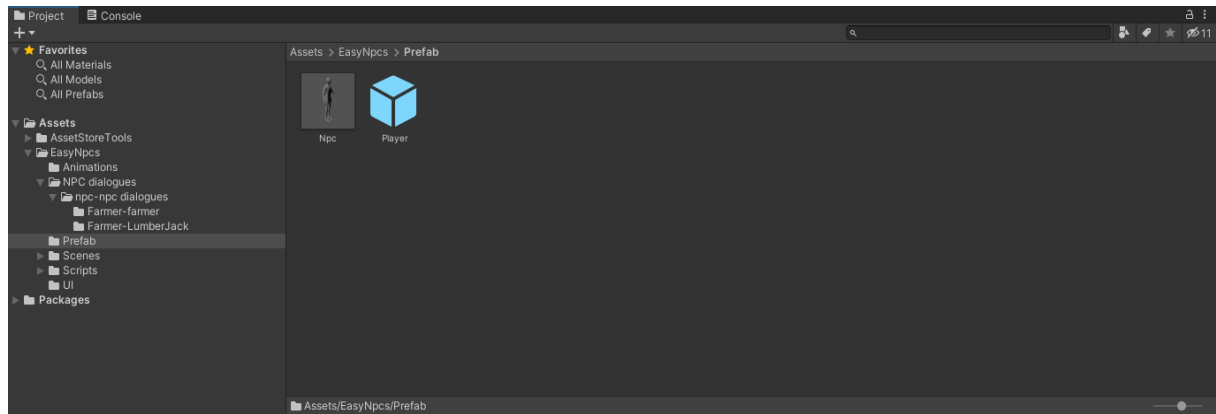


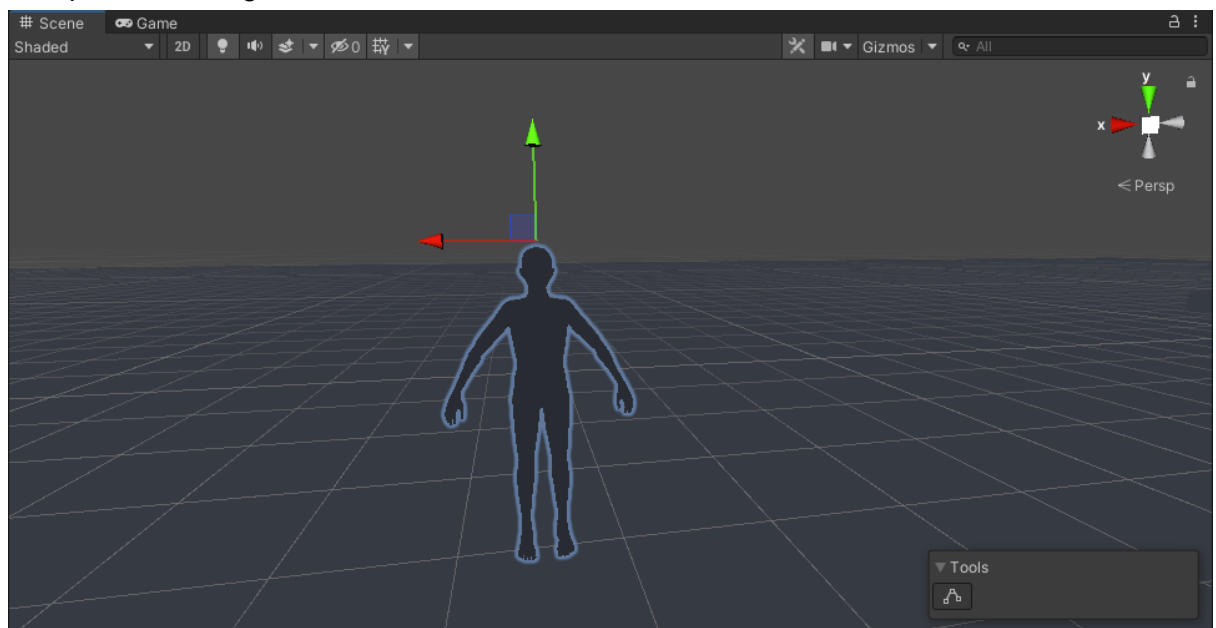
Easy NPC documents

An example project is already set up in Easy NPCs>Scenes>ForStore

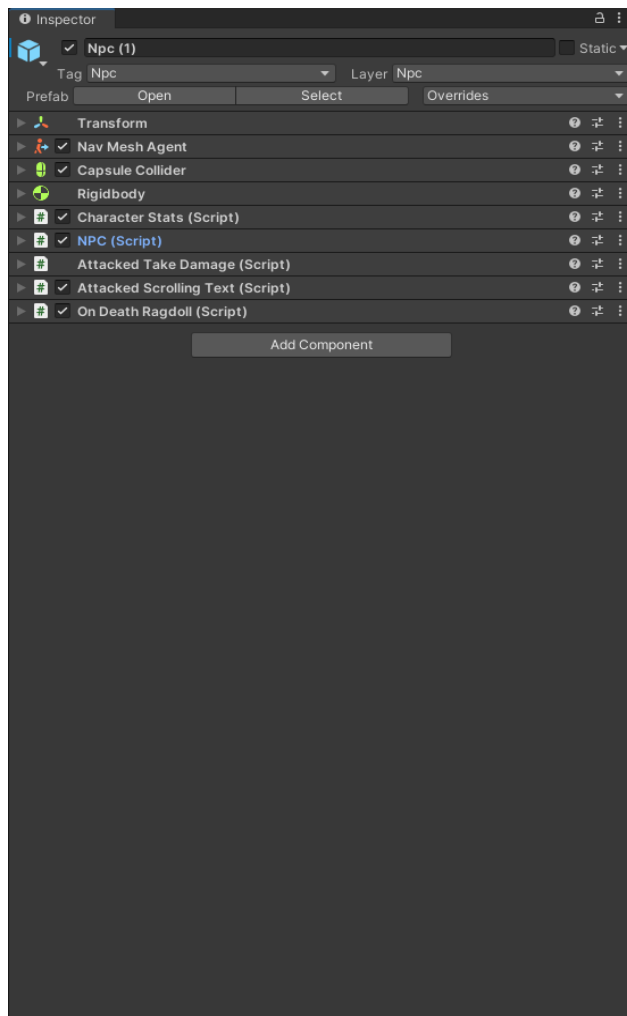
This document will provide you with information on using 'Easy Npcs' for your project. The main feature of the asset is the Npc prefab stored inside EasyNpcs>Prefab>Npc



Click and drag the Npc prefab over to the scene. Also, create a player camera for testing out the npc inside the game view.

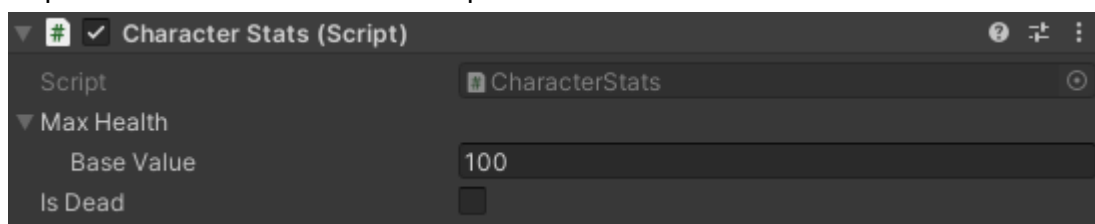


If you go to the inspector of the NPC prefab you'll see this.



We're going through all of the script components one at a time.

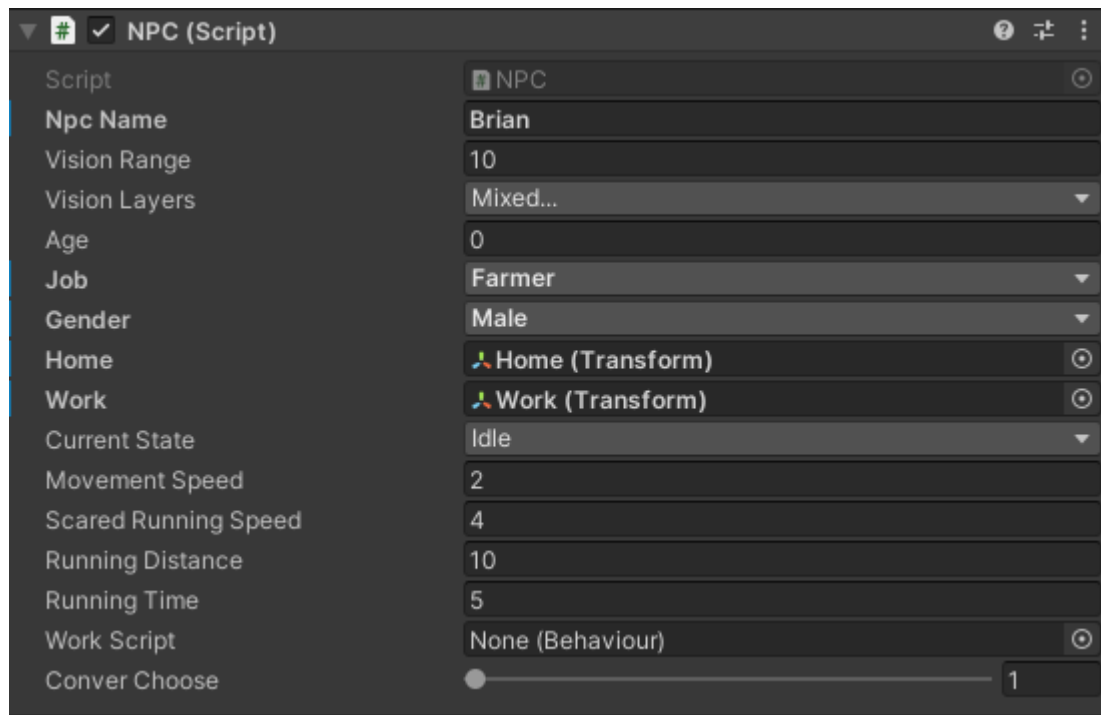
'CharacterStats' is the component that stores the current health rate of the 'Npc'. It is also responsible to decide whether the npc is alive or dead.



Max Health>Base value: Health of the npc on start.

Is Dead: Changes to true if npc's health has reached below 0. Otherwise false.

Next, we will go through the 'NPC' component. Class NPC is where the npc Ai is done. The script is a state machine that changes the behavior of the npc by changing the states. It's required to be used with Character stats.



Every update() the npc checks if all npcs near it have been attacked. If it finds out if one of them is attacked it will change to the 'scared' state and try to avoid the danger.

It is considered the priority above all states. These are the values you can change for it
 MovementSpeed: The normal movement speed of the npc.

Scared Running Speed: The speed of the npc when it has detected an attack.

Running distance: How much distance the npc will run when it has detected an attack.

RunningTime: How long the npc will be in the scared state before it changes back to its original state.

Every state will go back to the idle state once it's finished. Once in the idle state, the npc will automatically go to work or head home, depending on the time given by the Class DayAndNightControl(will go through this after). The GoToWork() and GoHome() method is executed. If a 'work' script is assigned the npc will load that script once it reaches where it is assigned to work.

Work Script: Can attach a script here that will load when the npc reaches its workplace.

Each npc has a capsule collider that covers the areas near it. It is placed inside the root game object. Every time two of the different colliders collide the npc will randomly choose to have a conversation.

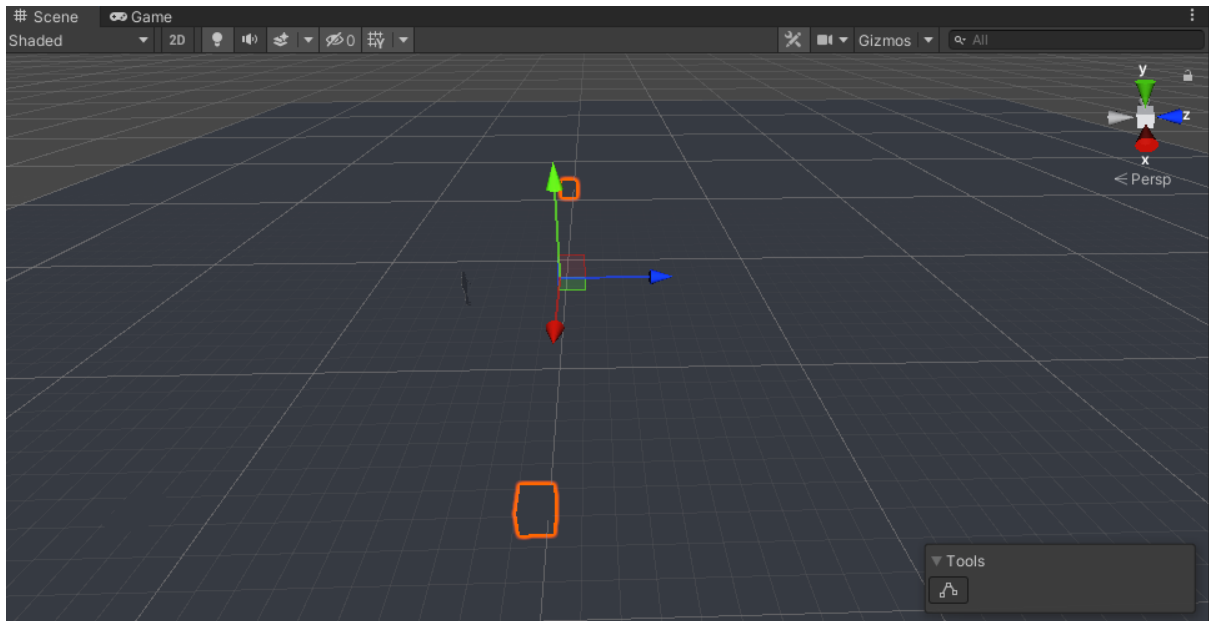
ConverChoose: How likely the npc will have a conversation. Calculated per frame.

Conversations will be chosen depending on both of the two npc's jobs and gender.

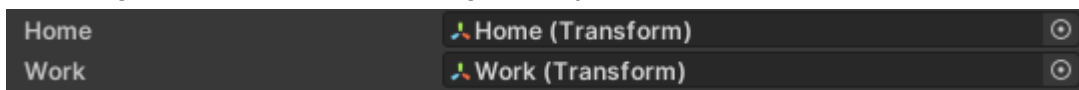
Job: The npc's job. You can add more jobs inside the Class Enum. Inside there is a public enum that stores all jobs.

Gender: Gender of the npc. You can add changes to it in the same way as the Job variable.

Now let's create 2 game objects named work and home. Then place the two near the ground.



And assign the two positions of the game objects to the npc scripts.

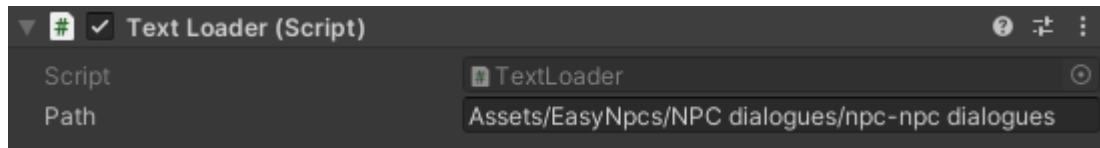


If you click play you will notice that the npc does not do anything. That is because we haven't put in the DayAndNightController inside the scene yet. Without it, the npc component will not get any info on what time of the day it is, so it will not execute the life cycle. Go to Assets>Prefabs and you'll see the Day and Night cycle prefab next to the npc prefab. Click and drag it to the hierarchy. Then press play. You will now see the npc going to work during the day and go home during the night.



We will now move on to enabling npc conversations. First, change the job and gender of the npc each as farmer and male. Then add another npc to the scene add assign the job and gender as the farmer and male as well.

Now, before we can have the npc talk we need a text manager that loads the conversation files. You can find the text manager prefab in EasyNpcs>Prefab. If you see the text manager in the inspector you will see the text loader component. With a string variable named path



Path is the path to where all the conversation files are stored. By default, it is EasyNpcs>NPC dialogues>npc-npc dialogues. Change the 'conver choose' variable to which an npc will likely choose to have a conversation. 'Conver choose' is calculated for every frame. For instance, if it has a value of one, every frame it is likely that the npc will choose to talk 1 in a 1000 every frame.



If you now hit play the npcs will have a conversation with each other. Head over to EasyNpcs>NPC dialogues>npc-npc dialogues>Farmer-farmer. You'll see conversations in 'txt' format. If you have the npcs keep talking to each other repeatably you can notice that only these conversations are chosen when they talk. Open the first txt file from the left.

```
!Male
!Farmer
Hello
How are you doing?
Bye
!Male
!Farmer
Hi
I am fine
Goodbye
```

'!Male' and '!Farmer' are indicators that this section is to be said by an npc whose gender is a male and his job is being a farmer. The section ends before the indicator for the 2nd npc is written. So in this case, the section ends with the sentence 'Bye'. The second indicator and section are for the 2nd npc. So when this conversation is executed it will go by this:

Farmer1: Hello

Farmer2: Hi

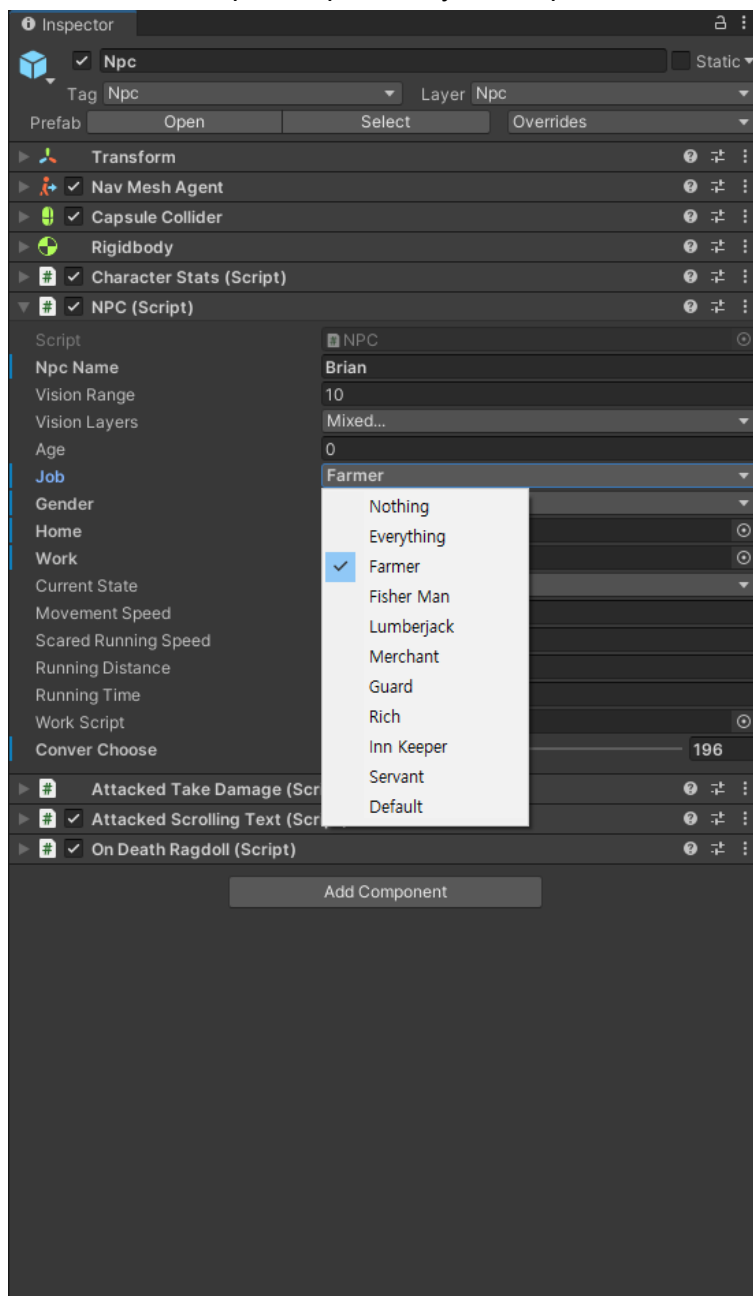
Farmer1: How are you doing?

Farmer2: I am fine

Farmer1: Bye

Farmer2: Goodbye

Let's write our own conversations. First, we need to see what types of jobs and genders are there. Go to the npc component by the inspector and click on the Job and Gender variables.



You'll be able to see all the available jobs and genders.

Let's write a conversation between a rich female npc and a male farmer npc. The conversation will go as the following

RichFemale: Do not come near me dirty pheasant.

MaleFarmer: What did you just say to me woman?

RichFemale: Ugh, nevermind you, dog.

MaleFarmer: Get out of here before I give you what's right for you.

Make a 'txt' file and write like the following

!Female

!Rich

Do not come near me dirty pheasant

Ugh, never mind you, dog.

!Male

!Farmer

What did you just say to me woman?

Get Out of here before I give you what's right for you.

Save it and put it inside EasyNpcs>NPC dialogues>npc-npc dialogues.

Warning! Do not leave an extra space of a line at the end. This is an example of a wrong 'txt' file

!Female

!Rich

Do not come near me dirty pheasant

Ugh, never mind you, dog.

!Male

!Farmer

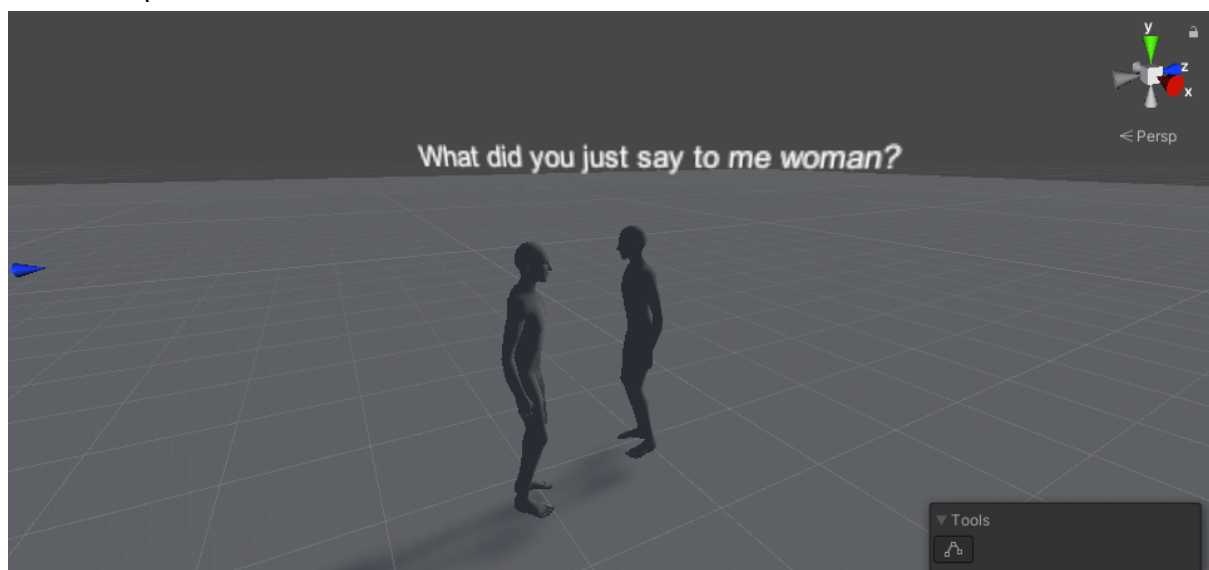
What did you just say to me woman?

Get Out of here before I give you what's right for you.

(Blank)

The asset will take the blank line as a normal line which will result in an error.

Now add npcs who are a rich female and a male farmer and text out the conversation.



Finally, if you attack the npcs using the player prefab(that is clicking on mouse1) and the npcs will flee.

If you wish to intergrade Easy Npcs with your game you will need to go through the source code. We are planning to make documents about it. Also, Easy Npcs will be constantly updated. You can check our plans and support on our official website:

<https://1stmanleader.wixsite.com/website>

If you wish to contact us directly: 1stmanleader@gmail.com