Set up player object (movement and interaction)

1. Create a game object for the player (capsule or player model)
2. Set the objects tag to “Player”
3. Make the camera object a child of the player, and move it inside the player (0, 0.5, 0)
4. Remove the collider component from the player
5. Add the PlayerController script under “Scripts/Player Controllers”
6. Set “Player Camera” to the camera object
7. Add the PlayerInteraction script under “Scripts/Interaction System”

Trigger object

1. Create a cube game object
2. Remove the mesh and MeshRenderer components (optional)
3. Set the collider component’s “Is Trigger” to true
4. Add the TriggerBase script under “Scripts/Interaction System”
5. Add scripts derived from TriggerComponentBase to the object (found under “Scripts/Interaction System/Components”)

Interactable object

1. Create a game object to interact with
2. Add the InteractionBase script under “Scripts/Interaction System”
3. Set “Highlighted” to a material to be used when able to be interacted with (optional)
4. Add scripts derived from TriggerComponentBase to the object (found under “Scripts/Interaction System/Components”)

Initial setup for dialogue

1. Create a canvas
2. Create a UI panel, and a text object (not component) as a child of it
3. Add the DialogueManager script to the canvas object, under “Scripts/Dialogue System”
4. Set “Ui Panel” and “Ui Text” to the objects created in step 2
5. Set “Default Dialogue Player” to an audio source component (optional)

Create dialogue

1. Create a trigger/interactable object
2. Add the DialogueSceneGraph script under “Scripts/Dialogue System”
3. Add the StartDialogueComponent script under “Scripts/Interaction System/Components”
4. Set the component’s “Dialogue Graph” to the DialogueSceneGraph
5. Set the component’s “Dialogue Player” to an audio source (optional)
6. Click “New Graph”, then “Open Graph”
7. Right click and select Dialogue
8. Enter the dialogue text and audio clip. Duration is added to the length of the audio clip
9. Drag from the Output port, and create new Dialogue nodes until dialogue is complete

Create collection

1. Create UI elements to represent each collectable item, and one for the final object
2. Create game objects for each collectable item, adding a InteractionBase script to each, under “Scripts/Interaction System”
3. Create a ‘scene manager’ object, giving it a collection manager script under “Scripts/Collection Scripts/Collection Managers”
4. Set the manager’s UI elements to the elements made in step 1, and UI object to the final object element from step 1
5. Add CollectableComponent to each collectable object under “Scripts/Collection Scripts”
6. Set each item to have a unique item ID, and give them a ref to the manager made in step 3