

# Dynamic Quest System

Our completely custom quest architecture bypasses the traditional SWG required static `.iff` datatables. Quests can now be injected ad-hoc straight into your client's memory.

- **Fully Programmatic:** Designed entirely in Java using fluent Builder patterns, bypassing database bloat using pseudo-CRCs dynamically bound to Object Variables.
- **Zero Downtime Updates:** Allows us to create, modify, and deploy new quests to the player-base without ever requiring a server reboot or forced client patch.
- **Rich Task Variety:** Support for 'Kill Multiple Targets', 'Wait For Signal', 'Assassinate', dynamic space ambushes, and complex 'Escort NPC' missions seamlessly handled by our player state manager.

"This modern system lets our developers build story events and live campaigns simply by writing an elegant Java block and orchestrating the JNI bridge out to the C++ Engine."

- [Dynamic Quest System](#)
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# Dynamic Quest System

## Overview

Our completely custom quest architecture bypasses the traditional SWG required static `.iff` datatables. Quests can now be injected ad-hoc straight into your client's memory. This means richer, more immersive, and more dynamic story content can be seamlessly delivered straight to your journal without waiting for massive game updates.

## Key Features

- **Zero Downtime Updates:** This modern system allows us to create, modify, and deploy new quests to the player-base instantly. You get brand new content, live events, and story campaigns without ever requiring a server reboot or forced client patch.
- **Rich Task Variety:** Experience highly engaging and varied gameplay mechanics. The dynamic quest engine fully supports complex scenarios like 'Kill Multiple Targets', 'Wait For Signal', 'Assassinate', dynamic space ambushes, and complex 'Escort NPC' missions seamlessly handled by our robust state manager.
- **Immersive Quest Chaining:** Multi-part story campaigns flow naturally from one step to the next. Upon completing a chapter of a campaign, the next quest is instantly injected into your datapad, making the universe feel alive and responsive to your accomplishments.
- **Flawless Progression:** Behind the scenes, the system maintains a perfect sync with the server's core engine. If you ever experience a disconnect or crash, the server remembers your exact progress and effortlessly resyncs your quest journal, so you never lose your place in a story.

*"This modern system lets our developers build story events and live campaigns simply by writing an elegant Java block and orchestrating the JNI bridge out to the C++ Engine."*

### Dynamic Quest System

<https://docs.google.com/document/d/1UFwIETeFWgCPmPg0rdlw41gXufORHWS7E9ifZncPjf4/edit?usp=drivesdk>

# Enhanced NPC System & Dynamic Quests

## Welcome to a Living, Breathing Galaxy

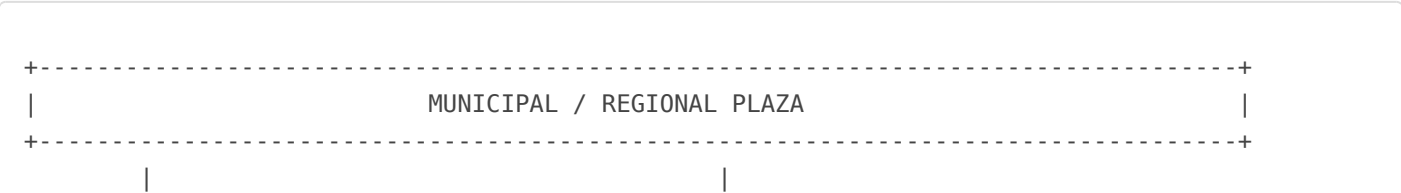
Across the Star Wars Galaxies universe, civil settlements, bustling trade hubs, and remote frontier outposts are no longer static backdrops. Through the **Enhanced NPC System**, urban plazas and wilderness sanctuaries across all 13 ground worlds have come alive with specialized citizens, traders, master craftsmen, prospectors, and local quest givers.

These NPCs are directly linked to SWG Secura's **Dynamic Quest System (DQS)**. Rather than relying solely on generic terminal missions, adventurers can now walk up to dynamic contacts in municipal plazas, hold in-character conversations, take on procedural missions that adapt to regional conditions, trade localized resources and crafted components, and purchase field equipment tailored to each planetary ecosystem.

Whether you are walking down the grand avenues of Coronet, browsing the sun-drenched bazaar stalls of Mos Eisley, admiring the architecture of Theed, or trekking through the untamed forests of Endor and primeval wilds of Dathomir, a dynamic galactic community awaits your arrival.

## The Four Pillars of the Enhanced NPC System

Every major city plaza, frontier hub, and wilderness encampment features a balanced cohort of four specialized NPC types, each serving a distinct role in the planetary ecosystem:



|                                                                                                                                                                                                               |                                                                                                                                                                                                     |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>v</div><div>+-----+<br/>  DYNAMIC VENDORS  <br/>  - Regional equipment &amp; gear  <br/>  - Survival rations &amp; packs  <br/>  - Planetary weapon/armor sets <br/>+-----+<br/> <br/>v</div></div> | <div><div>v</div><div>+-----+<br/>  DYNAMIC CRAFTERS  <br/>  - Sells Artisan Toolkits  <br/>  - Purchases sub-assemblies  <br/>  - Fuels settlement stockpiles <br/>+-----+<br/> <br/>v</div></div> |
| <div><div>+-----+<br/>  DYNAMIC HARVESTERS  <br/>  - Buys raw resource samples  <br/>  - Sells planetary survey data <br/>  - Ecological prospecting info <br/>+-----+</div></div>                            | <div><div>+-----+<br/>  DYNAMIC QUEST GIVERS  <br/>  - Roams plaza perimeter  <br/>  - Generates procedural hunts  <br/>  - Ctrl+J Quest Journal sync  <br/>+-----+</div></div>                     |

# 1. Dynamic Vendors: Planetary Commerce & Supplies

Dynamic Vendors are experienced local merchants who maintain permanent kiosks in central municipal plazas. Unlike standardized galactic vendor terminals, Dynamic Vendors stock goods and provisions calibrated to their planetary environment and tech level.

- **Localized Equipment:** Purchase survival supplies, stimpacks, specialized weapon and armor loadouts, and field gear tailored to the local wilderness.
- **Ambient Presence:** Dynamic Vendors call out to passing spacers with unique voice lines and regional announcements, bringing realistic ambient chatter to city centers.
- **Steady Anchors:** Vendors remain stationed at their stalls to guarantee rapid, dependable access to supplies whenever an expedition returns from the field.

# 2. Dynamic Crafters: Supply Chains & Artisan Toolkits

Dynamic Crafters represent local manufacturing guilds, civil engineers, and master artisans who keep planetary infrastructure running. They provide direct economic opportunities for crafters of all skill levels.

- **Artisan Toolkits:** Aspiring crafters and travelers in need of field repairs can purchase essential Artisan Toolkits directly for **3,000 credits**.
- **Component Buybacks:** Crafters are in constant need of sub-assemblies, manufactured parts, structural components, and refined materials to fulfill civil municipal contracts.

Artisans can turn in eligible crafted items through dialogue for immediate credit payouts and artisan experience.

- **Interactive Dialogue Trees:** Engage in multi-branch conversations to learn about the settlement's construction projects, ongoing technological shortages, and recommended fabrication orders.
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## 3. Dynamic Harvesters: Ecological Prospecting & Resource Trading

Dynamic Harvesters are veteran geologists, flora prospectors, and environmental surveyors who monitor regional resource veins. They provide miners, scouts, and resource entrepreneurs with valuable field support.

- **Localized Planetary Survey Data:** For a modest credit fee, Dynamic Harvesters share localized survey readings highlighting active mineral, gas, and chemical deposits across the region. *(Note: You must carry an appropriate survey tool in your inventory to interpret their survey data.)*
  - **Raw Resource Sample Purchasing:** Gathered an excess of copper, iron, polymer, or organic flora while surveying the wilds? Dynamic Harvesters will buy raw resource batches directly from your inventory on the spot, providing a dependable, instant liquid income stream without needing to list lots on the global bazaar.
  - **Ecosystem Insights:** Speak with harvesters to receive lore regarding planetary crust formations, geothermal activity on Mustafar, or biological toxicity in the Dathomir swamp basins.
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## 4. Dynamic Quest Givers: Living Procedural Contracts

Dynamic Quest Givers are local citizens, intelligence contacts, scouts, rangers, and settlement defenders who rove throughout plaza perimeters (ranging between 5 and 20 meters from their central post). They observe current planetary conditions and issue responsive, contextual dynamic contracts.

- **Star Wars In-Universe Demographics:** Dynamic Quest Givers feature authentic racial diversity and canonical naming conventions across all species—from Corellian humans and Rodian scouts on Corellia to Gungans and Naboo nobles in Theed, and Wookiee chieftains in Kachirho.
- **Seamless Quest Journal Integration ( `Ctrl+J` ):** Accepting a mission automatically writes the contract directly to your **Quest Journal** under **NPC Dynamic Quests**,

complete with operational directives, target counts, and immediate waypoint placement on your radar and planetary map.

- **Diverse Mission Varieties:**
    - **Bounties & Syndicate Enforcers:** Track down criminal outlaws, rogue swoop gangs, and syndicate cells threatening municipal security.
    - **Wildlife Hunts:** Protect farmers and traders by culling aggressive beast packs (such as Bolotas, Durni infestations, Banthas, or Rancors).
    - **Resource Procurement:** Prospect and deliver specific mineral or chemical allotments to help restock community reserves.
    - **Reconnaissance & Crash Retrieval:** Locate downed freighters or crashed reconnaissance probes in the wilderness, secure the perimeter, and recover lost flight recorders.
    - **Fortified Camp Clearances:** Infiltrate pirate barricades, mercenary redoubts, or Tusken encampments to eliminate regional warlords.
    - **Escort Operations:** Locate stranded diplomats, researchers, or scouts stranded in hostile territory and escort them to local extraction shuttles.
  - **Dynamic Rewards:** Mission completion yields credits, combat and adventure experience, planetary faction standing, and procedural equipment caches.
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## How to Interact with Enhanced NPCs

1. **Locate a Plaza Hub:** Travel to any major planetary city plaza or wilderness outpost listed in the Planetary Directory below.
  2. **Target and Speak:** Approach any Dynamic Vendor, Crafter, Harvester, or Quest Giver and double-click or use the **Conversation Radial Menu** (`Converse`).
  3. **Navigate Dialogue Options:**
    - For **Vendors:** Select `Trade` or browse their storefront directly.
    - For **Crafters:** Inquire about available toolkits (`Purchase Artisan Toolkit - 3,000 cr`) or offer manufactured components to assist local stockpiles.
    - For **Harvesters:** Inquire about geological deposits (`Purchase Planetary Survey Data`) or sell gathered resource samples.
    - For **Quest Givers:** Discuss local rumors, review available contracts, and accept the assignment.
  4. **Track Objectives:** Press `Ctrl+J` to open your Quest Journal. Click on the newly recorded dynamic quest to set active waypoints and review objectives.
  5. **Collect Payouts:** Once mission conditions are met, return to your quest contact or interact with the completion prompt to receive your reward.
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## Galactic Directory: Spawner Plazas & Waypoints

The Enhanced NPC System has been deployed across **47 municipal plazas and wilderness discovery sites** spanning all 13 ground planets. Copy and paste any `/waypoint` command directly into spatial chat to add it to your datapad.

## Corellia

| Location / Plaza | Description                        | World Coordinates (X, Y, Z) | Chat Waypoint Command                                            |
|------------------|------------------------------------|-----------------------------|------------------------------------------------------------------|
| Coronet          | Capital Plaza (Starport Concourse) | (-173.0, 28.0, -4724.0)     | <code>/waypoint corellia -173 -4724 Coronet Capital Plaza</code> |
| Tyrena           | Civic Center Commons               | (-5289.6, 21.0, -2523.2)    | <code>/waypoint corellia -5290 -2523 Tyrena Civic Center</code>  |
| Doaba Guerfel    | Mountain Plaza                     | (3276.9, 300.0, 5385.0)     | <code>/waypoint corellia 3277 5385 Doaba Guerfel Plaza</code>    |
| Kor Vella        | Grand Promenade                    | (-3400.0, 21.0, 3100.0)     | <code>/waypoint corellia -3400 3100 Kor Vella Promenade</code>   |
| Bela Vistal      | Lakefront Commons                  | (6800.6, 315.0, -5623.7)    | <code>/waypoint corellia 6801 -5624 Bela Vistal Commons</code>   |
| Vreni Island     | Coastal Resort Plaza               | (-5544.5, 23.4, -6207.7)    | <code>/waypoint corellia -5544 -6208 Vreni Island Plaza</code>   |

## Tatooine

| Location / Plaza | Description                      | World Coordinates (X, Y, Z) | Chat Waypoint Command                                             |
|------------------|----------------------------------|-----------------------------|-------------------------------------------------------------------|
| Mos Eisley       | Starport Plaza & Bazaar Entrance | (3441.8, 5.0, -4788.9)      | <code>/waypoint tatooine 3442 -4789 Mos Eisley Plaza</code>       |
| Bestine          | Capitol Plaza & Governor Grounds | (-1202.3, 12.0, -3612.5)    | <code>/waypoint tatooine -1202 -3612 Bestine Capitol Plaza</code> |
| Mos Espa         | Podrace District Concourse       | (-2974.3, 5.0, 2177.0)      | <code>/waypoint tatooine -2974 2177 Mos Espa District</code>      |
| Mos Entha        | Commercial Quarter               | (1509.9, 7.0, 3256.3)       | <code>/waypoint tatooine 1510 3256 Mos Entha Quarter</code>       |
| Mos Taike        | Oasis Market Commons             | (3840.6, 22.9, 2360.0)      | <code>/waypoint tatooine 3841 2360 Mos Taike Market</code>        |
| Anchorhead       | Settlement Commons               | (122.5, 52.0, -5369.4)      | <code>/waypoint tatooine 122 -5369 Anchorhead Commons</code>      |
| Wayfar           | Western Desert Outpost           | (-5144.9, 75.0, -6617.7)    | <code>/waypoint tatooine -5145 -6618 Wayfar Outpost</code>        |

# Naboo

| Location / Plaza | Description                     | World Coordinates (X, Y, Z) | Chat Waypoint Command                             |
|------------------|---------------------------------|-----------------------------|---------------------------------------------------|
| Theed            | Palace Archway Plaza            | (-5167.7, 6.0, 4235.7)      | /waypoint naboo -5168 4236<br>Theed Archway Plaza |
| Kaadara          | Harbor Esplanade & Coastal Walk | (5167.6, -192.0, 6674.9)    | /waypoint naboo 5168 6675<br>Kaadara Esplanade    |
| Keren            | Commercial Plaza                | (353.9, 12.3, 2122.5)       | /waypoint naboo 354 2122<br>Keren Plaza           |
| Moenia           | Swamp Gateway Commons           | (4882.7, 3.8, -4808.9)      | /waypoint naboo 4883 -4809<br>Moenia Gateway      |
| Deeja Peak       | Mountain Outlook Concourse      | (4992.5, 360.0, -1503.5)    | /waypoint naboo 4992 -1504<br>Deeja Peak Outlook  |
| Lake Retreat     | Villa Terrace                   | (-5563.0, -150.0, -43.2)    | /waypoint naboo -5563 -43<br>Lake Retreat Terrace |

# Dantooine

| Location / Plaza | Description                 | World Coordinates (X, Y, Z) | Chat Waypoint Command                                 |
|------------------|-----------------------------|-----------------------------|-------------------------------------------------------|
| Mining Outpost   | Central Industrial Yard     | (-613.0, 3.0, 2493.0)       | /waypoint dantooine -613 2493 Mining Outpost Yard     |
| Agro Outpost     | Farmlands Settlement Center | (1613.3, 4.0, -6405.5)      | /waypoint dantooine 1613 -6406 Agro Outpost Center    |
| Imperial Outpost | Command Courtyard           | (-4198.4, 3.6, -2427.9)     | /waypoint dantooine -4198 -2428 Dantooine Imp Outpost |

# Dathomir

| Location / Plaza | Description             | World Coordinates (X, Y, Z) | Chat Waypoint Command                                  |
|------------------|-------------------------|-----------------------------|--------------------------------------------------------|
| Trade Outpost    | Settlement Central Yard | (596.9, 6.0, 3105.6)        | /waypoint dathomir 597 3106 Trade Outpost Yard         |
| Science Outpost  | Laboratory Concourse    | (-81.3, 18.0, -1595.7)      | /waypoint dathomir -81 -1596 Science Outpost Concourse |
| Aurilia          | Force Village Plaza     | (5304.3, 78.5, -4151.8)     | /waypoint dathomir 5304 -4152 Aurilia Village Square   |

| Location / Plaza     | Description                                  | World Coordinates (X, Y, Z) | Chat Waypoint Command                              |
|----------------------|----------------------------------------------|-----------------------------|----------------------------------------------------|
| Ancient Force Shrine | [Wilderness Discovery]<br>Force Ruins        | (-4154.0, 118.3, 5916.0)    | /waypoint dathomir -4154 5916 Ancient Force Shrine |
| Hermit Swamp Camp    | [Wilderness Discovery]<br>Swamp Encampment   | (-7087.0, 388.0, 5916.0)    | /waypoint dathomir -7087 5916 Hermit Swamp Camp    |
| High Crag's Shelter  | [Wilderness Discovery]<br>Mountain Peak Camp | (7189.0, 490.8, 3233.0)     | /waypoint dathomir 7189 3233 High Crag's Shelter   |

## Endor

| Location / Plaza    | Description                                  | World Coordinates (X, Y, Z) | Chat Waypoint Command                                |
|---------------------|----------------------------------------------|-----------------------------|------------------------------------------------------|
| Smuggler Outpost    | Landing Concourse                            | (-863.8, 80.0, 1566.0)      | /waypoint endor -864 1566 Smuggler Outpost Concourse |
| Neutral Outpost     | Frontier Trading Post                        | (3214.7, 24.0, -3511.9)     | /waypoint endor 3215 -3512 Neutral Outpost Post      |
| Marauder Stronghold | Outer Perimeter Camp                         | (-6845.9, 14.2, 650.3)      | /waypoint endor -6846 650 Marauder Stronghold Outer  |
| Canopy Mountain Hut | [Wilderness Discovery]<br>Forest Tree Canopy | (-7547.0, 271.0, 4446.0)    | /waypoint endor -7547 4446 Canopy Mountain Hut       |
| Hidden Rock Cave    | [Wilderness Discovery]<br>Grotto Shelter     | (-4584.0, 99.0, -2296.0)    | /waypoint endor -4584 -2296 Hidden Rock Cave         |
| Korga Ridge Camp    | [Wilderness Discovery]<br>High Ridge Lookout | (2258.0, 37.8, 3543.0)      | /waypoint endor 2258 3543 Korga Cave Ridge Camp      |

## Lok

| Location / Plaza | Description      | World Coordinates (X, Y, Z) | Chat Waypoint Command                           |
|------------------|------------------|-----------------------------|-------------------------------------------------|
| Nym's Stronghold | Sulfur Courtyard | (489.8, 12.1, 4724.2)       | /waypoint lok 490 4724 Nym Stronghold Courtyard |
| Imperial Outpost | Garrison Yard    | (-1866.6, 12.0, -3114.8)    | /waypoint lok -1867 -3115 Lok Imperial Garrison |

## Rori

| Location / Plaza | Description              | World Coordinates (X, Y, Z) | Chat Waypoint Command                                   |
|------------------|--------------------------|-----------------------------|---------------------------------------------------------|
| Narmle           | Canal Plaza              | (-5126.3, 80.0, -2249.3)    | /waypoint rori -5126 -2249<br>Narmle Canal Plaza        |
| Restuss          | Ruins Perimeter Commons  | (5295.0, 80.0, 5690.0)      | /waypoint rori 5295 5690<br>Restuss Ruins Perimeter     |
| Rebel Outpost    | Military Staging Grounds | (3664.7, 96.0, -6427.2)     | /waypoint rori 3665 -6427<br>Rori Rebel Staging Grounds |

## Talus

| Location / Plaza | Description            | World Coordinates (X, Y, Z) | Chat Waypoint Command                                  |
|------------------|------------------------|-----------------------------|--------------------------------------------------------|
| Dearic           | Central Fountain Plaza | (431.0, 6.0, -3014.0)       | /waypoint talus 431 -3014<br>Dearic Central Fountain   |
| Nashal           | Waterway Promenade     | (4366.2, 2.0, 5164.2)       | /waypoint talus 4366 5164<br>Nashal Waterway Promenade |
| Imperial Outpost | Tactical Concourse     | (-2200.3, 20.0, 2301.0)     | /waypoint talus -2200 2301<br>Talus Imperial Outpost   |

## Yavin 4

| Location / Plaza | Description             | World Coordinates (X, Y, Z) | Chat Waypoint Command                                    |
|------------------|-------------------------|-----------------------------|----------------------------------------------------------|
| Labor Outpost    | Excavation Yard         | (-6917.4, 73.0, -5700.7)    | /waypoint yavin4 -6917 -5701 Labor Outpost<br>Excavation |
| Mining Outpost   | Jungle Clearing Commons | (-314.0, 35.0, 4841.0)      | /waypoint yavin4 -314 4841<br>Yavin4 Mining Outpost      |

## Hutta (Nal Hutta)

| Location / Plaza | Description         | World Coordinates (X, Y, Z) | Chat Waypoint Command                            |
|------------------|---------------------|-----------------------------|--------------------------------------------------|
| Bilbousa         | Promenade Concourse | (-5405.4, 79.6, 5625.6)     | /waypoint hutta -5405 5626<br>Bilbousa Promenade |

# Kashyyyk

| Location / Plaza | Description          | World Coordinates (X, Y, Z) | Chat Waypoint Command                                |
|------------------|----------------------|-----------------------------|------------------------------------------------------|
| Kachirho         | Great Tree Concourse | (3560.0, 18.8, 4016.0)      | /waypoint kashyyyk 3560 4016 Kachirho Tree Concourse |

# Mustafar

| Location / Plaza       | Description              | World Coordinates (X, Y, Z) | Chat Waypoint Command                                |
|------------------------|--------------------------|-----------------------------|------------------------------------------------------|
| Mensix Mining Facility | Upper Concourse Platform | (1010.6, 230.9, 2666.1)     | /waypoint mustafar 1011 2666 Mensix Mining Concourse |

# Frequently Asked Questions (FAQ)

- **Q: Are dynamic quests limited by daily lockouts or cooldowns?** - **A:** No! Dynamic quests can be taken continuously. When you complete or abandon an assignment, the quest giver evaluates current conditions to offer a new contract.
- **Q: Will dynamic quest targets conflict with other players?** - **A:** The Dynamic Quest System instantiates and tracks objective counters on a per-player basis. Multiple players can take assignments in the same region without blocking each other's progression.
- **Q: Can crafters and harvesters level their professions using this system?** - **A:** Yes. Turning in crafted components to Dynamic Crafters and selling gathered mineral/chemical samples to Dynamic Harvesters grants experience and credits, making it a viable alternative to traditional terminal grinding.
- **Q: What happens if an NPC quest giver moves away while I am trying to talk to them?** - **A:** Dynamic Quest Givers roam within a gentle 5m to 20m perimeter. When you initiate dialogue or open their radial menu, their movement pauses immediately until your conversation is finished.
- **Q: How does this tie into the Procedural Level Design Engine (PLDE)?** - **A:** High-tier Dynamic Quests (such as Outpost Clearances, Crashed Freighters, and High-Value Assassinations) spawn procedural encampments and instanced subterranean bunkers across the planet. When the quest ends or is deleted, all temporary world objects cleanly despawn, leaving zero landscape clutter.