

# NieR:Automata

## NPCs System

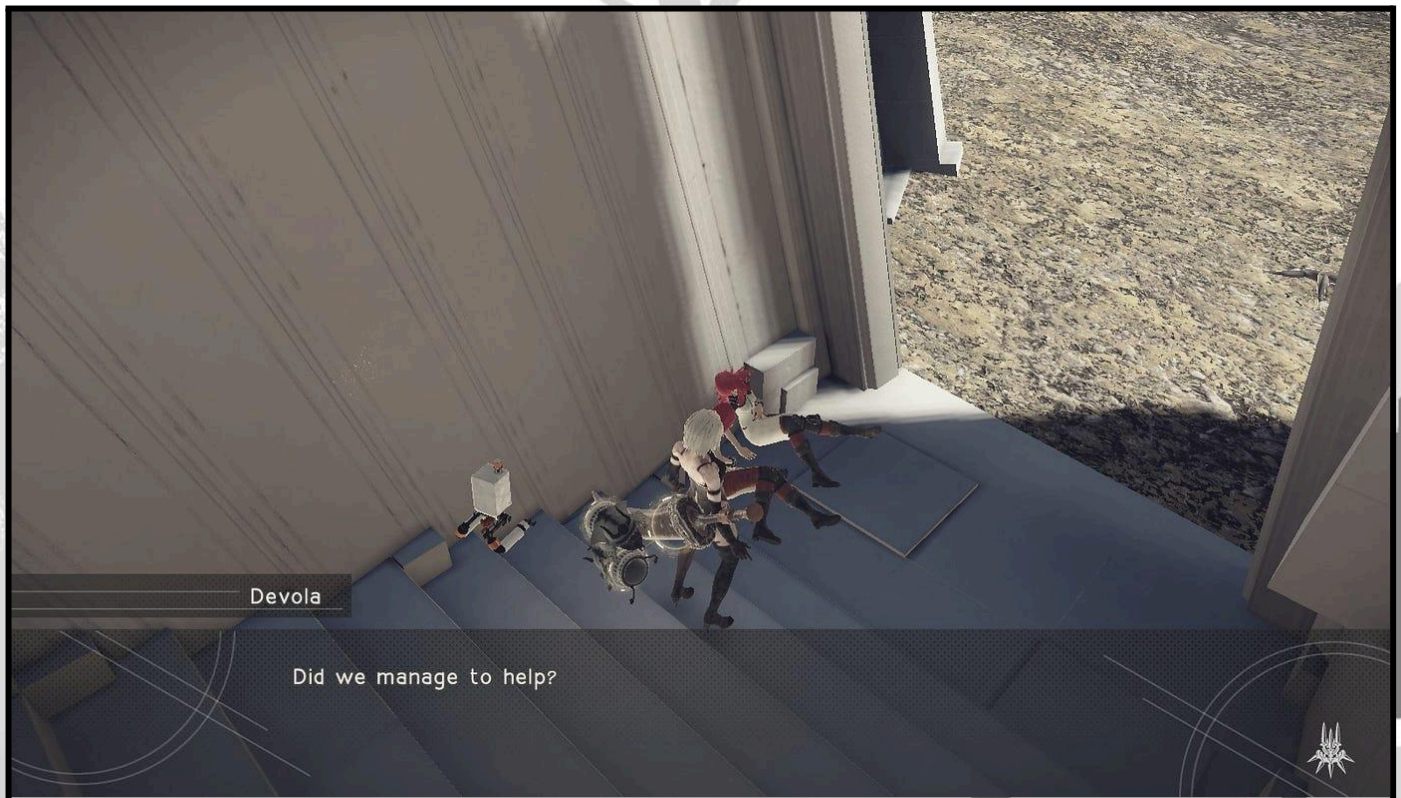
NPCs are all **non-playable characters encountered throughout the game**. As the player explores the world he can encounter **different characters**, the player can choose to interact with them to **initiate a dialogue** which can relate to the lore of the story or **gain something from the interaction**. These characters include **all types of Merchants** that provide services or in trading **Items** to benefit the player progress or improve his **Combat abilities**. Other interactions with different characters may activate different **Quests** that could earn rewards when completed.



### Point of Interest

NPCs are often used as a **point of interest within the game world**. Their goal is to provide **dynamism and immersiveness to the game world**, making it more alive in the player's eyes. They contribute to the narrative development of the game and present activities for the player to carry out to **increase his motivation towards exploration and completionism**.

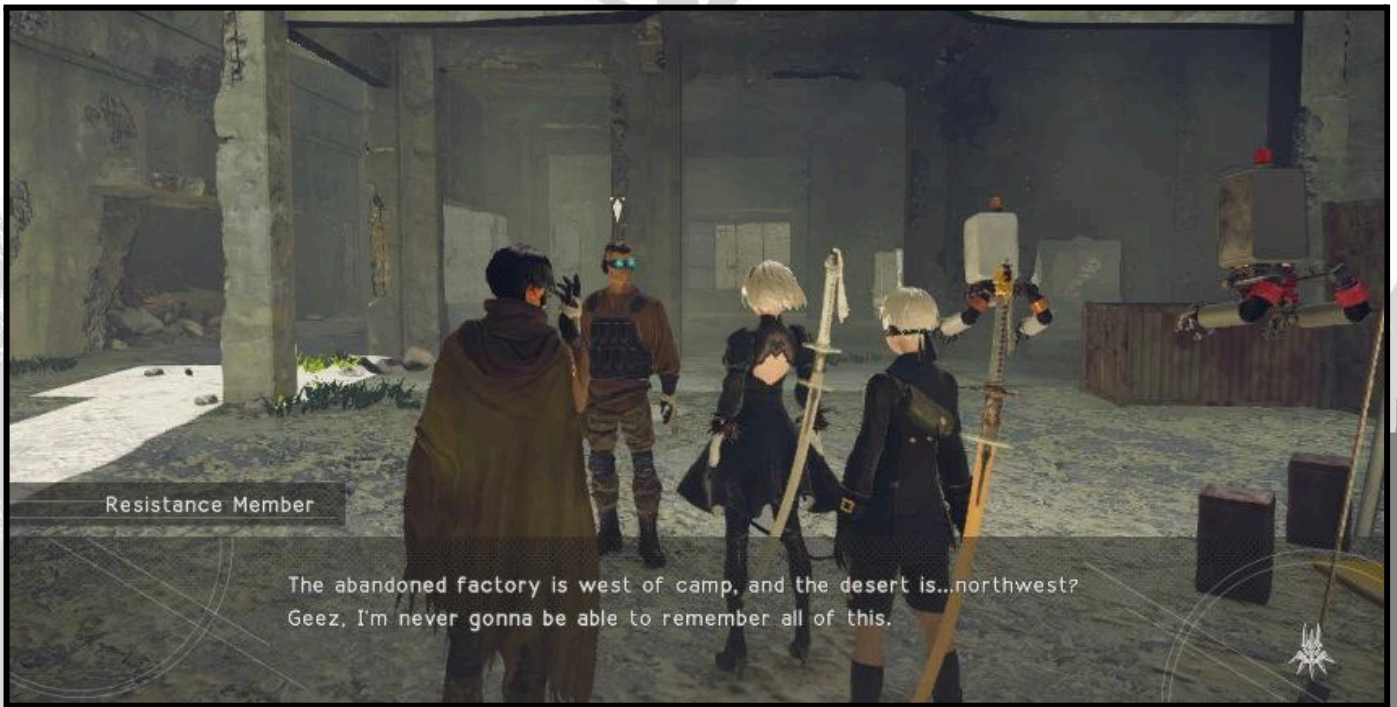
In a modular open world, they are used to clearly differentiate the biomes that make up the game world (each city and biome has different types of characters and species of biomachines). They represent a real point of interest for the player and are inserted to reduce the monotony of exploration and to present quests and secondary missions.



## Quest System

### System: Nier Automata - Quest System

- **Quest Types:** The game features various types of quests, including main story quests that advance the central narrative, **side quests that offer optional content and rewards, and tasks.**
- **Quest Acquisition:** Players can **acquire quests from NPCs** encountered throughout the game world. NPCs may **offer quests through dialogue interactions or quest boards.**
- **Objective Completion:** Each quest has specific objectives that players must complete to progress. Objectives may include tasks such as **delivering items, defeating enemies, exploring specific locations, or interacting with certain NPCs.**
- **Reward System:** Completing quests rewards players with various rewards, such as experience points (XP), in-game **currency, items, equipment, or access to new areas and story segments.** Main story quests often provide significant progression in the game's narrative.
- **Quest Tracking:** The game provides tools for tracking quest progress, such as quest logs or markers on the in-game map indicating quest objectives and locations. **This helps players keep track of their active quests and navigate the game world more efficiently.**
- **Optional Content:** Side quests and miscellaneous tasks offer optional content for players to explore, providing additional depth to the game's world, lore, and characters.
- **Impact on Gameplay:** Quests can have consequences that **impact gameplay, story outcomes, and the player's relationship with NPCs and factions within the game world.** Some quests may lead to branching narratives or multiple endings based on the player's choices and actions.



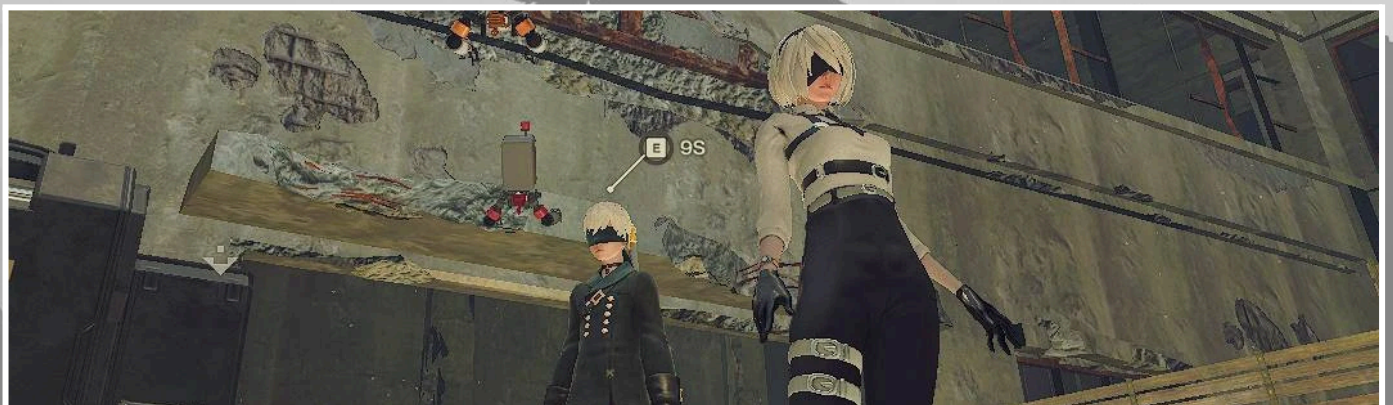
## Dialogue System

### System: Nier Automata - Dialogue System

The player can approach NPCs throughout the game world and **initiate conversations with them** by interacting with the characters. NPCs may be **stationary** or **roaming**, and their dialogue options may vary **depending on the player's proximity, progress in the game, or completion of specific quests**. During conversations, characters are presented with **dialogue choices** that determine the direction and outcome of the interaction.

The **dialogue system** presents **branching narratives**, where the player's choices and responses can lead to different outcomes, consequences, or reactions from NPCs. These branching paths can affect **quest progression, storylines, character relationships, and even the game's ending**.

Dialogue interactions with NPCs frequently play a crucial role in quest progression, as NPCs may provide information, clues, or tasks that advance the player's objectives. Players may need to engage in dialogue to obtain quest updates, receive rewards, or unlock new quests and opportunities.



# Merchants

## Shop and Upgrade

### ☰ Systems - Nier Automata : Upgrades

- **Weapon Shops:** Certain NPCs run shops where players can purchase new weapons, upgrade existing ones, or exchange materials for weapon enhancements. These shops offer a **variety of weapons across different categories, allowing the player to customize his loadout**
- **Item Shops:** In addition to weapons, the player can find NPCs who operate item shops. These shops offer **consumable items, recovery items, crafting materials, and useful supplies**
- **Upgrade Services:** Some NPCs specialize in upgrading weapons and equipment, allowing players to enhance their gear's stats, unlock new abilities, or customize their appearance.
- **Currency Exchange:** NPCs may also offer currency exchange services, allowing players to **convert one type of in-game currency into another.**



### Area of Influence

The area of influence of the merchants has been designed in each location to provide the player with a **quantity of enemies, materials and currency suitable for him to purchase the equipment necessary to face the next area he encounters.**

Merchants are typically located in safe zones, away from enemy threats, where **the player can rest and resupply.** Nearby vending machines complement their offerings with additional items and services and specific merchants have workbenches or upgrade stations nearby for equipment modifications.

Depending on the location, the player might find thematic decorations or environmental storytelling elements surrounding the merchant, adding depth and immersion to the game world and mission boards are present for the player to pick up additional side quests (active rules of engagement). Merchants also provide valuable information about the game world and its inhabitants.

## Triggers

Players encounter merchants through a **blend of story progression, exploration, and engaging with NPCs**. As they delve deeper into the game's narrative, merchants become **integrated into main missions or quests, where their goods and information are essential for advancing the plot**. The open world structure encourages players to **explore extensively**, leading them to stumble upon **safe zones or hubs** where merchants are situated, marked on maps or visually distinct, signaling the availability of services.

Engaging in dialogue with NPCs yields hints or information about nearby merchants **helping the player and directing him towards a rest point** where he can use all the currencies obtained during the combat and exploration phases to have a progression regarding the stats and equipment of his character.

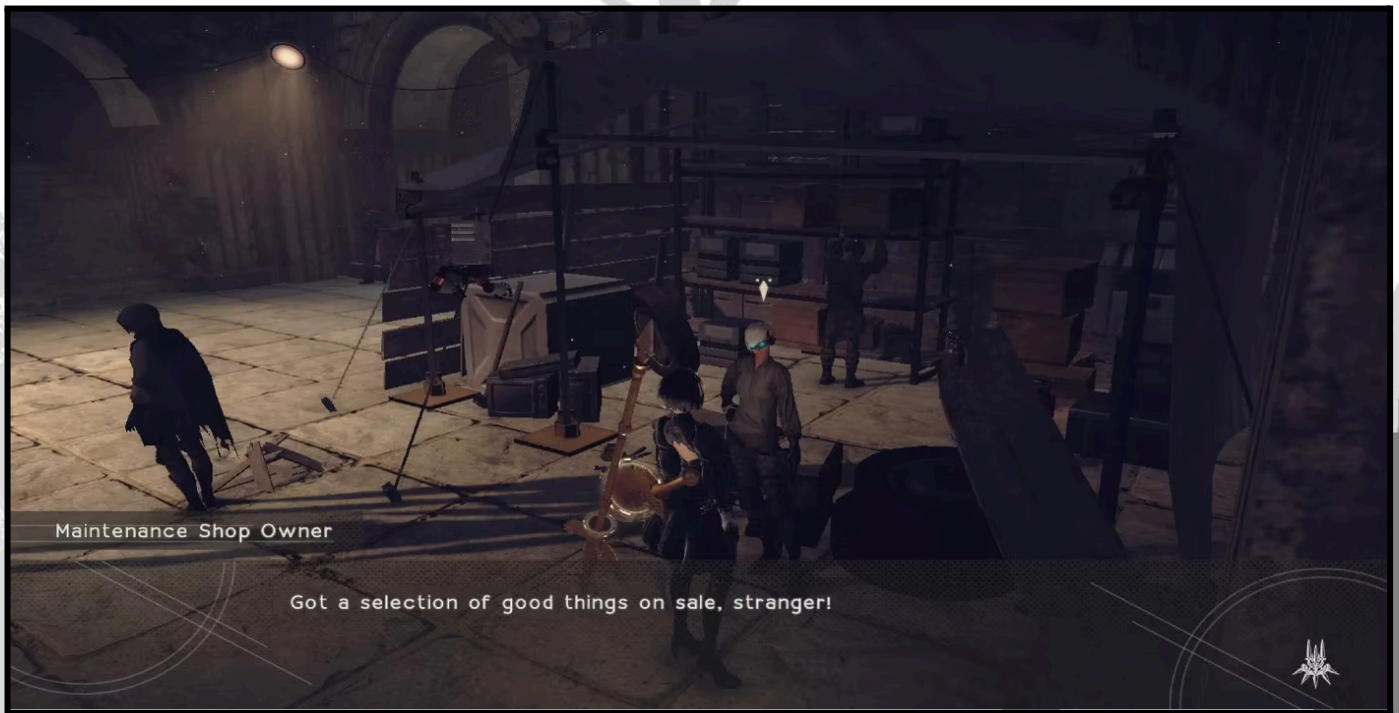
Tutorials early in the game provide guidance on **interacting with merchants**, emphasizing their importance and how to **utilize their services effectively**.



## Dynamic Interaction

Dynamic interactions significantly enhance the gameplay experience by creating a **vivid and responsive game world**. NPCs respond dynamically to the player's actions, offering **new quests, dialogue options**, and changes in behavior based on quest progression and story events. These interactions **build relationships and rapport between the player character and the NPCs**, leading to **emergent gameplay scenarios** and unpredictable outcomes.

Quest progression often relies on dynamic interactions with NPCs, as they provide updates on existing quests and **trigger new events based on the player's choices and actions**. The player's decisions can have a profound impact on the game world, causing dynamic changes in NPC behavior and dialogue. As the player explores the game world and completes quests, NPCs may exhibit **reactive behavior**. Dynamic interactions with NPCs contribute to the game's sense of **immersion and player agency**, allowing players to **shape the narrative and relationships within the game world**.



## Side Stories and Character Development

NPCs are pivotal in presenting side stories and fostering character development, which add layers of depth to the game's narrative. Through specific **quests and interactions**, players explore the emotional complexities and thematic depths of the characters they encounter. These side stories provide optional content that enhances **replayability** and player **immersion** in the game world. Engaging with NPCs builds relationships and rapport, influencing **quest outcomes** and **unlocking new dialogue options**. The thematic exploration in side stories complements the main storyline, offering thought-provoking narratives that **expand on the game's overarching themes**. The depth and complexity of side stories encourage players to revisit the game multiple times, uncovering new details and perspectives with each playthrough.

