

Daily/Weekly Challenges

Red- Loner

Orange- All or Nothing

Green- Team Player

Blue- Defender

Yellow- Weekly

Fighter

1. Successfully use Spinning Strike on teammates 3 times.
2. Successfully use Spinning Strike on enemies 3 times.
3. Win a boss battle without using Leap of Faith.
4. Successfully defeat a boss after using Heavy Blow.
5. Use the Parry ability during 5 battles.
6. Deal the most damage to a boss 3 times as the Fighter.
7. Play as the Fighter 5 times.

Cleric

1. Successfully use Godly Strike on teammates 3 times.
2. Successfully use Godly Strike on enemies 3 times.
3. Win a boss battle without using Divine Glow.
4. Successfully defeat a boss after using Godly Strike.
5. Use the Dodge ability during 5 battles.
6. Deal the most damage to a boss 3 times as the Cleric.
7. Play as the Cleric 5 times.

Wizard

1. Successfully use Fireball on teammates 3 times.
2. Successfully use Fireball on enemies 3 times.
3. Win a boss battle without using Rain of Glass.
4. Successfully defeat a boss after using the Empowering Circle.
5. Use the Teleport ability during 5 battles.
6. Deal the most damage to a boss 3 times as the Wizard.
7. Play as the Wizard 5 times.

Rogue

1. Successfully use Backstab on teammates 3 times.
2. Successfully use Backstab on enemies 3 times.
3. Win a boss battle without using Within the Shadows.
4. Successfully defeat a boss after using Weak Spot Strike.
5. Use the Dash ability during 5 battles.
6. Deal the most damage to a boss 3 times as the Rogue.
7. Play as the Rogue 5 times.

Any Character

1. Successfully defeat 3 bosses.
2. Complete a dungeon without inflicting damage to a teammate.
3. Complete a dungeon with at least half of your starting health.
4. Deal a total of 300 damage to an enemy.
5. Deal a total of 500 damage to a boss.
6. Explore a total of 3 dungeons.
7. Level up your Magic Damage 3 times.

8. Level up your Physical Damage 3 times.

9. Level up your Attack Speed 3 times.

10. Level up your Health 3 times.

11. Explore a total of 10 dungeons.

12. Defeat a total of 100 basic enemies.

13. Defeat a total of 10 bosses.

14. Successfully defeat a dungeon with your entire team 3 times.

15. Successfully defeat a dungeon with at least half of your team 5 times.

16. Defeat the Vampire 3 times.

17. Defeat the Necromancer 3 times.

18. Defeat the Lich 3 times.

19. Defeat the Headless Horseman 3 times.

20. Defeat the Skeleton Dragon 3 times.



Dungeon Express

Resets in: Live Countdown (Hours, minutes, seconds) or Hourly countdown

DAILY QUEST LOG

<p>Loner</p> <p>Description of the Challenge</p> <p>Progression Bar 3/3</p> <p>Reward Amount</p>	<p>Team Player or Defender</p> <p>Description of the Challenge</p> <p>Progression Bar 3/3</p> <p>Reward Amount</p>	<p>All or Nothing</p> <p>Description of the Challenge</p> <p>Progression Bar 3/3</p> <p>Reward Amount</p>
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Any of the Categories

Description of the Challenge

Progression Bar 5/5

Reward Amount



Days Remaining

WEEKLY QUEST


UI 1^

Dungeon Express

Resets in: Live Countdown (Hours, minutes, seconds) or Hourly countdown

DAILY QUEST LOG

<p>Loner</p> <p>Description of the Challenge</p> <p>Progression Bar 3/3</p> <p>Reward Amount</p>	<p>Team Player or Defender</p> <p>Description of the Challenge</p> <p>Progression Bar 3/3</p> <p>Reward Amount</p>	<p>All or Nothing</p> <p>Description of the Challenge</p> <p>Progression Bar 3/3</p> <p>Reward Amount</p>
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<p>Any of the Categories</p> <p>Description of the Challenge</p> <p>Reward Amount</p>		<p>5/5</p>
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Days Remaining

WEEKLY QUEST

UI 2^

Theming

- Behind “Daily Quest Log,” and “Weekly Quest,” have a tattered unrolled scroll
- Replace yellow diamond with flames (red or blue)
- Have the edges of the gray boxes be bones
- Replace the gray boxes with rocks stacked up
- Have the progression bar remain blue and represent a potion filling up or make it red for blood
- Have the background of the menu be transparent but darkened
- Have vines scattered randomly over different parts of the UI