

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 Details](#)

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