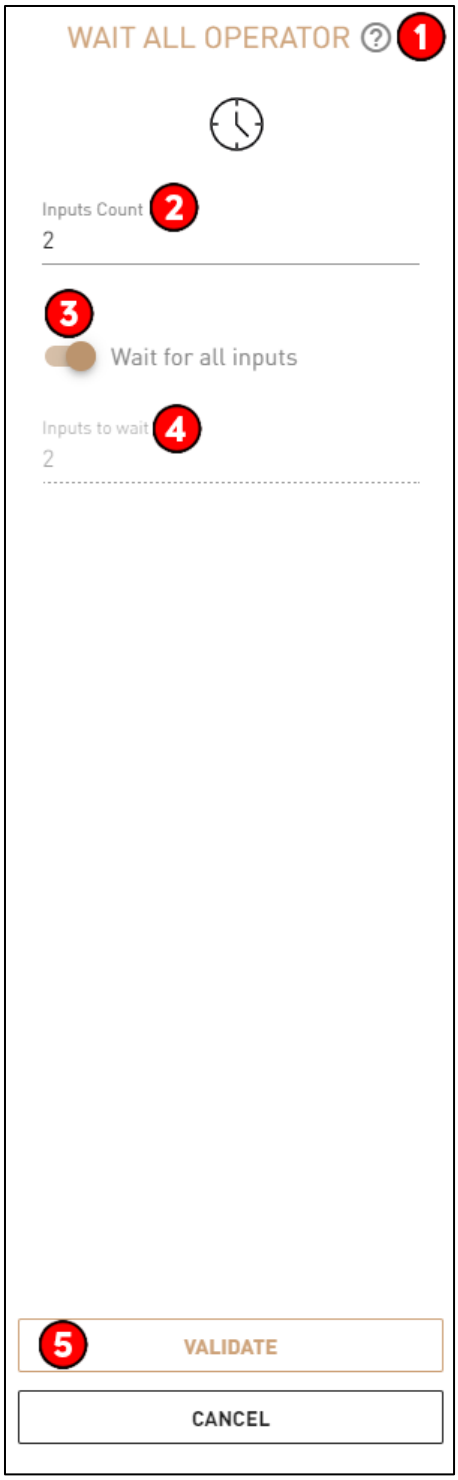
Left Panel



Path



Right Panel Content



1: Help Tip

- "Block that requires a specific number of inputs in order to continue the flow".

2: Inputs count

- Choose the number of inputs the Wait for All Block will have.

3: Wait for all inputs

- Set the "Inputs to wait" number to the same as the Input Count.

4: Inputs to wait

- Define how many inputs need to be "completed" before the Wait for All Block can be continued.

5: Validate

- Validates the Wait for All Tool's parameters and puts it in the Canvas.

Troubleshooting

Required Fields for Block Validation

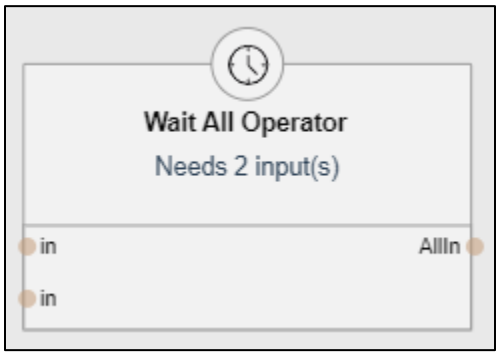
- Input count and Inputs to wait numbers needs to be set.

Possible Issues

One or many inputs of the Wait for All Block are not connected.

- Make sure that the Input Count is right and each is connected properly.

Block Image

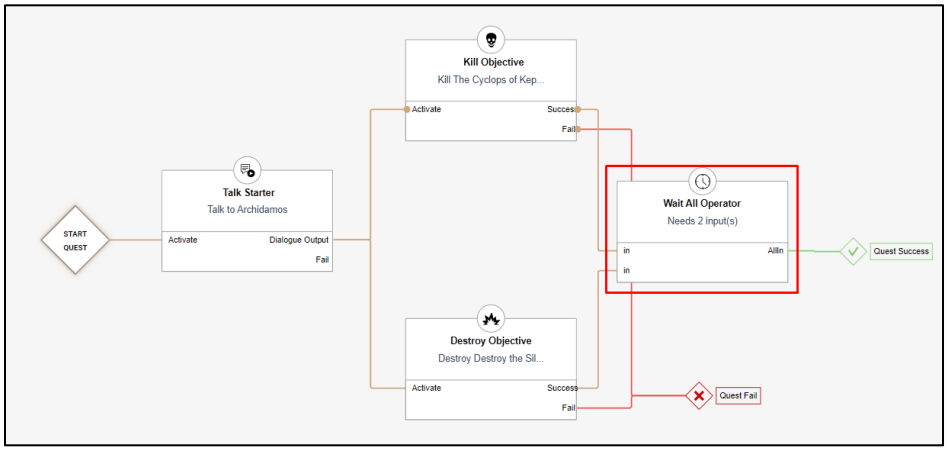


Step by Step example

In Story Creator

- In a quest, drag and drop the **Wait for All** Block (from the left panel) in the *Canvas.*
- In the right panel, set the *Input Count* to 2 (in this example).

- Click *Validate* to save and close the right panel.
- Connect the **Wait for All** inputs and output to the right Blocks in order to make the quest work properly.
    - In this example, the first **Wait for All** input is connected to the **Kill Objective** - Kill the Cyclops of Kephallonia and the second output is connected to a **Destroy Objective** - Destroy the Silo.
- Once both objectives are completed, the **Wait for All** output leads to a **Quest Success.**



Additional information

- In the case where there are more than 5 objectives at the same time, a warning message (bottom right of Canvas) informs the player that following objectives won't be displayed properly when in-game.

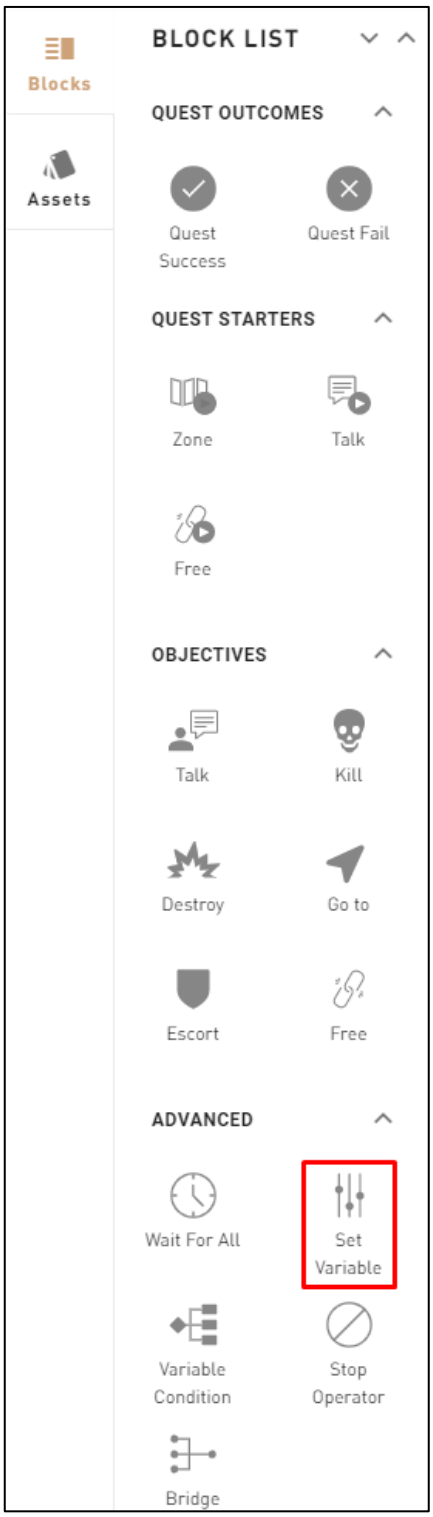
Advanced – Set Variable

Overview

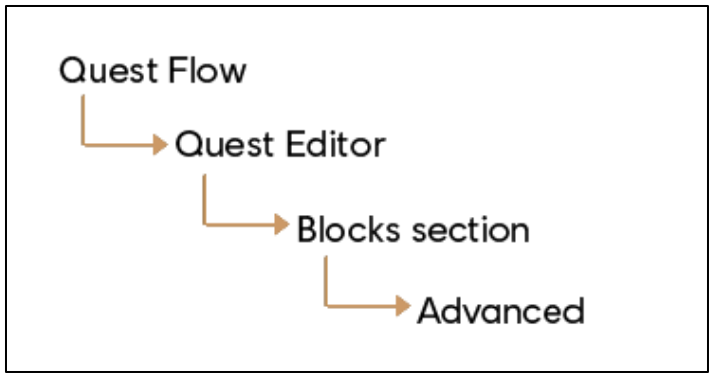
- Changes the value of a Variable when the quest goes through this operator.

Block Location in Creator

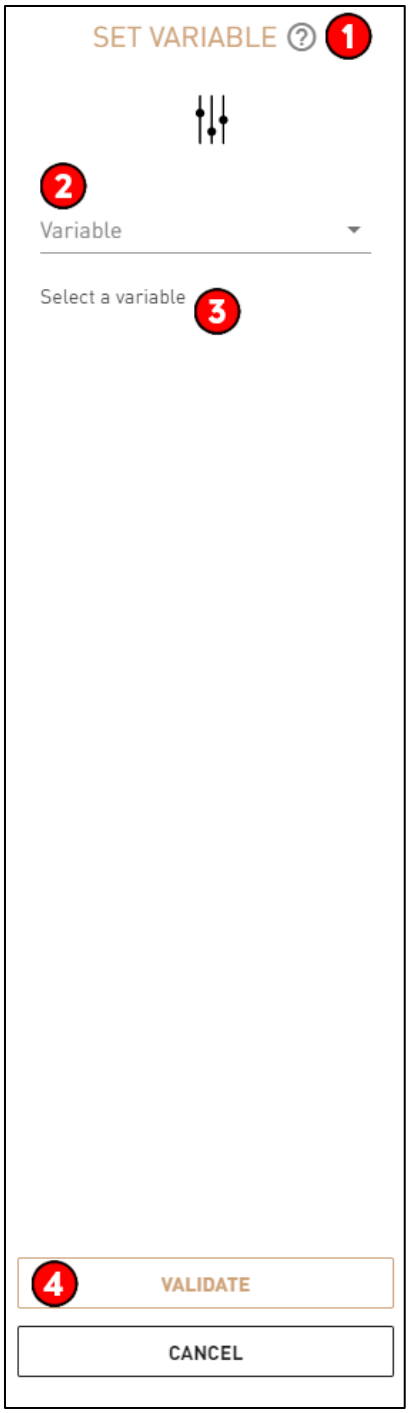
Left Panel



Path



Right Panel Content



1. Help Tip

- "Give a value to a variable."

2. Variable

- Select an already create Variable or create a new one.

3. Will be set to

- Sets the **Boolean Variable** to **True** or **False;**
- Can **increment (+)** or **decrement (-)** by a given value towards the **Integer Variable,** or set a specific value.

4. Validate

- Validates the Set Variable Tool's parameters and puts it in the canvas.

Troubleshooting

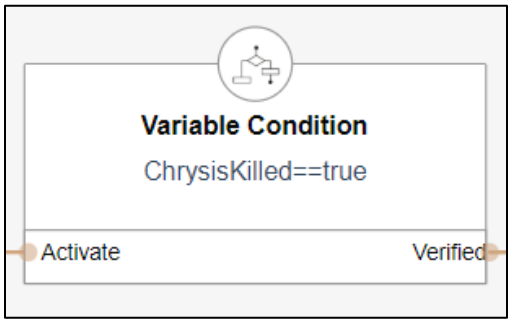
Required Fields for Block Validation

- Variable Name: Creator need to at least put 1 Character in this field.

Possible Issues

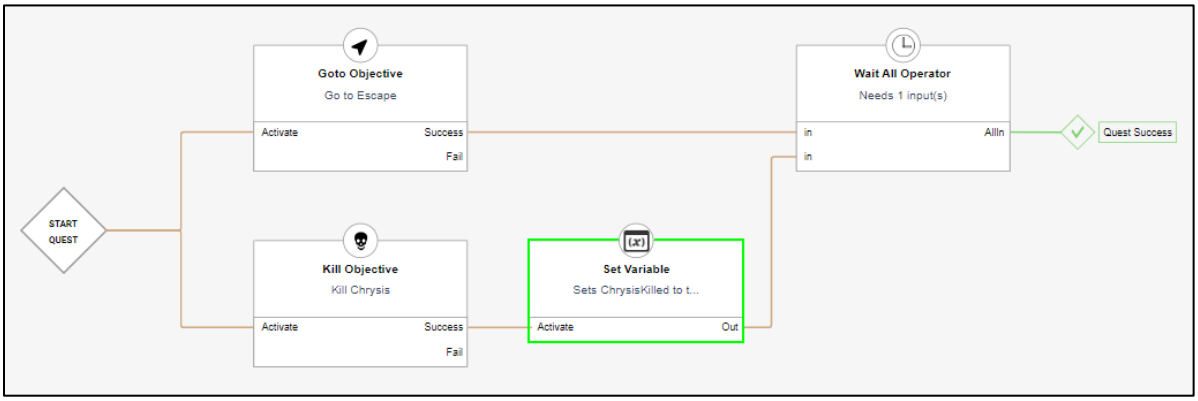
- T.B.D.

Block Image



Step by step example

In Story Creator



- In this example, players have the choice to complete a **Go To Objective** or a **Kill Objective.**
- The variable "ChrysisKilled" is then changed to true by the Set Variable to be used in a **Variable Condition.**
- Only one objective needs to be completed in order to succeed the **Wait for All** because the required number of inputs for completion has been set to 1 in the Wait for All settings.

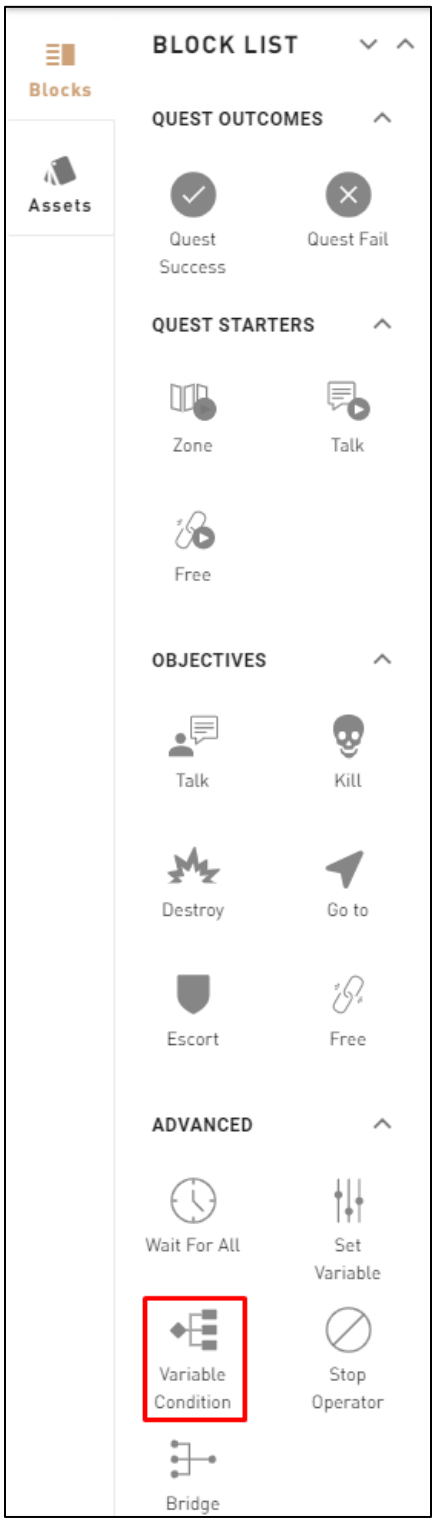
Advanced – Variable Condition

Overview

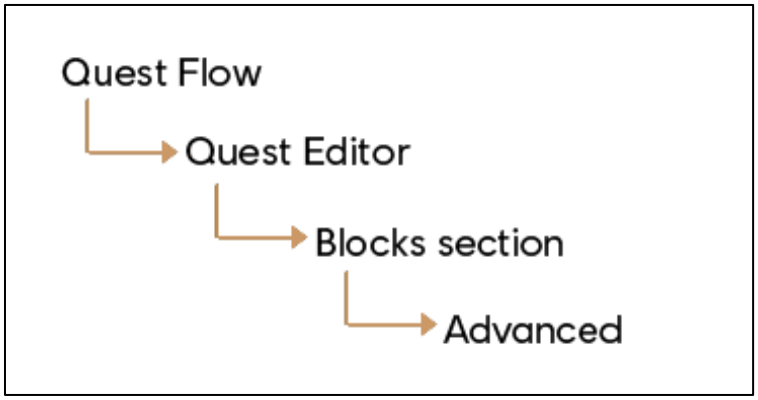
- Check if the variable is following one of 3 condition mode: Wait, Branch and Wait Transition.
- The user can enter an expression to check. Can select if the expression needs to be inverse or not.

Block Location in Creator

Left Panel



Path



Right Panel Content

1. Help Tip

- "Check if a statement is true or false."

2. Condition mode

- Can set the mode of the variable condition:
  - **Wait**: Waits until the statement is true to complete the block.
  - **Branch**: When the statement is true, it branches into the Verified path, if not, the Not Verified path is taken.
  - **Wait Transition**: When the block is active, the statement's value must become from false to true, to complete the block.

3. Variable

- Select or create a Variable.

4. Condition

- Choose how the Variable should be verified:
  - **[==] Equals;**
  - **[!=] Not Equal To;**
  - **[<=] Lesser or equal to;**
  - **[>=] Greater or equal to;**
  - **[>] Greater than;**
  - **[<] Lesser than.**

5. Value

- Enter the Value wanted for the Variable Condition. This can be "True" or "False" for a Boolean Variable or an integral number for an Integer Variable.

6. Inverse expression

- Looks for the opposite of what was entered in the expression (**Boolean Variables only**).

7. Variable

- Validates the Variable Condition Tool's parameters and puts it in the canvas.

Troubleshooting

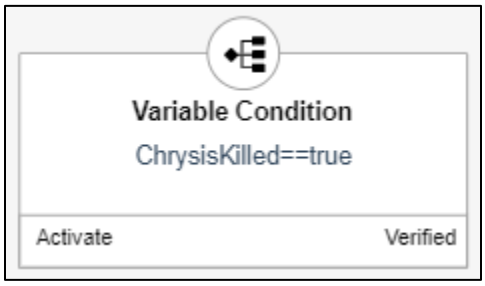
Required Fields for Block Validation

- A **Variable** and a condition need to be selected.

Possible Issues

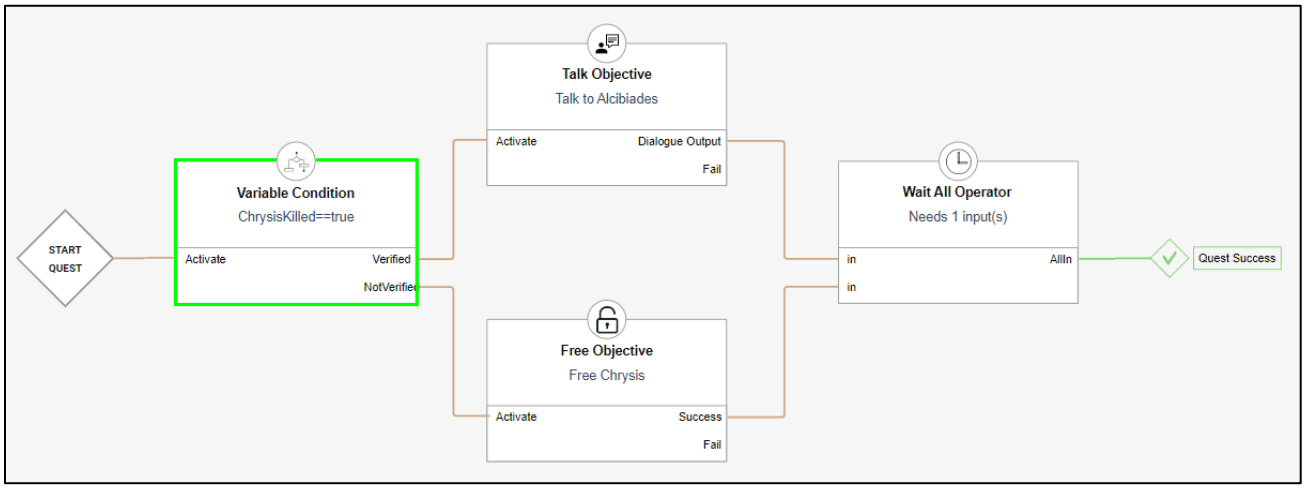
- TBD

Block Image



Step by step example

In Story Creator



- In this example, a **Variable** is checked to see if the player killed Chrysis or not.
- If the **Variable** is verified, the **Talk Objective** will be activated. If it isn't, the **Free Objective** will be activated.
- Only one objective needs to be completed in order to succeed the **Wait for All** because the required number of inputs for completion has been set to 1 in the Wait for All settings.

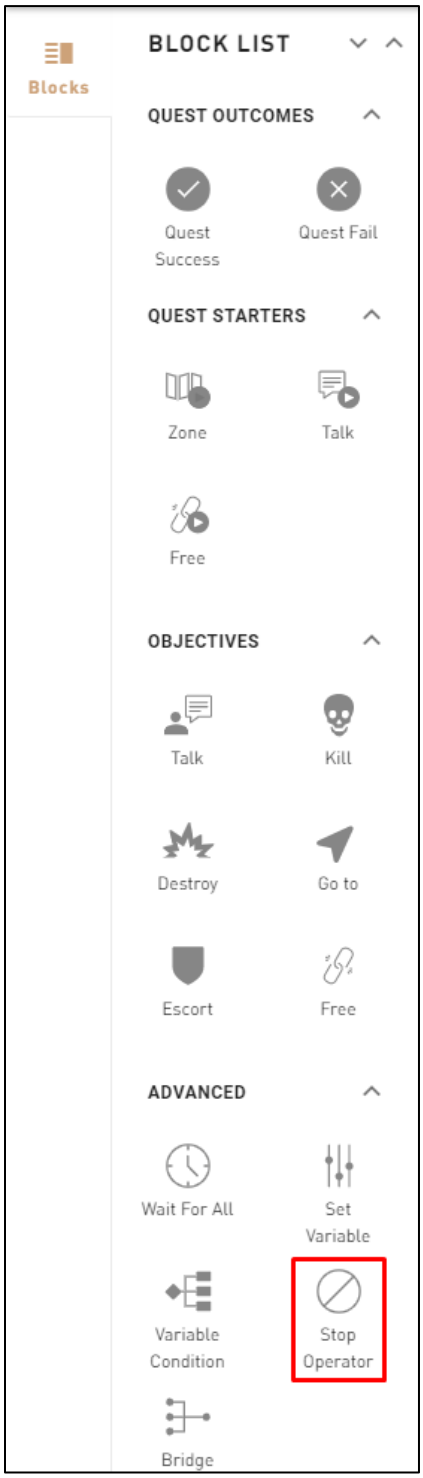
Advanced - Stop Operator

Overview

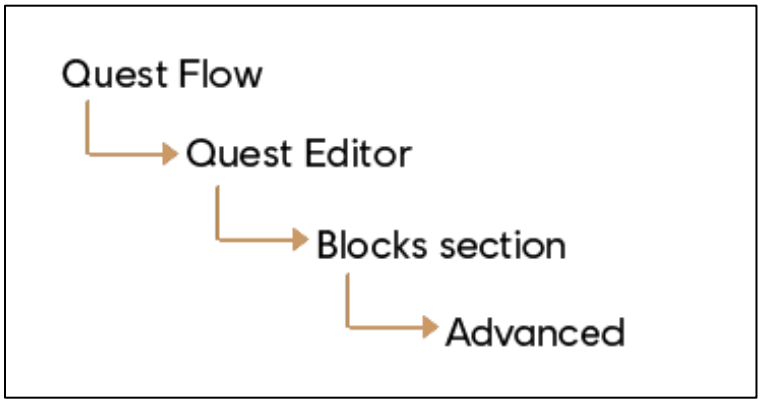
- This Block is used to stop a dialogue from being "interactable", or a behavior from being active on a **Character.**
- The quest needs to pass the **Stop Operator** to deactivate a dialogue or a behavior.

Block Location in Creator

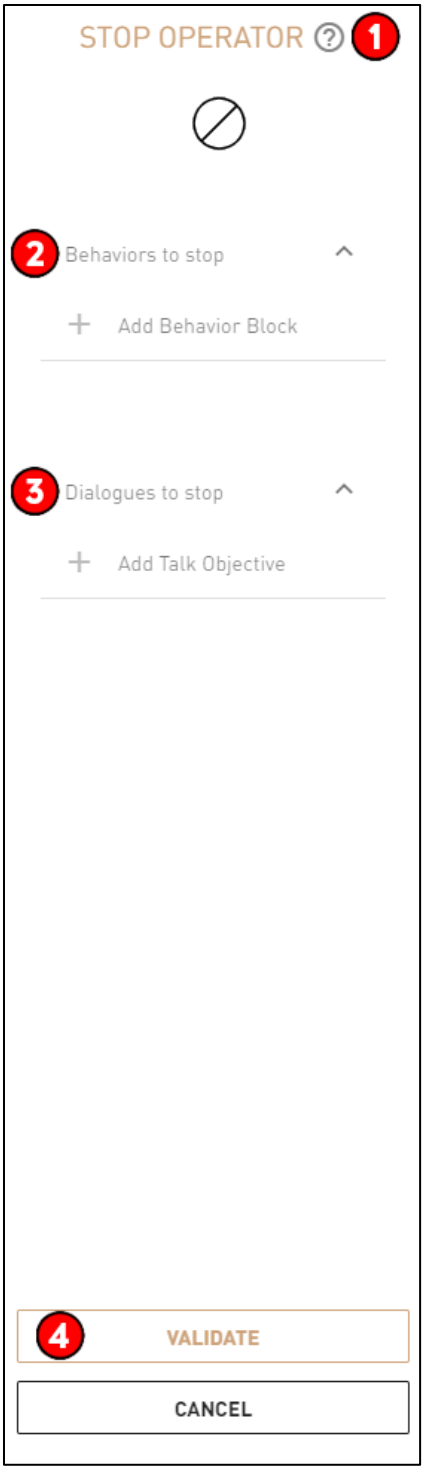
Left Panel



Path



Right Panel Content



1: Help Tip

- "Stops behaviors and/or dialogues of a Character."

2: Behaviors to stop

- Stop whatever behavior has been added to the Stop Operator.

3: Dialogues to stop

- Stop whatever dialogue has been added to the Stop Operator.

4: Validate

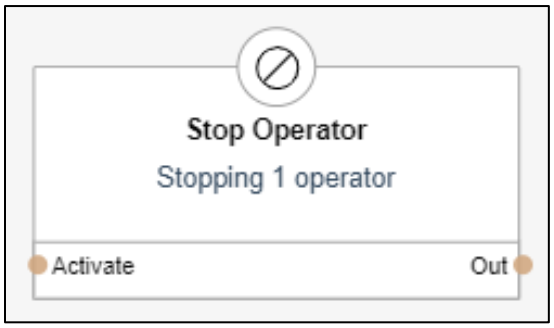
- Validates the Stop Operator's parameters and puts it in the Canvas.

Troubleshooting

Required Fields for Block Validation

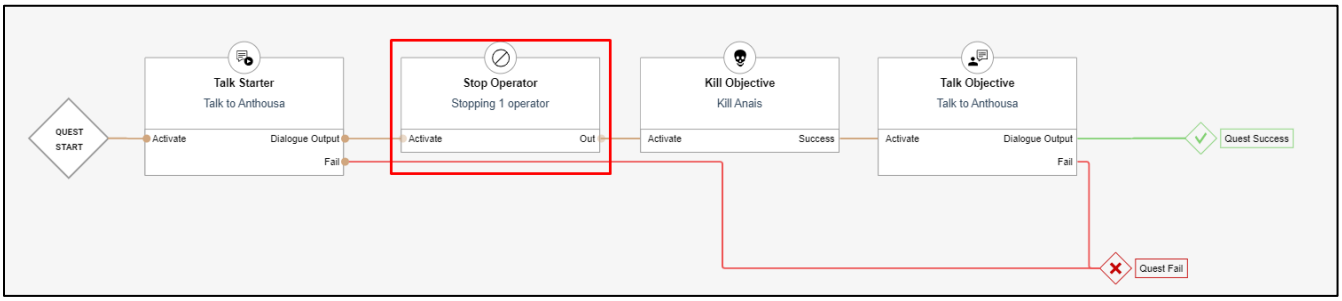
- A **Stop Operator** without a behavior or dialogue will not break the quest progress.

Block Image



Step by Step example

In Story Creator



- After completing the **Talk Starter**, the quest progresses through the **Stop Operator.**
- The **Stop Operator** stops the dialogue that was used in the **Talk Starter.**
- Players won't be able to interact with the character after the **Talk Starter** is completed.
- Immediately after, the **Kill Objective** starts.
- Once the Kill Objective is successfully completed, the talk Objective is activated.
- Because the previous dialogue (**Talk Starter**) has been stopped by the **Stop Operator**, the **Talk Objective** will work properly.

Additional information

- The **Stop Operator** doesn't actually change how the quest is played, but it'll stop a player from interacting with a **Character** or will stop a **Character** from doing a certain behavior.

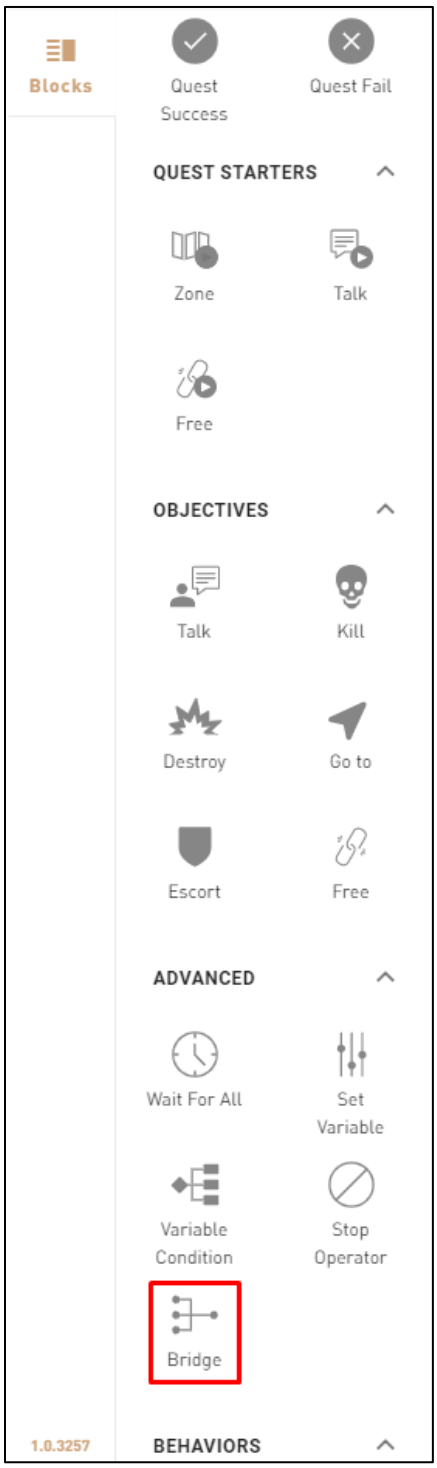
Advanced – Bridge

Overview

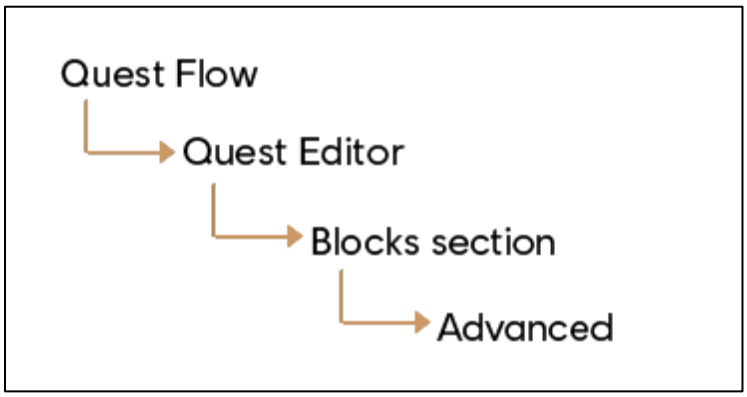
- Block used to organize link between blocks and reduce noise in the *Canvas.*
- Does not actually do anything in-game.

Block Location in Creator

Left Panel



Path



Right Panel Content

- There is no Right Panel for the Bridge Block.

Troubleshooting

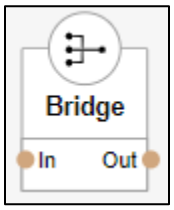
Required Fields for Block Validation

- Because there is no right panel, no fields are required for validation.

Possible Issues

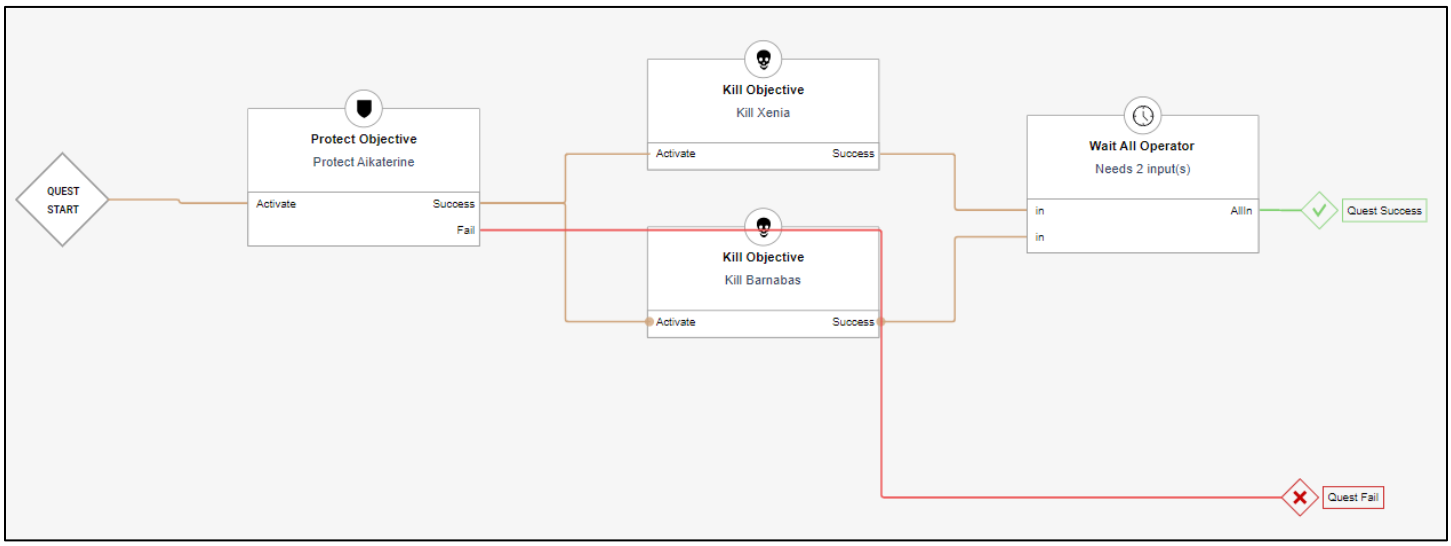
- Bridge block is not connected to the proper blocks.

Block Image

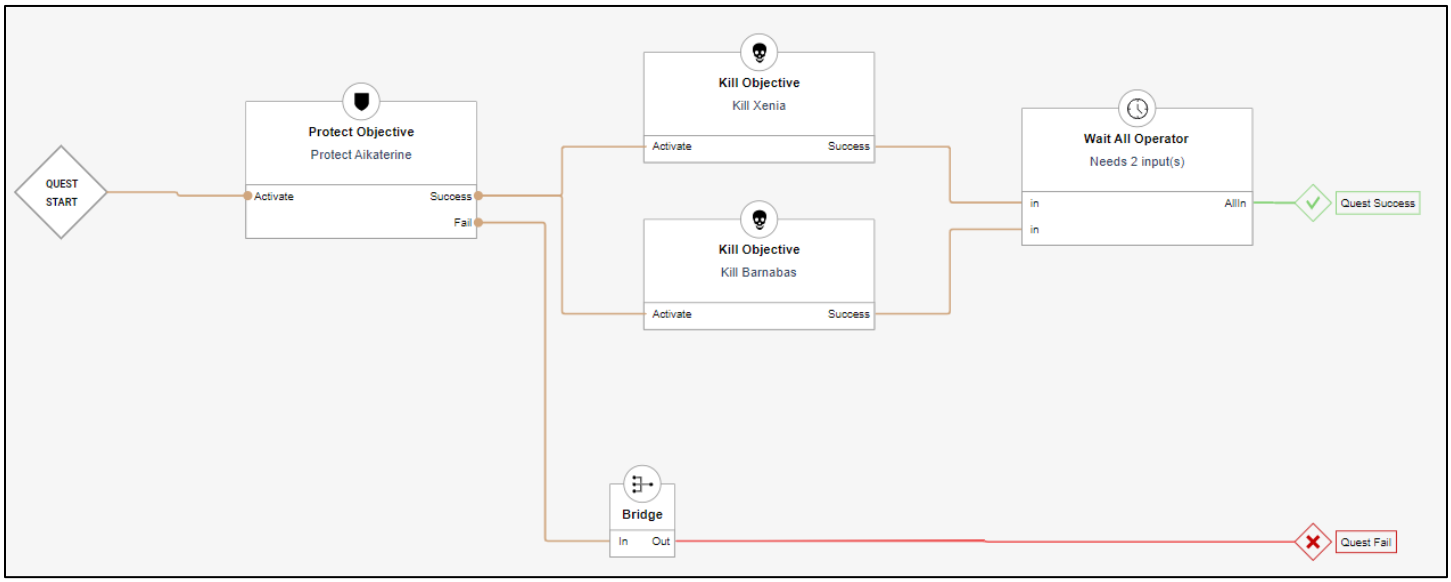


Step by step example

- In the Story Creator drag and drop the **Bridge block** (from the left panel) in the ***Canvas.***
- Connect it between the blocks that needs to be linked.



With **Bridge block**



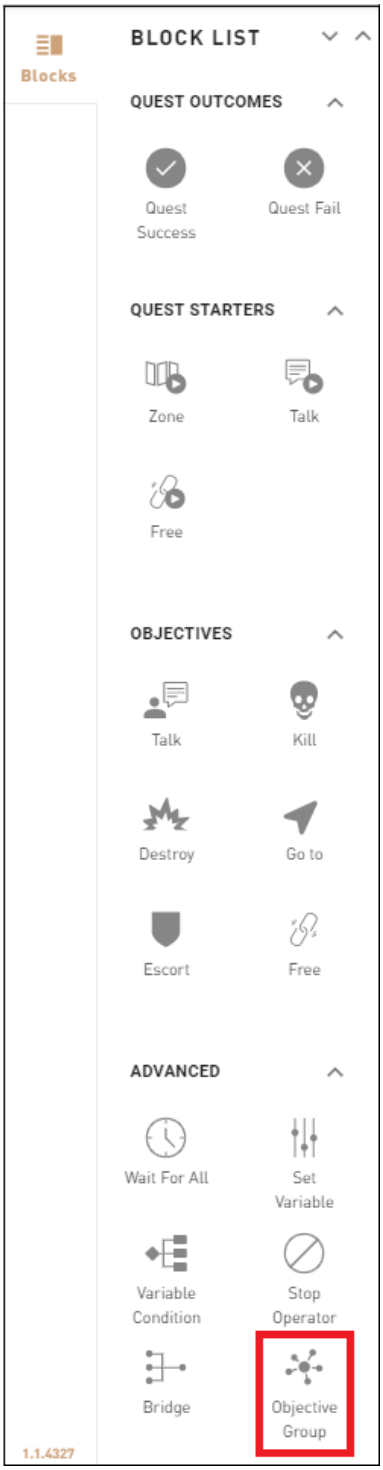
Advanced – Objective Group

Overview

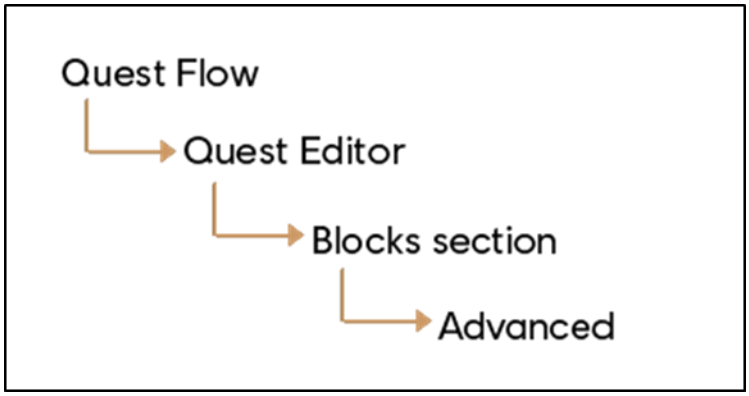
- This block allows to display multiple **Objectives** as one.
- The creator can customize the fail and success **Output** of the **Objective Group**.
- Once the **Objective Group** is completed, the remaining uncompleted **Objectives** are cancelled.

Block Location in Creator

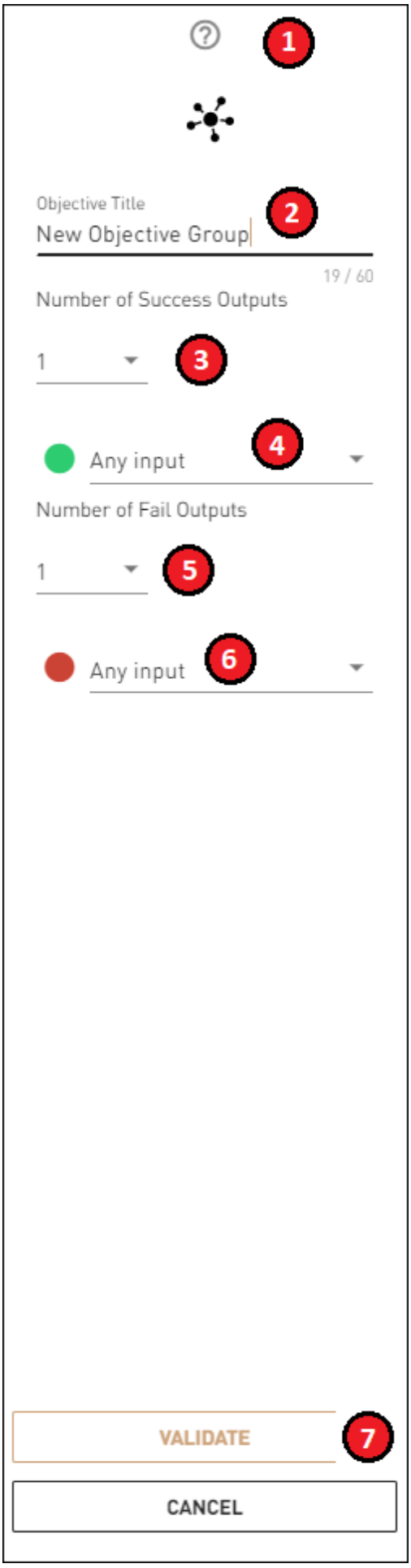
Left Panel



Path



Right Panel Content



1: Help Tip

- "Regroup multiple Blocks to complete the objective."

2: Objective Title

- Title of the Objective.

3: Number of Success Outputs

- Choose the number of Outputs that end in Success (up to 12).

4: Type of Outputs

- Select between **Any Inputs**, **Wait For All Inputs** or **Wait for Input Count**.

5: Number of Fail Outputs

- Choose the number of Outputs that end in Fail (up to 12).

6: Type of Outputs

- Select between **Any Inputs**, **Wait For All Inputs** or **Wait for Input Count**.

7: Validate

- Validates the Objective Group and creates it on the canvas.

Additional Information

Any Input: When one of the Objective linked to the Output is completed, the Objective Group is deemed completed.

Wait For All Inputs: The Objective Group will be completed once all of the Objectives linked to the Output have been completed.

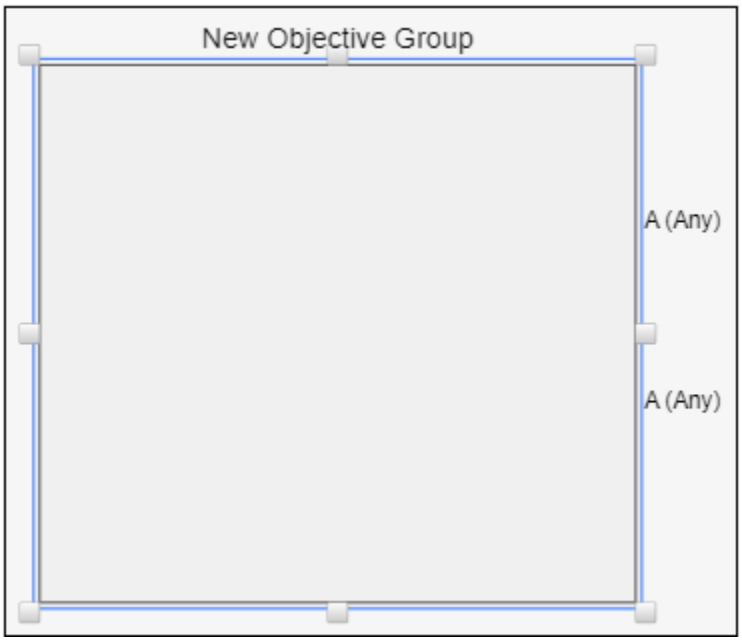
Wait For Input Count: The creator can set a number of objectives to be completed before the Objective Group is deemed completed.

Troubleshooting

Require Fields for Block Validation

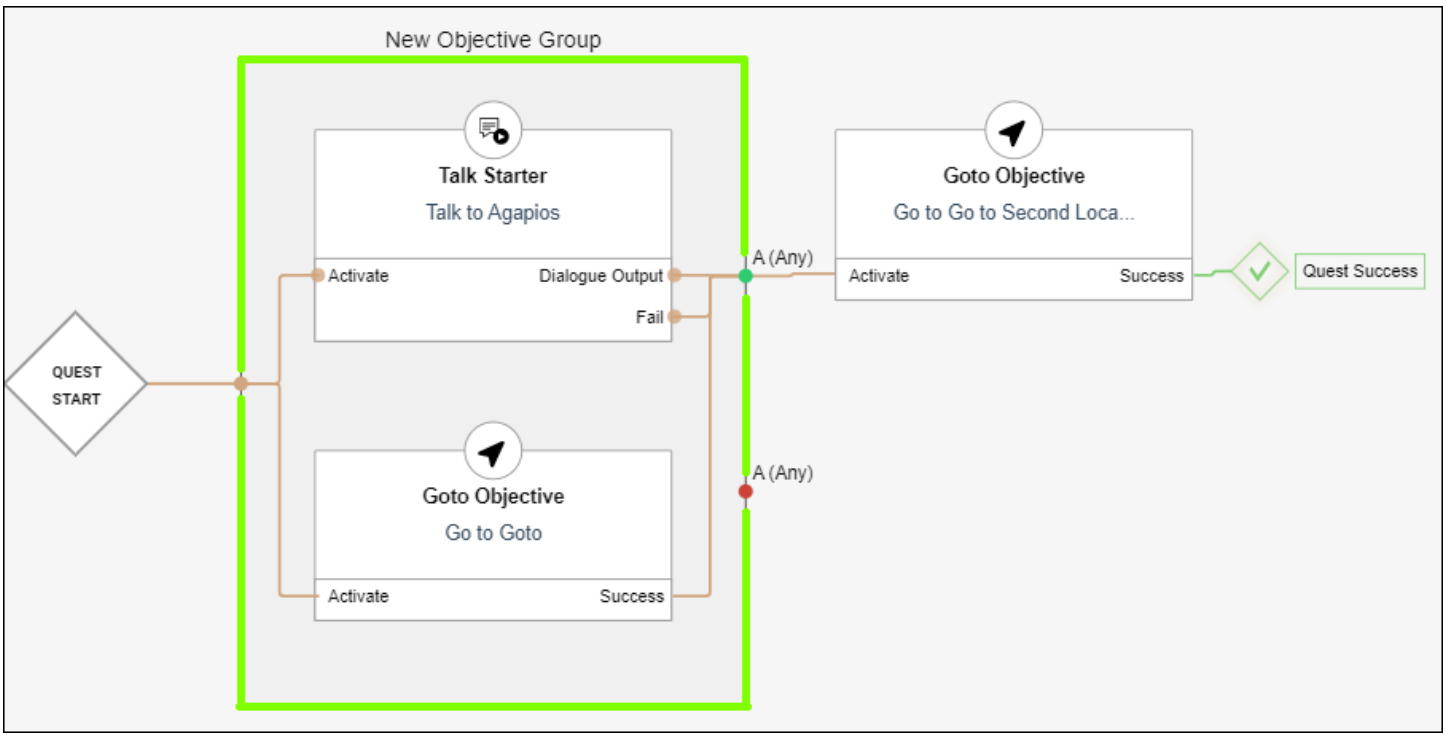
- Deploy the **Objective Group** and then move the **Objectives** within in.

Block Image



Step by step example

In Story Creator



- In this example, the **Objective Group** is set with 2 different **Objectives** with one success output and a fail output.
- When one of the **Objectives** is completed, it is directed towards the success output, where the requirement is that any of the objectives is completed.
- Upon completion, the uncompleted **Objectives** are cancelled.

Dialogue Editor

Overview

This Editor allows you to create a discussion between the player and another participant.

- The **Dialogue Editor** contains segments, actions, tools, and outputs
- These elements will be directly put into the dialogue, and will then be used in a dialogue resource

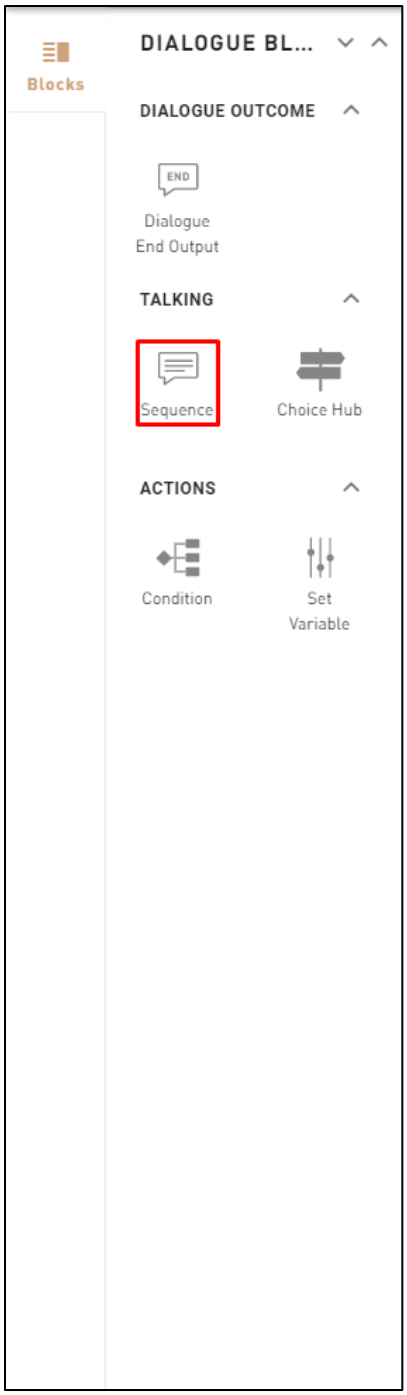
Dialogue - Sequence

Overview

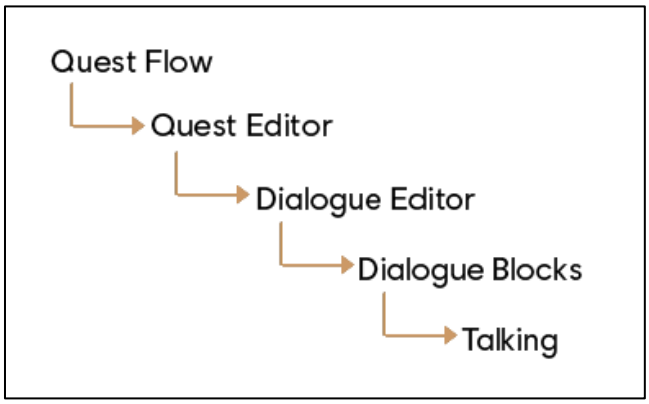
- **Dialogue Sequences** are the base of the discussion.
  - You may create lines in which the player or the **Characters** will talk to each other.
  - You may enter any number of lines and can write anything you like in them.

Block Location in Creator

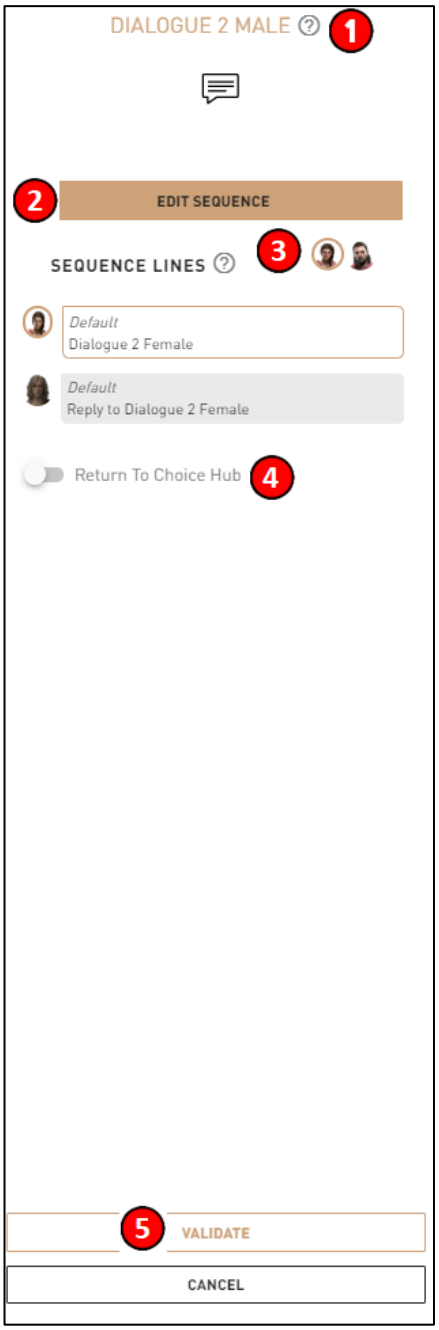
Left Panel



Path



Right Panel Content



1: Help Tip

- "Alexios/Kassandra must talk to a Character."

2: Edit Sequence

- Opens the Sequence Editor.

3: Default Player's Actor

- Selects the default player's actor and will show the appropriate lines in the preview.

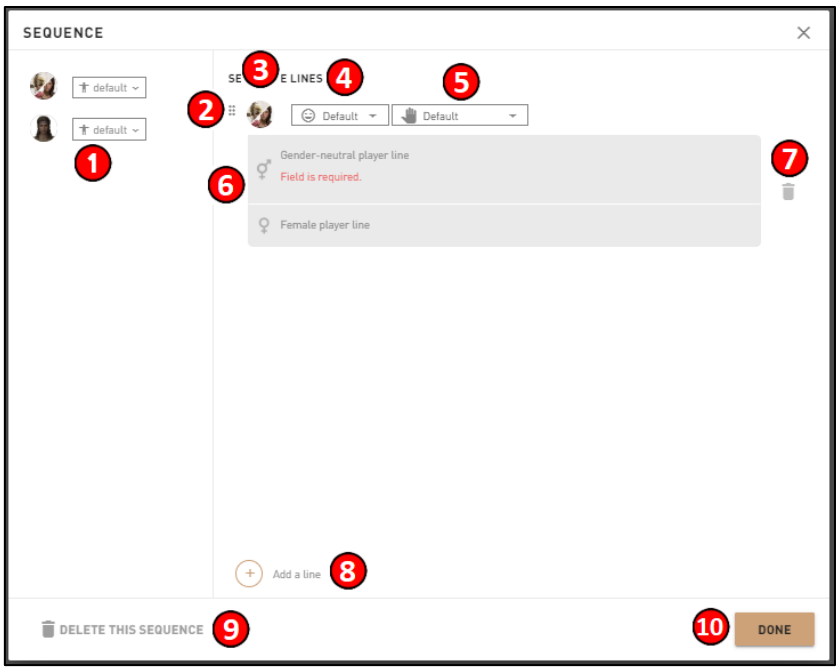
4: Return to Choice Hub

- When enabled, after completing the Sequence, the dialogue is brought back to the previous Choice Hub that it is connected with.

5: Validate

- Validates the Dialogue Sequence's parameters and puts it in the Canvas.

Edit Sequence



1: Sequence Postures

Drop-down list with all available postures for the given actor. The postures will remain the same during the current Sequence.

2: Sequence Manipulation

Allows to change the order of the Sequence Lines, when more than one line is used.

3: Change Speaker

Allows to switch actor, deciding who will say the line.

4: Facial Expression

Drop-down list with all facial expressions. If none are selected, the "neutral" expression is kept by default. You may set a different facial expression for every line.

5: Gesture:

Selected Gesture will be played when the line is shown on screen. They are dependent on the Postures and the Facial Expressions selected for each actor.

6: Dialogue Line

Enter a line for the current actor which will show accordingly in-game, depending on the gender of the player's character.

7: Delete the line

Deletes the Sequence Line completely.

8: Add a Line +

Adds a Sequence Line.

9: Delete the Sequence

Deletes the whole Sequence.

10: Done

Validates all changes in the Sequence.

Troubleshooting

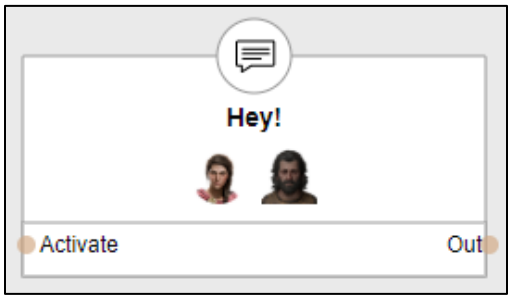
Required Fields for Block Validation

- **Title**: Creator needs to put at least 1 **Character** in this field.
- **Character's line**: Each field must contain at least 1 **Character** and must not exceed 500 **Characters.**

Possible Issues

- Dialogue does not contain the right number of participants.

Block Image



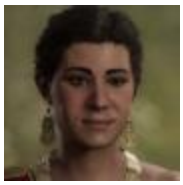
List of available facial Expressions

Expression Name	Male	Female	Alexios	Kassandra
Angry				
Awed				
Awkward				
Begging				
Bored				
Casual				
Confused				
Depressed				
Determined				

Disbelieving

Disgusted

Excited



Fascinated

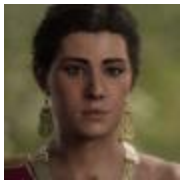
Flirty

Friendly

Happy

Hurt

Insulting



Intimidating

Mocking

Optimistic

Proud

Questioning

Repelled

Sad

Scared

Shocked

Smirking

Terrified

Threatened

Timid

Postures

Alexios / Kassandra

Attentive – Arms Crossed

Casual – Arms Down

Decided – Arms Down

Flirtatious – Hands on Hips

Imploring Gods - Kneeling

Neutral – Arms Down

Proud – Hands on Hips

Rebellious – Arms Crossed

Thinking – Arms Crossed

Decided - Crouch

Fat Man

Casual – Greek Pose

Curious – Greek Pose

Imploring Gods - Kneeling

Interested – Arms Crossed

Menacing – Arms Crossed

Powerful – Arms Crossed

Proud – Hands on Hips

Skeptical – Arms Crossed

Brute

Imploring Gods - Kneeling

Menacing – Arms Crossed

Female

Amazed – Arms Down

Anxious – Holding Hands

Casual – Arms Down

Casual – Holding Hands

Casual - Kneeling

Charming – Holding Hands

Curious – Greek Pose

Depressed – Holding Hand

Despair – Arms Down

Expressive – Arms Down

Flirtatious – One Arm on Hip

Furious – Arms Down

Grumpy – Arms Down

Hostile – Arms Behind Back

Imploring Gods - Kneeling

Interested – Thinking

Judgmental – Arms Crossed

Peaceful – Sitting on Ground

Powerful – Hands on Hips

Skeptical – Arm Bent

Trusting – Holding Wrist

Male

Amazed – Arms Down

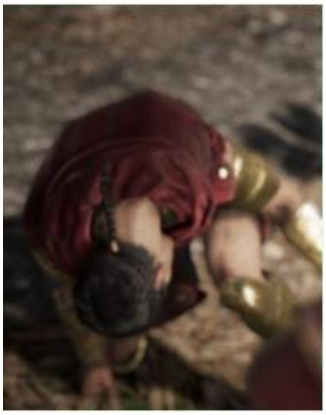
Casual – Arms Behind Back

Casual – Greek Pose

Casual – Kneeling

Curious – Greek Pose

Defeated - Kneeling



Defeated – Laying Down

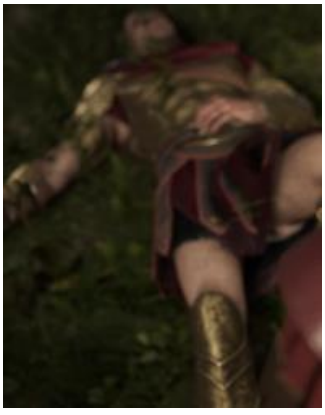
Depressed – Arms Down

Despair – Arms Down

Disappointed – Hands on Hips

Drunk – Arms Down

Drunk – Laying Down



Expressive – Arms Down

Flirtatious – One hand on Hip

Formal – Hands Behind back

Furious – Arms Down

Grumpy – Arms Down

Hurt – Arms on Chest

Imploring Gods - Kneeling

Judgmental – Arms Crossed

Menacing – Arms Crossed

Peaceful – Arms in Front

Powerful – Hands in Front

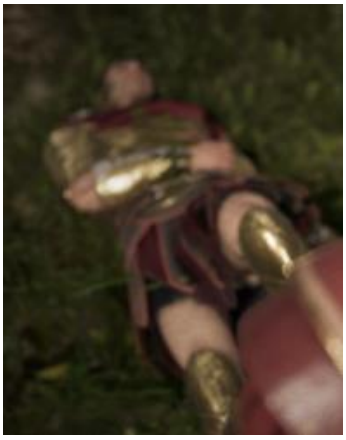
Proud – Hands on Hips

Skeptical - Steepling

Terrified – Arms Crossed

Thinking – Arms Crossed

Wounded – Laying Down

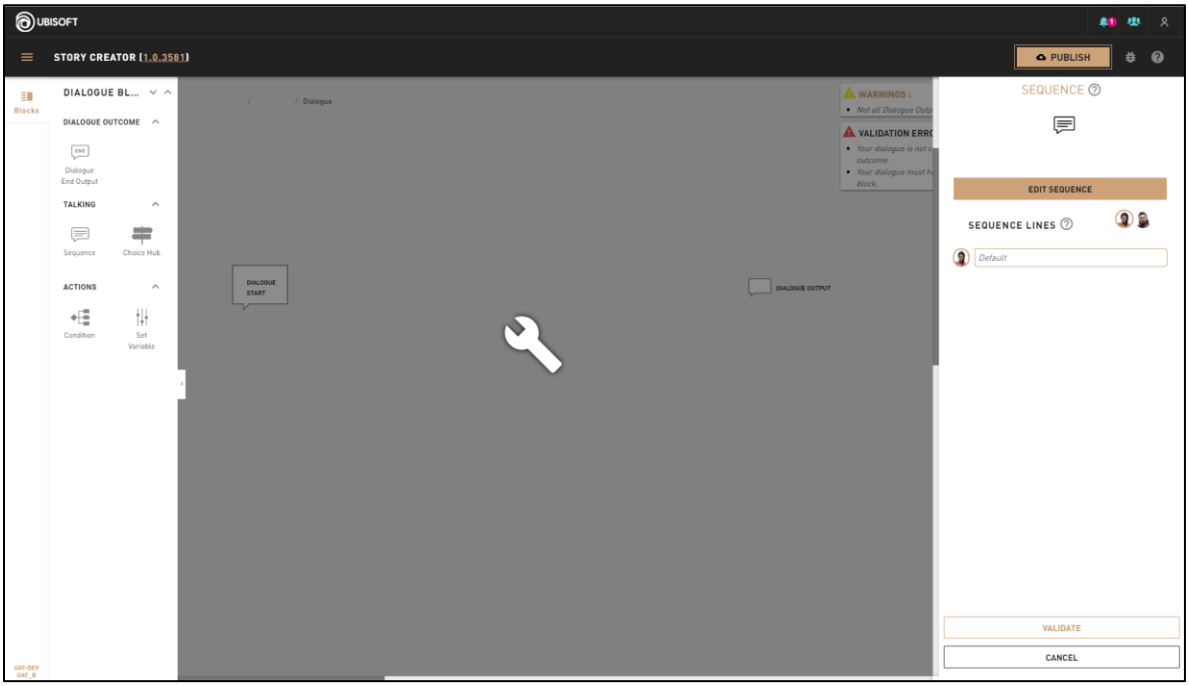


Step by step example

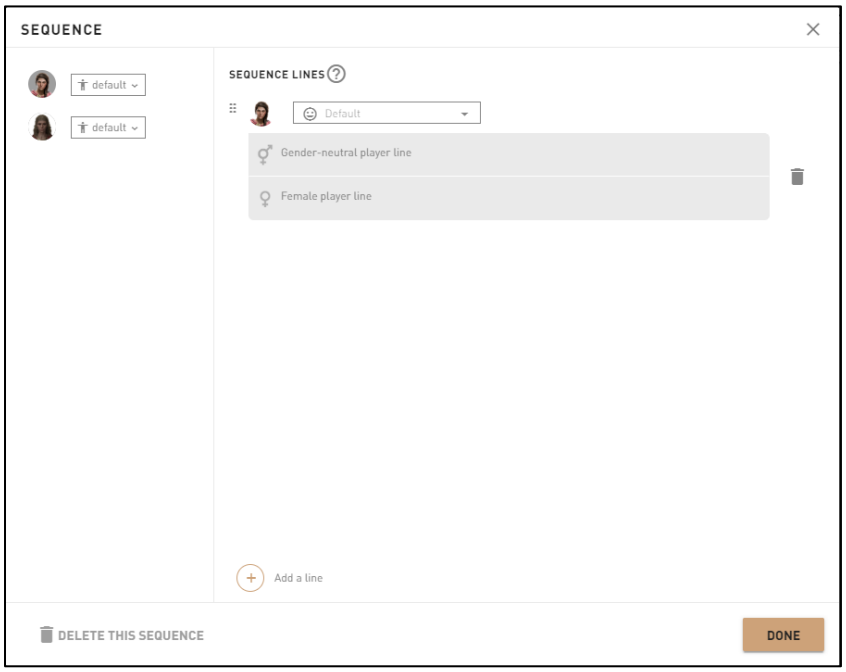
In Story Creator

- In the **Dialogue Editor**, drag and drop the **Sequence** Block (from the left panel) into the *Canvas.*
- In the right panel, click *Edit Sequence.*
- Add more sequence lines by clicking *Add a line* at the bottom of the window.
- Change the *Postures* and *Facial Expressions*.

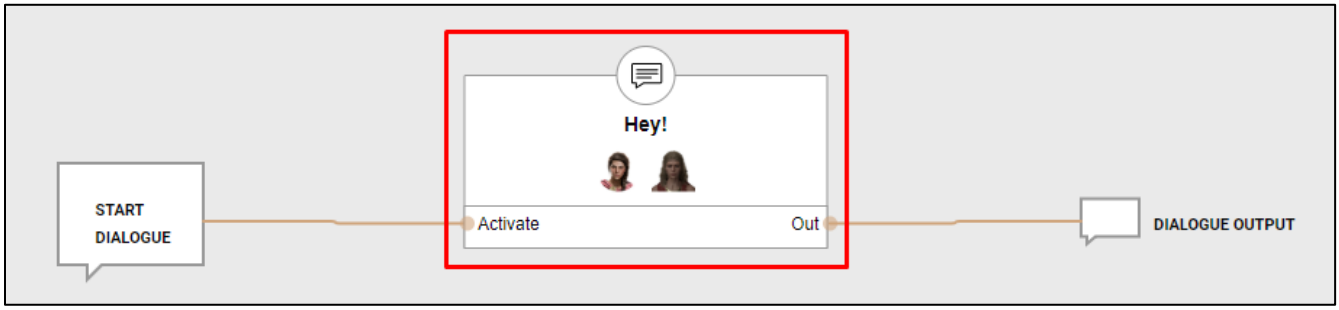
Right Panel Content



Sequence Window



- Once you're satisfied with the sequence, click *Done* to save.
- Click *Validate* to save and confirm.
- Connect the **Sequence** input and output to the right Blocks in order to make the dialogue work properly.
    - In this example, the **Sequence** input is connected to *Start Quest* and the output is connected to the **Dialogue Outcome**.



Additional information

- Users must be in a **Talk Starter/Talk Objective** in order to use **Sequence** Blocks.

Dialogue - Choice Hub

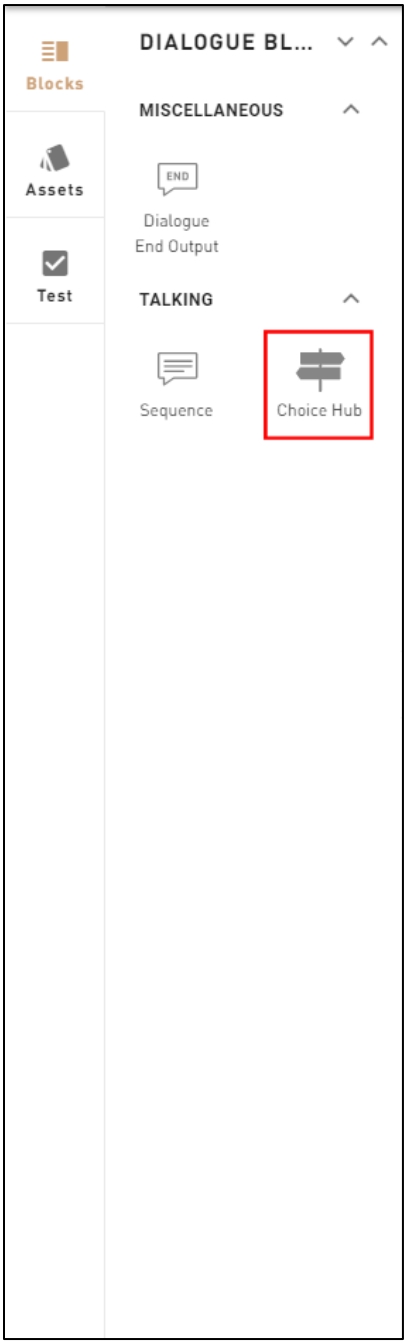
Overview

With this tool, you can create a list of choices that the player can choose from.

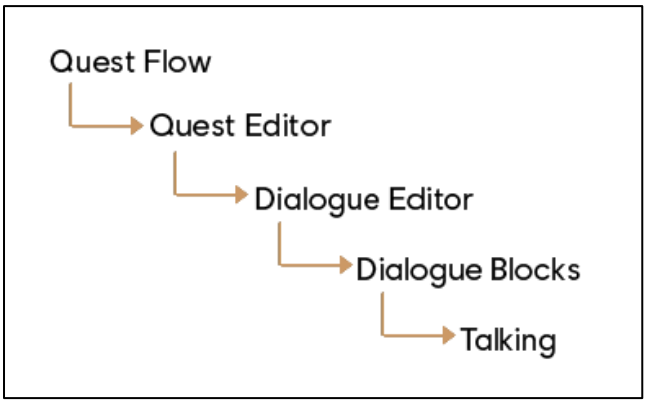
- Each choice creates a new output to the Block.
- Each of these outputs can generate different outcomes.
- Select if the choice line is played only once.

Block Location in Creator

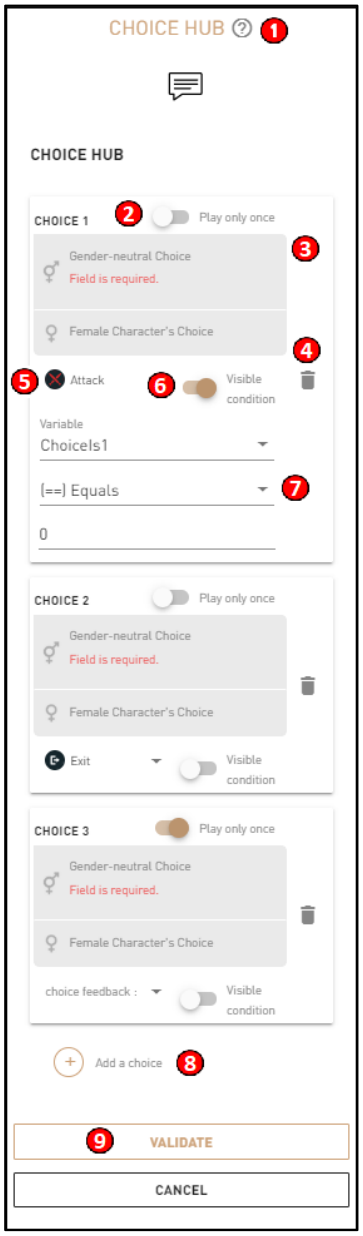
Left Panel



Path



Right Panel Content



1: Help Tip

- "Choices for the player that lead to different outcomes."

2: Play only once

- When this option is toggled on, the choice can only be interacted with once. After it has been selected, the choice disappears, when looped back to the Choice Hub.

3: Lines

- These fields will be displayed as the choices. They may be dependent on the gender of the player's character.

4: Delete

- Clicking on the trash bin, it deletes the Choice.

5: Choice Feedback

- Text can be shown with an icon or in a particular color, when no icon is used; golden or Default (white).

6: Visible Condition

- Toggles the visibility of the Choice, depending on a condition.

7: Condition

- When the Visible Condition is toggled, the creator is able to set which variable and condition is used for the visibility of the Choice.

8: Add a Choice

- Adds a new Choice field.

9: Validate

- This validates the Choice Hub and creates the block on the Dialogue Editor's canvas.

Troubleshooting

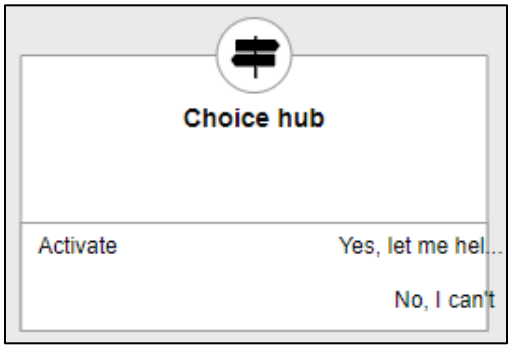
Required Fields for Block Validation

- Choices: Creator need to put at least 1 **Character** in each of the fields.

Possible Issues

- One or many of the choices Hub's outcome is not connected to another block or a dialogue output.

Block Image

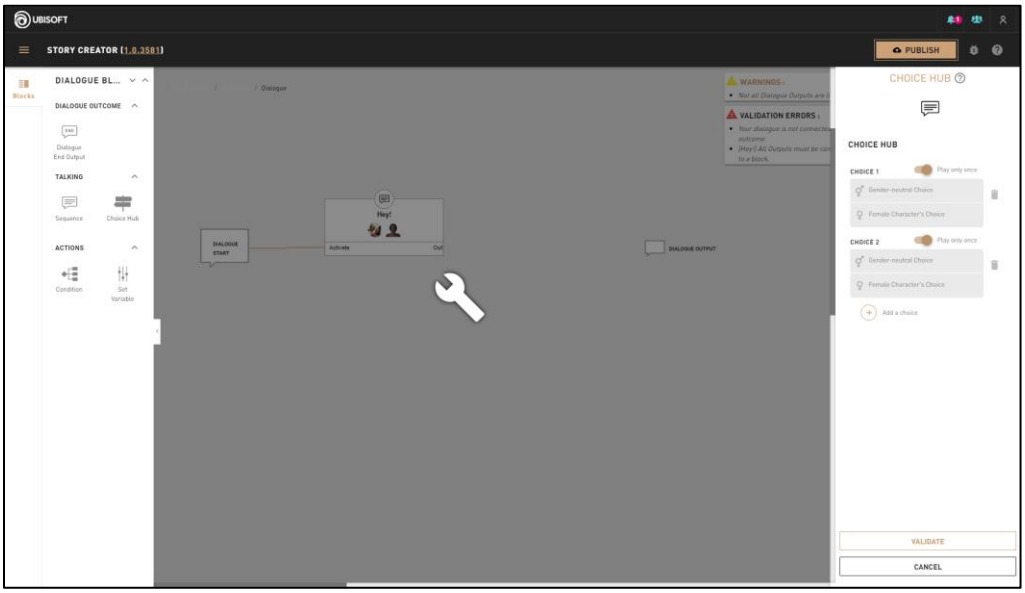


Step by Step example

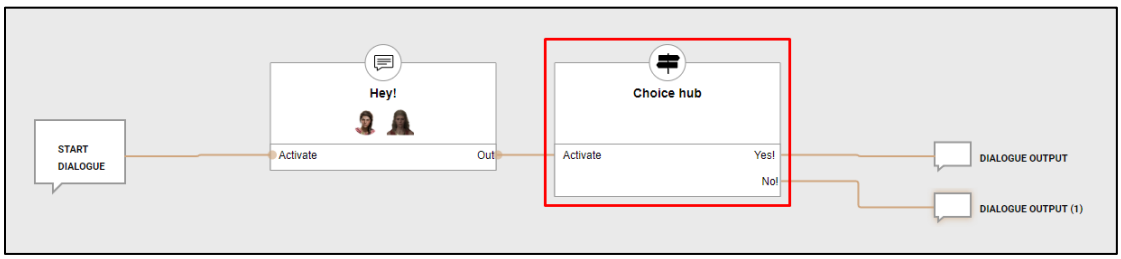
In Story Creator

- In the **Dialogue Editor**, drag and drop the **Choice Hub** Block (from the left panel) in the *Canvas.*
- Add more choices by clicking *Add a Choice.*

Right Panel Content



- Click *Validate* to save and confirm.
- Connect the **Choice Hub** Block input and output to the right Blocks to make the dialogue work properly.
  - In this example, the **Choice Hub** input is connected to the **Sequence** Block and the outputs are both individually connected to the **Dialogue Output.**



Additional information

- Users must be in a **Talk Starter/Talk Objective** in order to use Choice Hub Blocks.

Dialogue – Random Branch

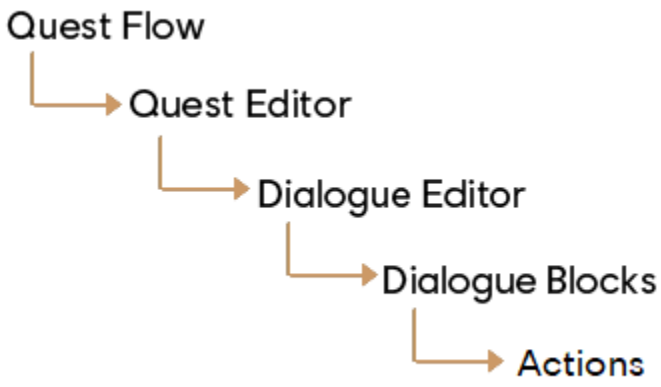
Overview

The Random Branch allows the creator to have branching options inside the dialogue that is chosen randomly, as per the probability set by the creator.

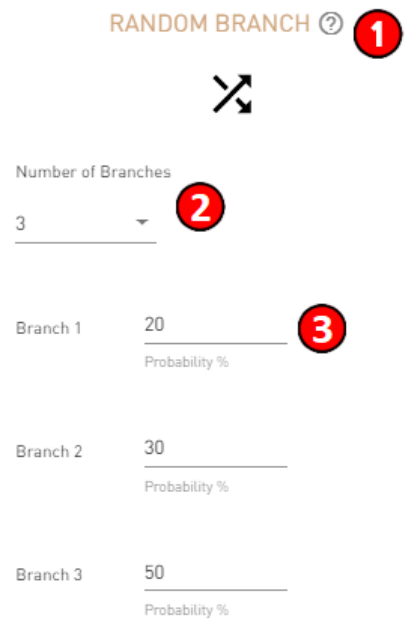
Block Location in Creator

Left Panel

Path



Right Panel Content



1: Help Tip

- "Randomly branch depending on probability."

2: Number of Branches

- Set the number of desired branches.

3: Branch Probability %

- Set the value in percentage (%) for the probability of each branch to be chosen randomly. Total of all entries cannot exceed 100% and only integral values can be used.

Troubleshooting

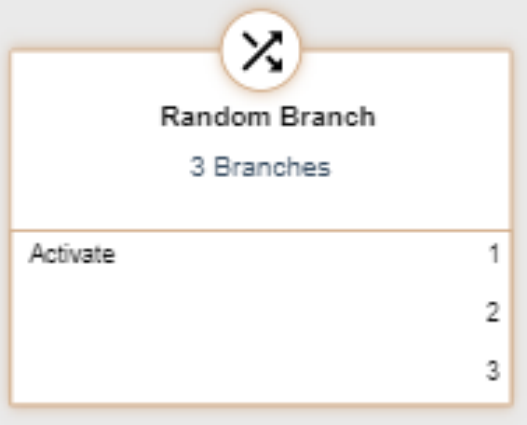
Required Fields for Block Validation

Probability fields need an integral value, without any decimal, and the sum of all must not exceed 100.

Possible Issues

When setting a number of branches that would normally result with a percentage with a decimal, some of the Probability fields may need to be readjusted until the sum of all doesn't exceed 100.

Block Image



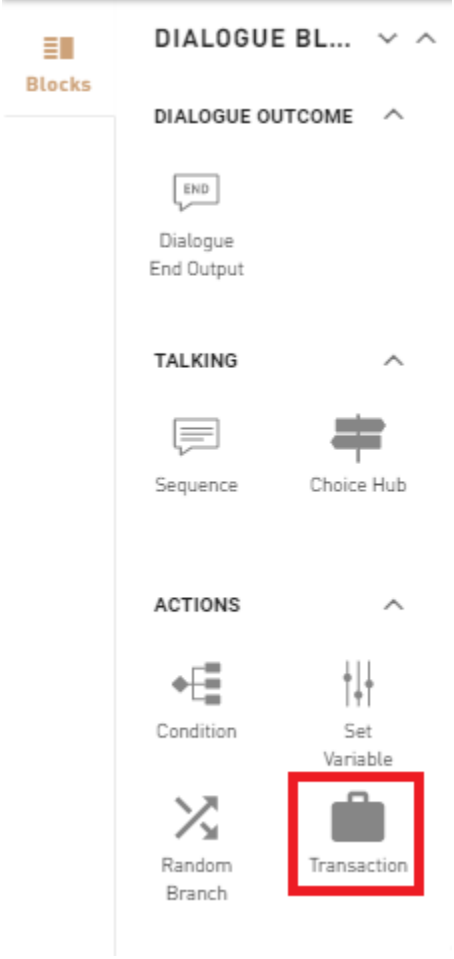
Dialogue – Transaction

Overview

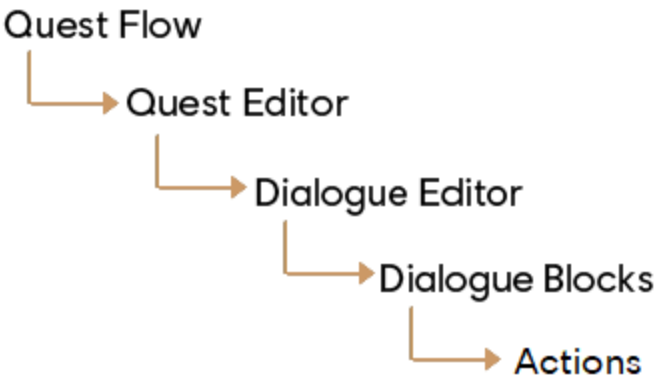
Allows the transfer of a Quest Item from a Character to the Player Character or from Player Character to Character, during a dialogue. When the transfer is from the Player Character to a Character, it also checks if the Quest Item is present in the Player's inventory, if the Quest Item is not present, the transaction will not occur and branches through the Fail output of the Transaction block.

Block Location in Creator

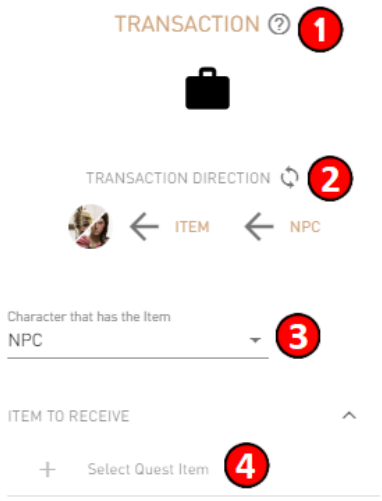
Left Panel



Path



Right Panel Content



1: Help Tip

- "Transfer an item between the player and a Character."

2: Transaction Direction

- Allows to set the transaction from Character to Player or from Player to Character. The arrows found in the scheme will change accordingly.

3: Character that has the item / will receive the item.

- Select the Character that has the item (NPC to Player Transaction) or that will receive the item (Player to NPC Transaction).

4: Item to Give

- Select the Quest Item that will be involved in the Transaction.

Troubleshooting

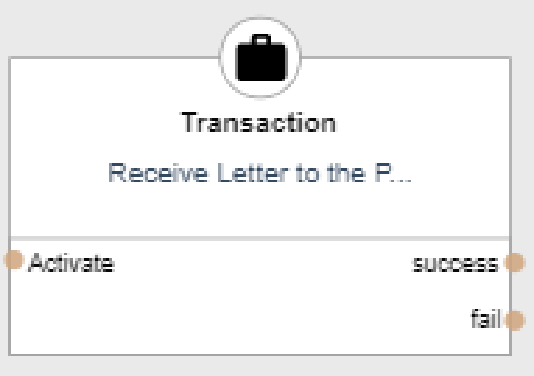
Required Fields for Validation

Requires a Quest Item to be selected.

Possible Issues

The Character doesn't have the Quest Item in its inventory.

Block Image



Dialogue - Outcomes

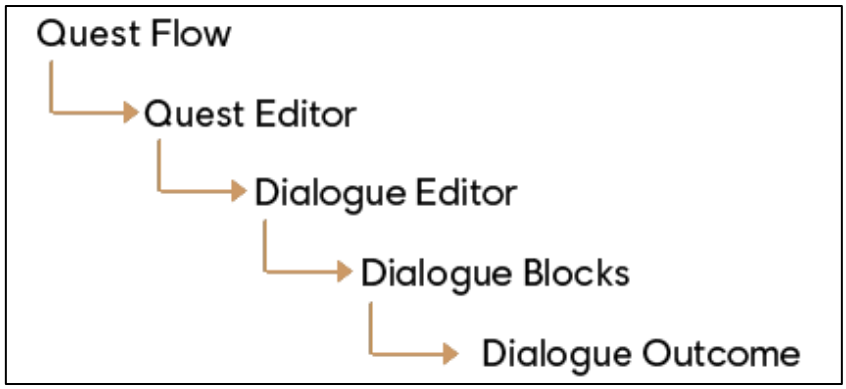
Overview

- Ends a dialogue and returns to gameplay.
- Directly shown on a **Talk Starter/Talk Objective**.
- Can be renamed by double-clicking on it.

Block Location in Creator

Left Panel

Path



Block Image

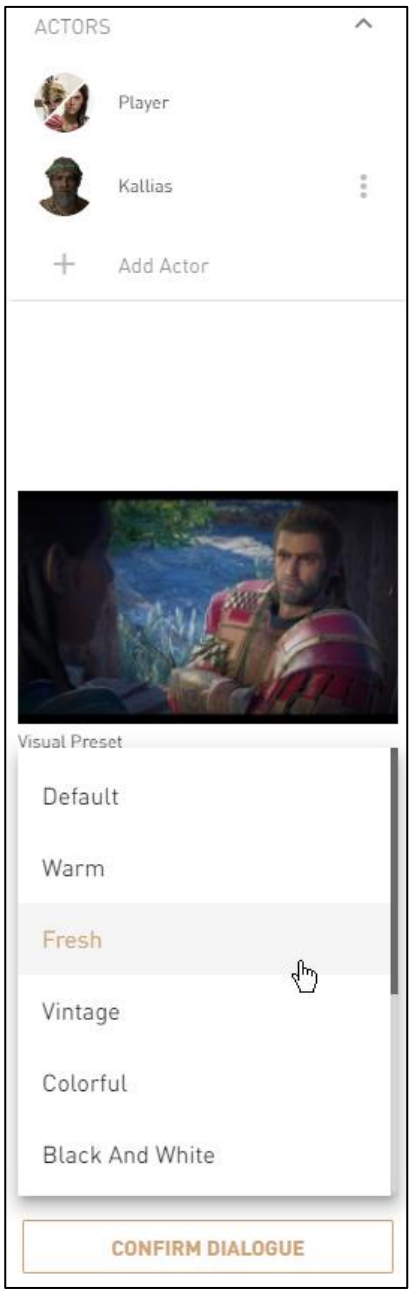
Additional information

- The dialogue output doesn't have an output since it can't be branched into anything else.
- You must be in a **Talk Starter/Talk Objective** in order to use Dialogue Outputs.

Dialogue – Visual Preset

Visual Presets will can modify the visual of the dialogue. There is a list of 11 different visual presets :

- **Default**
- **Warm**
- **Fresh**
- **Vintage**
- **Colorful**
- **Black and White**
- **Desaturated**
- **Blue**
- **Orange Lens**
- **Yellow Lens**
- **Glimpse of Green**



Dialogue Staging

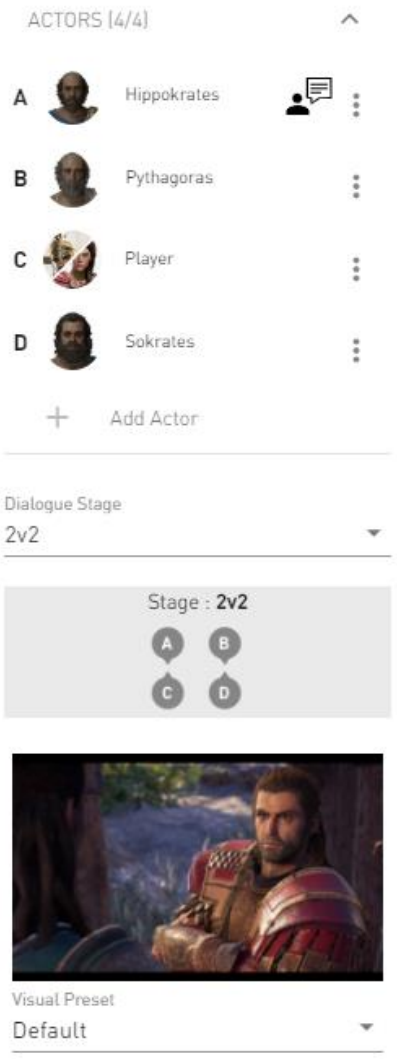
Overview

Dialogue Staging allows the creator to set a number of actors, their relative position and towards whom they are looking at. The maximum number of actor is 5, including the Player's Character.

The Setup

The first step is to select the desired staging from the Dialogue Stage drop-down list. The available options are as follows:

- 1v1
- 1v1 Close
- 1v1 Side By Side
- 1v1 Side By Side Close
- 1v1v1
- 1v2
- 1v3
- 1v4
- 2v2
- 2v3



After selecting the Dialogue Stage, we need to add the actors to the scene. Clicking on the Add Actor brings the list of available NPCs or you can create new NPCs. Note that all of the available slots must be filled with a character.

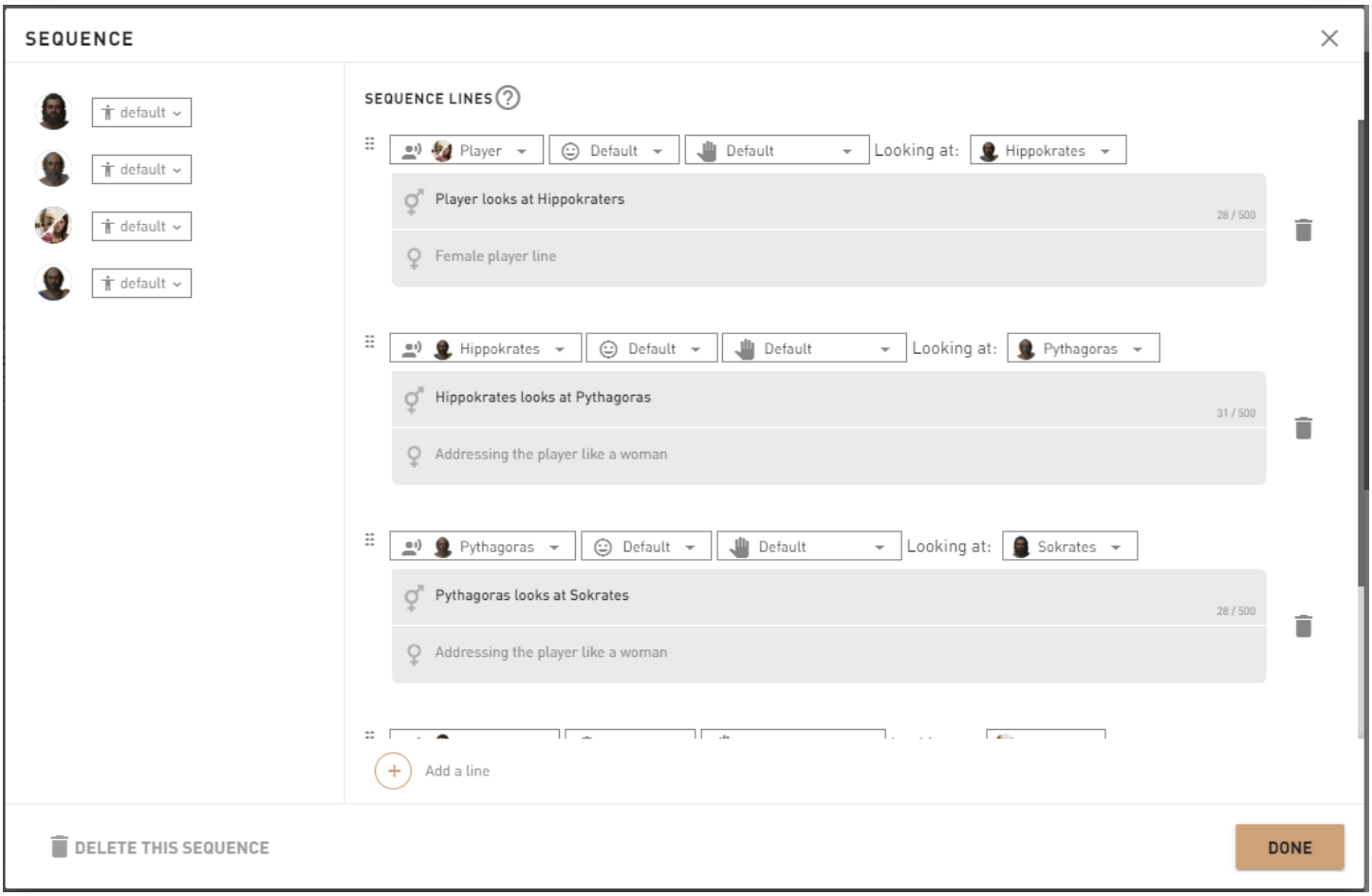
You can change the position of any actor by clicking on the Dotted Menu and selecting Change Slot.

You can also set another actor as the Talk Target, which is the character that the player character needs to talk with to initiate the Talk Objective / Starter.

You can also remove any NPC from the Actors list and replace them with other ones.

You may change the staging at any point, but please note that when proceeding to a lower number of actors will remove actors and the lines associated to them will be played by the player's character.

In the Sequence Editor



There a few new things in the Sequence Editor, you can see all of the actors on the left hand side of the window and can set the posture that you want for each of the actors.

The second change, instead of have the old icon showing which actor is saying the line, it is now a drop-down list with all of the actors present within it.

The last change is the addition of the Looking At box. You can set towards whom the actor saying the line will look at.

In-Game

Overview

- Story Creator Mode content has many features in-game to help both the player and creator.
- This section has all of the UI elements and system.

In-Game as a Player

Overview

This section will explain the Simulation portals, the locked features for players while playing a story, and everything you need to know about ratings and reports.

Steps to play a Story as a Player

Please take note that players must complete the first Episode of Assassins Creed Odyssey to unlock the Story Creator Mode.

1. **Launch Assassin's Creed Odyssey**	
2. **In the Main Menu, select Continue**	• Verify that *Story Creator Mode* is set to *On* in Options /Gameplay
3. **Once in the game, open the Quests Menu**	
4. **Select Stories**	
5. **Track a Story from the Playlist**	• You can also browse more specific stories in the Story Creator Mode website
6. **Find the Simulation**	• In the game, Simulations are represented as portals
7. **Interact with the Simulation**	• Interact becomes available when players are close enough to the Simulation • Completing interaction with the Simulation pops up a window that shows more details about the related Story
8. **Launch the Story**	• Present Day Loading room shows Tips about the *Story Creator Mode*
9. **Play the Story**	• If a Story contains questionable content or cannot be completed, players can report it to improve the community experience
10. **Completion screen and feedback**	• Give a rating between 1 and 5 Stars depending on global appreciation • Select the tags that defined the most the experience during the Story • Players can restart the game as many times as they want and change their feedback

Locked Features for Players

When playing a Story, some gameplay elements become unavailable:

- Procedural gameplay (message boards, impact quest givers, and timed quests)
- Arena
- Andros's Forge (and all Leonidas Spear progression)
- Live events
- Mythical creatures
- Cultists (CHARACTERs and Cultists Menu)
- Mercenaries

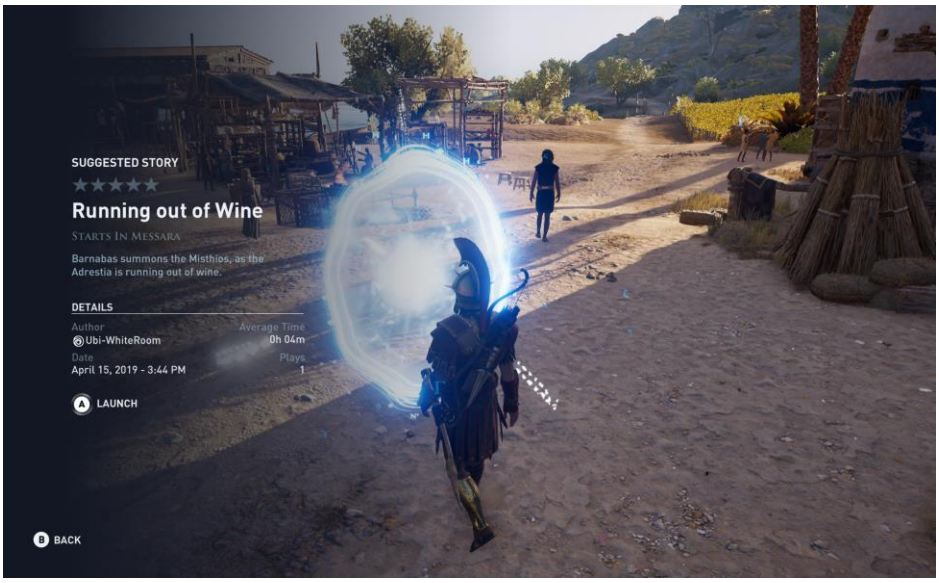
All of these elements are reactivated once players are back in the main game.

Story Portals

Overview

Story Portals are gameplay ingredients you need to interact with in order to launch a Story. They can be spotted in the *Map Menu* or in-game. The Story Icon is the same as the in-game quest icon but in blue. You need to get close enough to interact with it.

- This is the place where players start the Story they chose.
- Story Portals can't be located within restricted areas.
- The inspection page shows players various stats and information about the Story.



- Select *Launch* to start the Story.

Ratings and Reports

Cancel a story

You can cancel a Story at any time.

After canceling a Story, the report functionality becomes available, allowing players to give feedback if they found something wrong while playing the Story.

Tags and ratings

Once a Story is completed, you can give it a rating and select the tags that defined most of your experience.

You can pick a rating between 1 and 5 stars depending on your Story appreciation.

There are 12 Tags in total:

- **Action**
- **Adventure**
- **Dialogues**
- **Romance**
- **Challenging**
- **Spoilers**
- **Creative**
- **Dramatic**
- **Elaborate**
- **Exciting**
- **Funny**
- **Wild**

All or no tags may be selected.

Report a story

When you finish or cancel a Story, a report option will be provided. If the Story was broken or felt wrong, don't hesitate to report it.

When reporting, some tags are available if you want to summarize your global experience:

- **Can't be completed**
- **Exploitive/System abuse**
- **Content theft**
- **Spoilers**
- **Offensive content** (hatred, insults, sexually inappropriate, extremely violent)
- **Threats**
- **Advertisement**
- **Scam attempt**
- **Spam**

As a Creator

Overview

This section will explain the Debug options before testing, the locked features when testing, and any other information about testing.

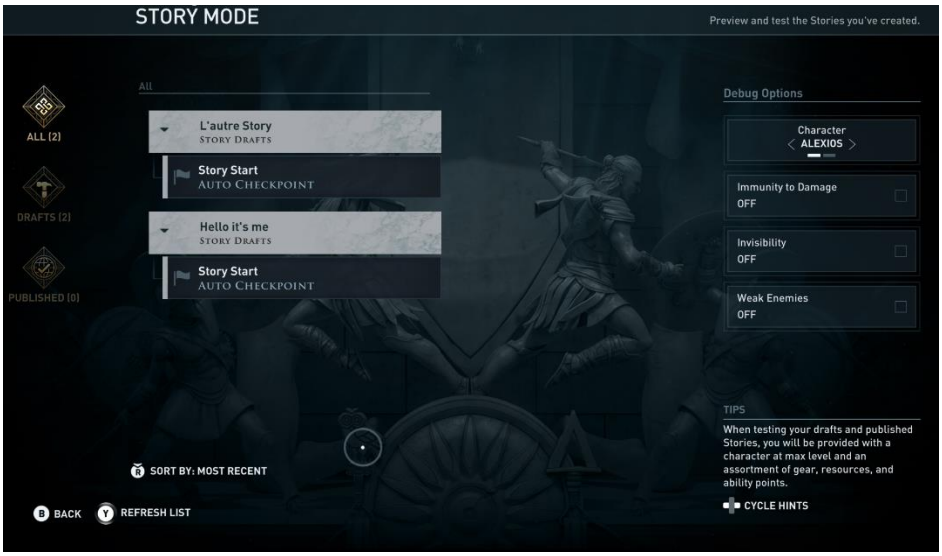
Steps to create a Story as a Creator

1. **Open the Creator**	• Go to the Story Creator website on www.AssassinsCreed.com
2. **Create a Story**	• Use objectives, dialogues, and other specific Blocks to create a Story. • Visit the *User Manual* and *Video Tutorials* for more information about how to create stories. • Mouse over the Help Tips for more information about what you're currently working on.
3. **Validate**	• Error window is in the top right corner of the Canvas. • Each problematic Block or quest is red-filled.
4. **Test**	• Debug options can quickly test the Stories you're creating.
5. **Publish**	• Make sure everything works properly before publishing the first time. • Window pops up as a confirmation message.
6. **Update**	• After publishing, Creators can continue to iterate and improve the quality of their Stories.

Debug Options

Overview

- Helps the Creators quickly test the stories they're currently working on.
- They can be toggled on/off in the *My Stories* Menu.



Debug Options content:

- **Character** Choice (Alexios / Kassandra)
- **Immunity to Damage** (On/Off)
- **Invisibility** (On/Off)
- **Weak enemies** (On/Off)

Locked Features when testing

Unavailable features

When playing a Story, some game elements become unavailable:

- Procedural gameplay (message boards, impact quest givers, and timed quests)
- Arena
- Andros's Forge (and all Leonidas Spear progression)
- Live events
- Mythical creatures
- Cultists (CHARACTERs and Cultists Menu)
- All progression systems (engravings, experience/level up
- RHPs (synchronization progression and eyes of Ikaros)
- Mercenaries

All these elements are reactivated once players are back in the main game.

Troubleshooting

Here's a list of all possible errors that can occur when launching a Story:

A quest has no *End Quest Success* Block.

In order to finish a quest, you must drag and drop at least one Quest Success Block per quest, and connect it with the last objective of the quest.

A Quest is empty and does not contain any type of Blocks.

All quests that are part of the Quest Flow (Story) must contain at least one Block to work correctly.

An objective, dialogue, or behavior is not linked with connectors (missing Input/Output).

Make sure that Block inputs and outputs are linked together with connectors.

Story has no starting location.

Make sure to set a starting location to your Story. In the Quest Flow, click the Start Story Block and choose a starting location.

One or many Quests are not linked in the Quest Flow.

Verify if each of the quests are linked together with connectors in the Quest Flow.

One or many Quests do not possess a Quest description.

Click quest Blocks and verify if each description field is filled correctly.

Dialogues does not contain the right number of participants.

Verify that all your dialogues have at least two participants. Moreover, make sure that the number of participants matches with the dialogue staging.

Dialogue Choice Hub Blocks don't have a linked output.

When creating a Choice Hub Block, make sure all your choice outputs have connectors that leads to different outcomes.

One or many dialogues don't have an End Dialogue Output.

Similarly to quests, all dialogues must have an end. Connect your last Dialogue Blocks to a Dialogue End output.

Some Characters don't have the proper basic behavior.

Visit the assets section and edit the characters you're currently using to make sure they work properly.

One or many Characters cannot be killed.

In the Character information window (edit Character) verify that "*Can be killed*" is set to *On.*

Two characters are assigned to the same cage entity in a Free Objective.

You need to pick a different cage for every Character to imprison **OR** select a large cage entity that can contain more than one prisoner.

Using Behavior Blocks on a specific Character doesn't work the way it should.

Verify if you set up a behavior previously for a Character. If so, use a Stop Operator to deactivate the behavior before using another one on the same Character.

Quest zone starter is too small or too far from the Story starting location.

If you created a zone starter, and no quest objective is present in the surroundings when starting the first quest, verify that the zone starter is in the starting position or close to it.

Lexicon

Actor	**Character** that is a participant in a dialogue.
Advanced	Blocks that give more flexibility in terms of possibilities within Stories. Its usage is more complex.
Archetype	Behavior of a character. Each archetype has its own fight moves, specific gear and faction. (i.e.: Athenians – Archer).
Assets	Story resources created by the user.
Behaviors	AI related to a specific Character that affects them. Behavior Blocks can change a Character's behavior and reactions toward the player or other Characters.
Block	Also referred to as operator, these are the components that can be used to create a quest/dialogue/Story. To enable a Block, drag and drop it in the Canvas.
Blocks Sub-section	Category of Blocks in the Block list.
Body Type	**Character** size and height (morphology). When creating a unique **Character**, available archetypes depends on the Body Type.
Cage	Object in which a **Character** is imprisoned. Used in **Free Objectives** and **Free Starters**.
Canvas	Where the user can drag and drop Blocks to create the flow of the desired quest/dialogue/Story.
Character	The Character used in stories, quest, objectives, and others.
Character Creation Page	Window where users can edit and customize the **Characters** for their Story.
Connector	Links between Blocks that needs to be connected to inputs and outputs.
Destructible	Object that can be destroyed by the player. Used in **Destroy Objectives**.
Dialogue	Grouping of sequences and/or choices between **Characters**. Can be edited in the Dialogue Editor.
Draft	A Story that is currently in-progress.
Error Window	Shows Validation errors and potential issues. Located at the top left of the Canvas.
Facial Expression	Facial animations performed by **Characters** in dialogues. Can be set in a Sequence Block when in the dialogue editor.
Faction	An organization/group that has different behaviors toward the player and other factions.
Fields	Setting in the right panel that needs to be filled with **Characters** in order to be validated properly.

File menu	Expandable menu at the top left of the Story Creator.
Help tip	Tip text contained within the question mark icon.
Input/output	Block components that need to be plugged with connectors in order to be enabled (input) and lead to different outcomes (output).
In-Story quest log	Where the current story is displayed in the quests Menu.
Left Panel	Contains the Block/asset/test list of Blocks. Located at the left of the Story Creator page.
Line	Text told by **Characters** during dialogues. Can be added in Sequence Blocks.
Miscellaneous bar	Bar that contains the map and settings options on the top of the Story Creator.
CHARACTER	Non-playable **Characters**.
Objectives	Blocks that needs to be completed in order to finish a quest.
Participant	**Character** that takes part of a dialogue.
Player	The person that plays the Story.
Player Character	Alexios and/or Kassandra.
Position	Where a **Character**/object/zone is located.
Posture	Defines the **Character** attitude. If no posture is selected, the **Character** keeps the default one.
Publish	Action to be performed by the user when the Story is completed and has no issues. Once published, a Story is playable by anyone.
Quest	A quest contains Blocks (objectives, starters, behaviors, etc.) in which players must progress through to complete it.
Quest Editor	Where the user drags and drops Blocks and connects them to create a quest.
Quest log	Where all quests are located in the quests Menu.
Quest Outcome	Quest Success and Quest Fail Blocks.
Quest Output	Blocks that are required in order to end the quest.
Restricted Area	Zones where enemies attack the player on sight. They are considered red zones.

Rideable	Horse that can be used for transportation.
Right Panel	Where the user can set the parameters of a Block. Located on the right side of the Story Creator page.
Sequence	A series of lines in a dialogue.
Spawning Location	Position where **Characters** appear when starting the Story.
Starters	Block that starts the quest after completing a certain task. This Block isn't shown in the in-story quest log.
Story	A Story is a series of quests. It defines the flow and order of all the quests within the Story.
Story Log	Place that contains suggested Stories and those added by the players. Located in the quests Menu.
Story Portal	Starting location of a Story in the player's story log shown by a blue circle-like portal.
Troubleshooting	Information about possible issues when creating a Story.
User	Creator of Stories.
World map	Visual representation of Assassin's Creed Odyssey's map. Used to position **Characters**, select destructible objects, cages, and start locations.
Zone	A circle or rectangle shape that can be edited from the **World Map**. Used to mark destinations that must be reached.