

Narrative summary:

This quest involves a nurse frustrated by her grandmother's recent hostile behavior. She asks Geralt to investigate and find the reason. After learning the grandmother's location, Geralt visits her home, only to face her aggression.

Quickly noticing that there is no way into the house while she is awake, he decides to return at night to investigate further. Searching the house, Geralt finds the cellar, which has been mentioned by the nurse. Descending, he discovers a Fleder creature influencing the grandmother.

After Geralt kills the creature, the grandma awakens to the noise and angrily accuses him of killing her son. Geralt explains that the Fleder was not her son, but she won't listen and forces him out. The next day, Geralt reports to the nurse, who thanks him and notes that her grandmother's behavior has returned to normal.

Introduction:

When CDPR announced the release of the REDkit for Witcher 3, I knew that this is what I want to use for building a small portfolio to transfer into Quest Design. The Witcher 3 is one of my favorite games of all time after all.

Instead of just playing around with the engine, I decided to attempt a remake of an existing quest in the Witcher universe. Having a tangible goal motivates me and I knew that I would run into obstacles that urge me to learn and adapt to overcome them. The main purpose for creating this quest was to get familiar with REDkit and to demonstrate that I can quickly adapt to new toolsets and create new content; even if documentation might be sparse.

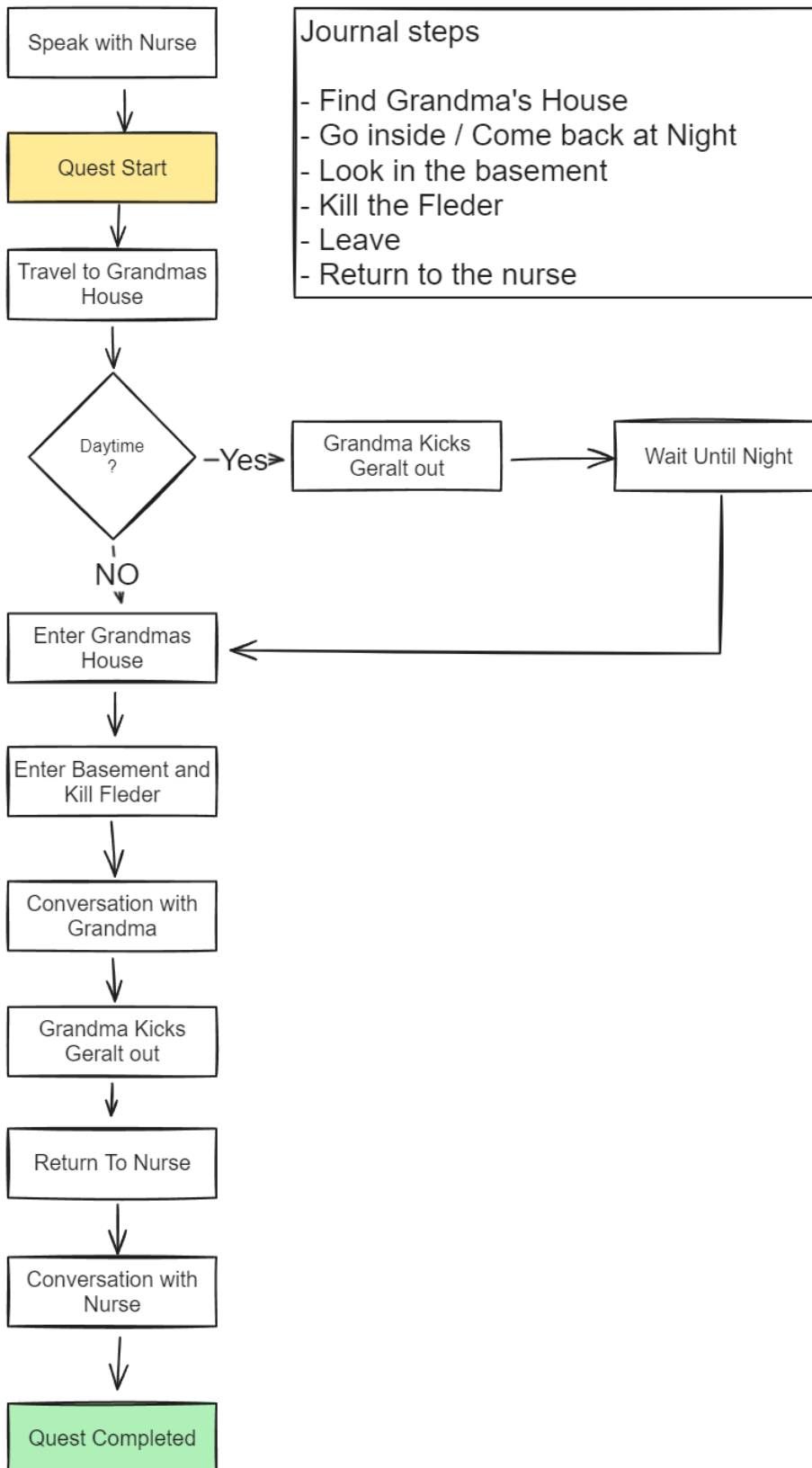
I chose 'Medic in distress' from the Witcher 1, because it has the right amount of complexity to act as a starting point and still goes beyond what regular fetch or kill quests would usually entail.

[▶ REDKIT - Witcher 1 Quest Remake - Medic in Distress \(updated\)](#)

Begin of the work:

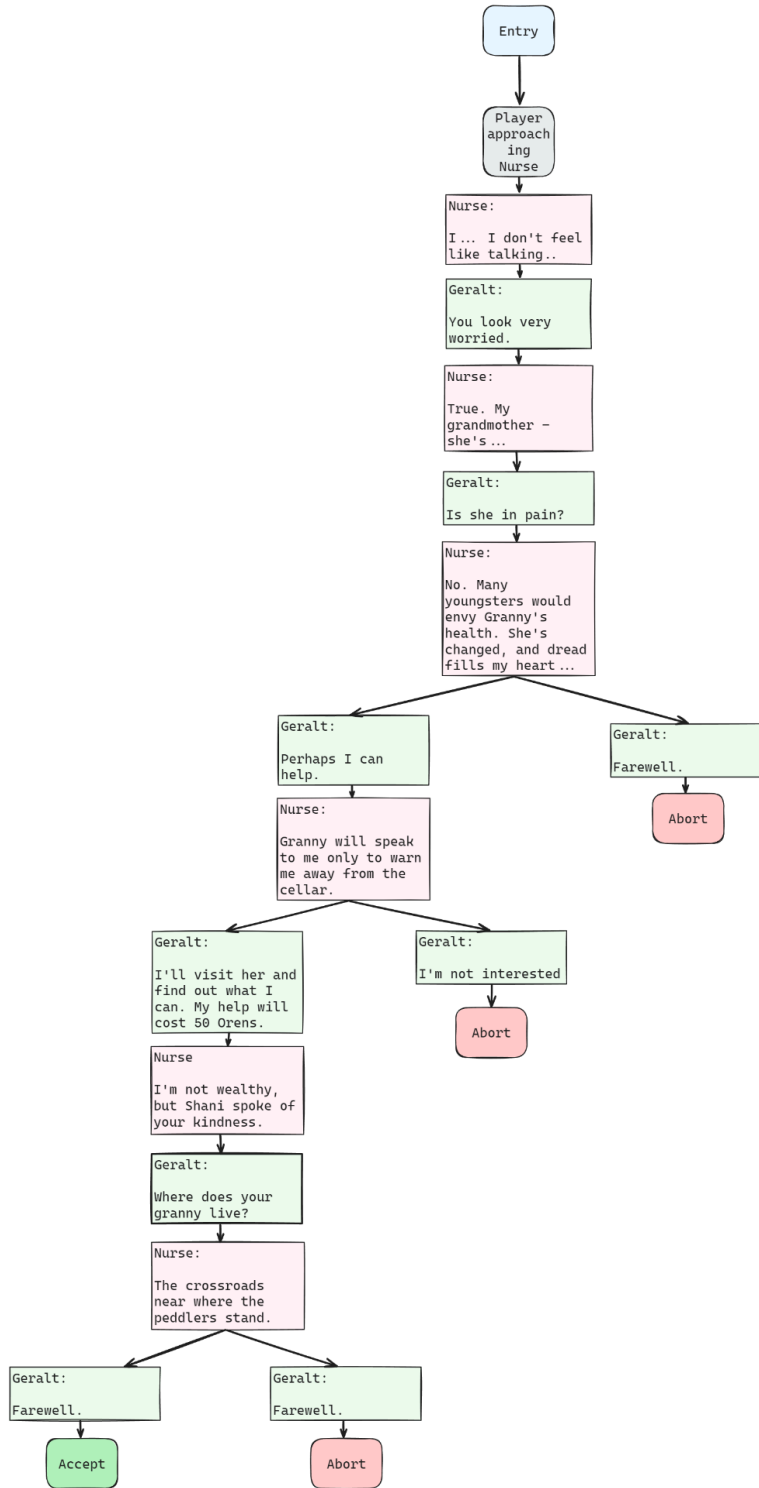
My first order of business was to analyze the flow of the quest and break it down into its components, both from a gameplay as well as from a dialogue perspective.

Quest flow:

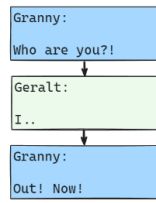


Dialogue trees:

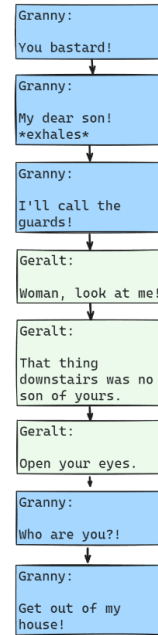
Nurse Scene 01



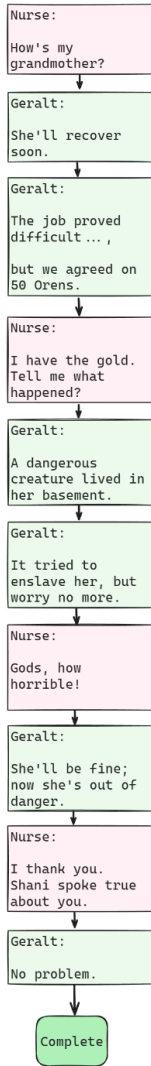
Granny Scene 01



Granny Scene 02



Nurse Scene 02



In-engine work:

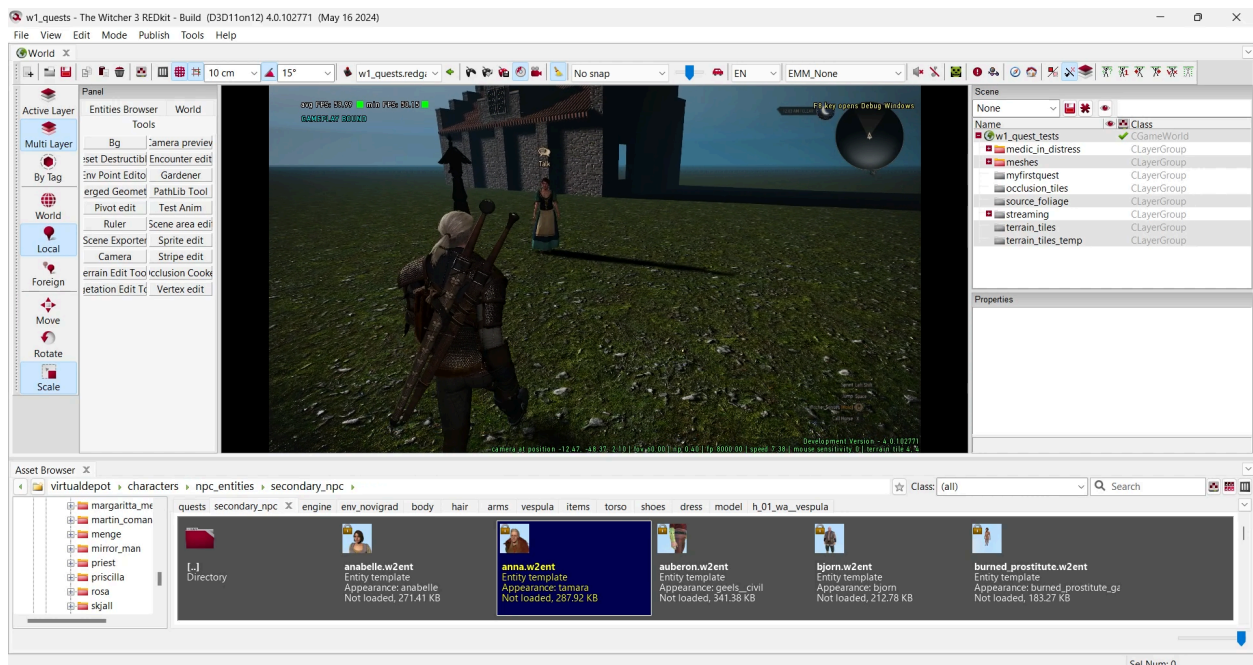
After breaking down all components, I had enough details to jump into REDkit and get started.

I knew now what I had to look into to achieve the following:

- Scripting the quest logic and objectives linearly as well as branching
- Setting up the interactive dialogue scenes with camera cuts, animations, VO, lip-sync
- Using the Time-of-day to script conditional branching for the corresponding phases
- Building a small custom world to support the design and narrative (I did not want to rip and import Vizima from Witcher 1)
- Setting up new entity templates for the NPC characters as well as enemies
- Spawning of the NPCs and enemies
- Creating and controlling a daily routine for the NPCs
- Hooking logic into events to further trigger progression(e.g. when enemy killed)
- Setting up and triggering journal entries
- Setting up and triggering minimap markers
- And lastly getting it all together into a cohesive 5-minute gameplay experience

This document is not a detailed documentation of the quest-creation process, so I am just including a few images taken throughout production. As an active member of the Witcher Discord community, I tried to share as much of my findings as possible during development.

Early in production:



Dialogue scene editor:

The screenshot shows the Dialogue scene editor interface. The top-left window is a preview of the game scene with Geralt and a Nurse. The top-right window is the script editor, showing the following dialogue:

```

Is she in pain?

NURSE
No. Many youngsters would envy Granny's health. She's changed, and dread fills my

Geralt first choice
Nurse Intro

Choice
1) Perhaps I can help.
2) Farewell.
    
```

The bottom window is a timeline showing the sequence of events, including dialogue lines for Geralt and Nurse, camera movements, and animation triggers. The timeline is marked with time in seconds from 0:00 to 14:56.

On the right side, there are settings for the scene, including a variant selector (Variant 0 default), a base language (EN), and a list of language variants (PL, EN, DE, FR, RU, JP, BR, KR, CN).

Quest graphing snippet:

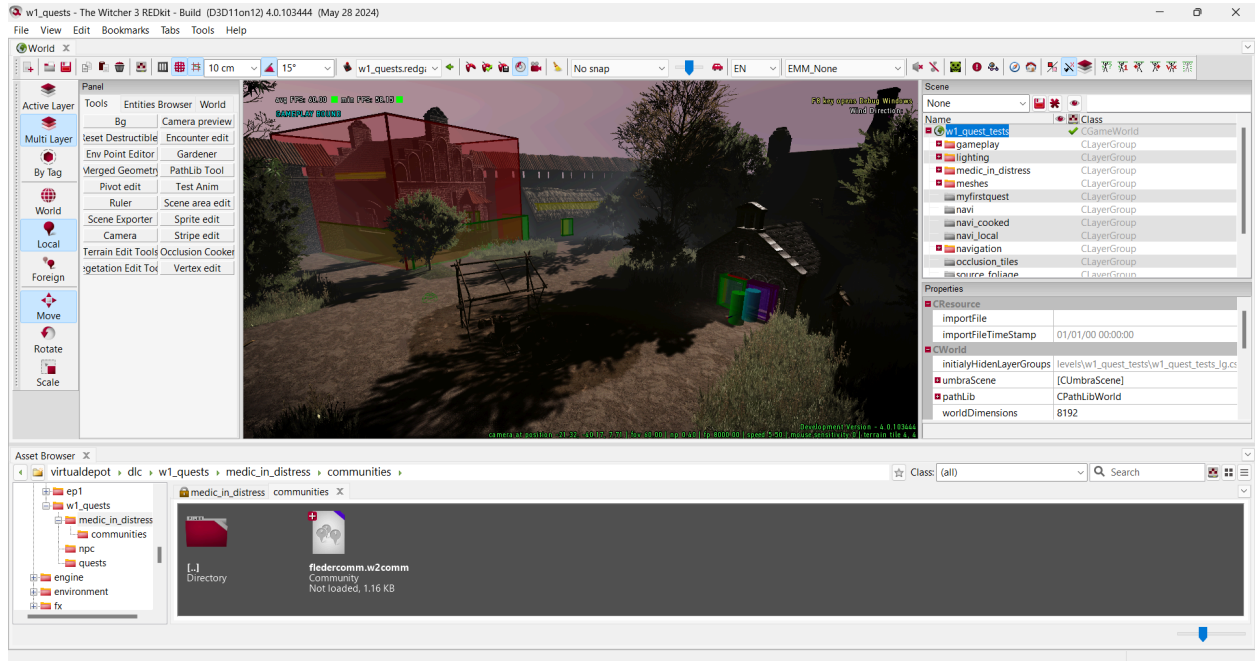
The screenshot shows the Quest graphing snippet interface. The top-left window is a metadata editor for a quest graph block, showing the following details:

```

name: FactsDB Change
comment:
forceKeepLoadingScreen: false
guid: 65978510-4D926FF2-D0AB20BE-18457961
factID: sq_001_granny_kicked_out
value: 1
setExactValue: false
    
```

The main window is a flowchart representing the quest logic. It starts with a 'Scene' block (Input/Output) that triggers a 'FactsDB Change' block. This leads to a 'Condition' block 'Check if daytime'. If true, it triggers a 'CJournalQuestObjective' block. If false, it triggers another 'CJournalQuestObjective' block. The flowchart also includes a 'Note' block with the text: 'Setting a global bool here that granny kicked me out once already, so when entering her home a second time during day time a different branch in the kick out scene is executed.' Other blocks include 'Enter_Inside_GrannyHouseTrigger', 'Pause', and 'Condition' blocks for 'Come back at night'.

Near finished level:



Next steps:

As mentioned above, I think this quest has a lot of room for improvement. My job as a Quest Designer also entails analyzing and finding out where a design falls flat and making adjustments before the whole team goes into full production on it. Disregarding the age of the source material, here are a few things I would try to implement in order to improve this quest:

Dialogue:

- The writing is quite mediocre at this point. I would feedback, that the dialogues lack any sort of emotional impact and feel quite unnatural to me. I'd like to see more dreariness and desperation in the nurse, seemingly having tried everything she can and still cannot get through to her grandmother anymore. After all, as a player I would like to find out what's really going on and not just stare at the dangling 50 Orens reward.
- As for the grandmother; yes, she is under the influence of the Fleder, but I would like to see more of the impact the creature has on her. She just seems to be confused and shushing Geralt out, but there is room for exploring how the creature might manipulate her into doing things for its own benefit (e.g. luring in victims for nutrition). She could say things that clearly would not occur to an elderly woman sitting at home and further hinting at a malicious presence in her head.

Narrative:

- Generally the narrative misses some opportunities to be more impactful to the player. A couple of questions I asked myself in order to make it more interesting:
 - What if the Fleder really was her son? Maybe there is a narrative explanation within the lore and Geralt needs to decide between finding a way to bring the son back or kill it after all, convincing the Grandma it was an incurable disease.
 - What if she is just delusional and the Fleder has no actual impact on her, but she sees a son in it and is therefore very protective of it. She is so convinced of this situation that she doesn't even listen to her granddaughter's reasoning. The creature gladly takes advantage of it. This could lead to some interesting events of people disappearing, which turned out to be Grandma's doing, as she tried to invite company for her "son" to socialize with.
 - The original is hinting at some wine consumption of the grandma. What if she is an alcoholic? It could create some interesting gameplay hooks that involve drinking and getting access to the cellar. (See gameplay section)

Gameplay:

- I would try to bring more interesting gameplay mechanics into the quest to further emphasize Witcher gameplay.
- The cellar could be locked and Geralt has to retrieve the key from the sleeping Grandma at night.
 - Maybe he has to sneak through bottles of wine that make it a treacherous path towards the sleeping grandma. If he makes noise, she wakes up and Geralt has to try another time
 - Maybe Grandma does not sleep sober and Geralt has to convince her to go to the inn with her and drink her under the table, which could be part of a fun drinking mini-game. Only then he can offer to take her home safely and cease the opportunity.
- The Axii sign could be attempted during a conversation with the Grandma. Geralt realizes that it has no effect on her and starts to get suspicious that there is something more behind the scenes.
- Geralt could act as a victim trying to convince the Grandma to invite him in to 'socialize' with the creature.