GAMEPLAY EVENTS

Low-Commitment, Group Content, Curated, Rewarding,

Events are short-lived scenes in the open world which appear based on player activity. They provide places to gather and party up to tackle group challenges.

Under the hood, events are a state machine with 3+ states: inactive, active, inprogress (stages).

Players who enter the event tracker bounds are flagged as participants.

There are many events designed to be instantiated in the world, but some are dormant and waiting to happen **(inactive state)**.

FAVORABLE WORLD CONDITIONS
These are predicates required for events to happen. Big, permanent changes to the world state cause events to become active.

Players are completing commissions.
Players are progressing story arcs.
Events are successful.
Nodes are leveling up.
A calendar season begins.

As world conditions become favorable, events enter the deck of possible cards to draw from **(inactive state)**. The scheduler begins filtering for locales for venue availability.

As instances are created, they begin listening for the requisite player activity to begin. **(active state)**

A high profile event becomes active! (Node wars, Other active events need to be rescheduled if there are conflicts.

These events are waiting for players to discover them.

Assets may begin to spawn at this stage.

In progress events continue to completion or until they time out.
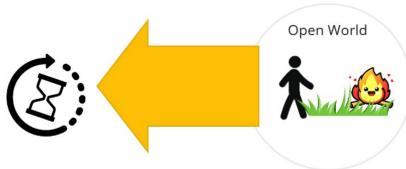
Open World

Players cause events by exploring as they normally would in the open world.

Nearby events popup, reacting to whatever they are currently doing.

An event begins! **(in-progress state begins)**

This would be the first time players hear about the event through UI

Other players in the vicinity are alerted, and can opt to join in on the fun.

From here on out, queries to the event state will return as IN PROGRESS (i.e. do not cancel)

Open World

EVENT OBJECTIVE TYPES
Gameplay objectives for the event are pushed to the player HUD.

Event boss: A specific foe that must be vanquished.
Event kill: A set of foes that must be vanquished.
Event collect: A task involving collecting or gathering.
Event turn-in: A task involving turning in items to an NPC.
Event defend: An object that must be protected.
Event escort: An NPC must be protected from harm.
Event control: An area that must be held or claimed from players.
Event claim: A set of NPCs must all be cleared from an area.
Event fist: A pvp brawl.
Event destroy: A destructible that must be attacked.
Event wrench: An object needs to be built.
Event dialogue: It is required to talk to an NPC.

This is the gameplay part.

The event can spawn more of the same enemy type they were already attacking.

Stakes are raised when a stronger enemy appears.

Event runs through its stages, while players complete objectives. **(Stages 1~N)**

Event Success!

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The event can reward players with more of what they were already gathering.

Participation is a status granted by the event to begin contributing. Contribution is a measure of actions taken during the event, which informs reward tier. 'Participation' (i.e. time as a participant) is just one component of a player's overall contribution

Winners are rewarded based on contribution:
• Gold tier - maximum contribution
• Silver tier - average contribution
• Bronze tier - minimal contribution

Other consequences can occur: a new quest NPC, vendor, roadblocks cleared, weather changed, a helpful boon or buff

Losers receive negative consequences for their node/guild/alliances
• All participants receive a minimum prize

Sidequests may be discovered on successful event completion.

Event Fails!

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Possible reasons for failure include
• An event takes too long to complete. (Each stage has a timer)
• Fail objectives were met
  • A defend target died
  • Timer ran out

Players are rewarded with the minimum consolation prize, and negative consequences can occur: bad weather, roadblocks, curses.

Events can cause other events as positive or negative consequences.

IMPORTANT!! This is where the events clean up their assets and return the world as it was before they began.

Event Ends! **(in-progress state ends)**

Locales would get released here for other events to queue on them.

Event enters the inactive state and cannot become active again for a defined period of time. **(Cooldown)** If the world conditions haven't shifted dramatically, the event becomes repeatable.

MORE INFO ON EVENTS:

Gameplay Events GDD Confluence Link
Directory of Current Events, Examples & Walkthroughs Confluence Link
Implementation Guide for the Event Designer Tool Confluence Link

Gameplay Event TDD Confluence Link