

## Achievement System

- Adding an Achievement button to the Character Interface
- Displaying Icon/Points for character achievements (Village/Hot Springs)
- Achievement Interface
- Operating the Achievement System
- Rewards for Achievements

### Adding an Achievement button to the Character Interface

- Added a button to the character interface which opens the Achievement Interface.

### Displaying Icon/Points for character achievements (Village/Hot Springs)

- Achievement Icons/Points are displayed in the Village/Hot Springs/Guild Headquarters.
- Other player's Achievement Icons/Points can also be accessed.

### Achievement Overview Interface

- Clicking on the Achievement button opens the Overview Interface.
- The graph for distributing points gained via achievements (organised by category of the achievement points/point total of the achievement points x 100) is represented by a formula.

No.	Allocation	Roll	Description
1	UI	Display	Achievement Title
2	UI	Display	Portrait image of logged-in character (Displays the same image as is displayed in the skill interface.)
3	UI	Display	Level and name of logged-in character
4	UI	Display	Achievement Points
			Total Achievement Points (five-figure point number)
5	UI	Display	Achievements
			List of Achievements
6	UI	Button	Category
			Activated/deactivated buttons
7	UI	Display	Note
			Displaying completed achievement category
8	UI	Display	- Distribution of points earned per category via achievements

9	UI	Display	Points received per category
10	UI	Display	Max. 10 recently completed achievements (regardless of category)
		Button	Right-click to add the list of achievements achievement.
11	UI	Button	Tooltip about displaying achievements (Tooltip contents: Right-click to view completed achievements in the list.)

### Detail interface organised by achievement category

- Click on the corresponding button in the achievement interface to view the details of incomplete achievements.

No.	Allocation	Roll	Description
1	UI	Button	Incomplete Achievements
2	UI	Button	Completed Achievements
3	UI	Display	Achievement Icon
			Achievement Title
			Achievement Requirements
			Incomplete Achievements Status Info (Amount completed, Status bar)
			Achievement Reward (Points, item reward 1, item reward 2)
4	UI	Display	Achievements that cannot be played using the current logged-in character. (Display the character that can play the achievement, as well as a related info message.)

### Detail interface organised by achievement category

- Click on the corresponding button in the achievement interface to view the details of completed achievements.

No.	Allocation	Roll	Description
1	UI	Button	Incomplete Achievements
2	UI	Button	Completed Achievements

3	UI	Display	Achievement Icon
			Achievement Title
			Achievement Requirements
			Date Achievement Completed
			Achievement Completed Icon
			Achievement Reward (Points, item reward 1, item reward 2)
4	UI	Button	Right-click on the completed achievement to add it to the list of achievements on display.

### Displaying the Completed Achievement Interface

- **The Completed Achievement Interface will appear at the middle of the top of the screen in game once an achievement is completed.**
  - The presentation is displayed after the completion scene once an achievement is completed in a dungeon.
  - If more than 5 achievements are completed at one time, the message (@1 Achievements are complete) appears after the main achievement icon is displayed.

### Achievement Inspection Interface

- **The following information is shown to other players in the interface:**
  - Total amount of achievements
  - List of Achievements
  - Distribution of Points earned through Achievements
  - Number of points received, organised by achievement category

### Operating the Achievement System

- **The achievement system is consistent between the account and the server.**
  - Records of completed and incomplete achievements are linked to each account.
- **The achievement categories are Adventure/Character/Community/Item.**
- **Achievement Points are given out based on the difficulty of each achievement.**

Achievement Difficulty	Points
1	10
2	20
3	30
4	40
5	50

- Achievement icons are organised by difficulty/category.
- Quick key (9) has been allocated to the achievement system.

## Achievement System Rewards

- Points and 1-2 item rewards have been allocated as achievement rewards.
- You receive achievement rewards automatically by post.
- There is a buff which increases movement speed when in the village as a reward for the total achievement point number.

Spring-loaded Step	
Buff Level	Total Achievement Points
1(10%)	2000
2(20%)	4000
3(30%)	6000
4(40%)	8000
5(50%)	10000