

EASY Dialogue TOOL PRO+ 2021

Manual

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Content

1. Overview	2
2. Requirements	2
3. Compatibility	2
4. Setup	3
4.1 Next Steps	3
4.1.1 Demo Scene	3
4.1.2 How to Play	4
4.2.1 Quick Start	5

1. Overview

The EASY Dialogue TOOL PRO+ 2021 is a branching conversation system for Unity.

It's designed to require no scripting experience, while maintaining flexibility to extend features and add their own implementations.

The EASY Dialogue TOOL PRO+ 2021 for Unity lets you:

- Write interactive conversations with branching logic.
- Display conversations in a flexible, entirely customizable UI system.

2. Requirements

Basic knowledge in Unity and (optional) experience in C# coding to extend the tool for their own needs.

3. Compatibility

The EASY Dialogue TOOL PRO+ 2021 was developed in Unity 2020.3.3f1 on Windows 10. Older Unity versions and older or alternative Operating Systems (Linux, Mac) might work but are neither tested nor verified.

4. Setup

To get started, open the Package Manager window and import the EASY Dialogue TOOL PRO+ 2021 for Unity. It will add following folders into your project:

- Assets > Plugins > Minh-Khan Nguyen > EASY Dialogue TOOL PRO+ 2021

4.1 Next Steps

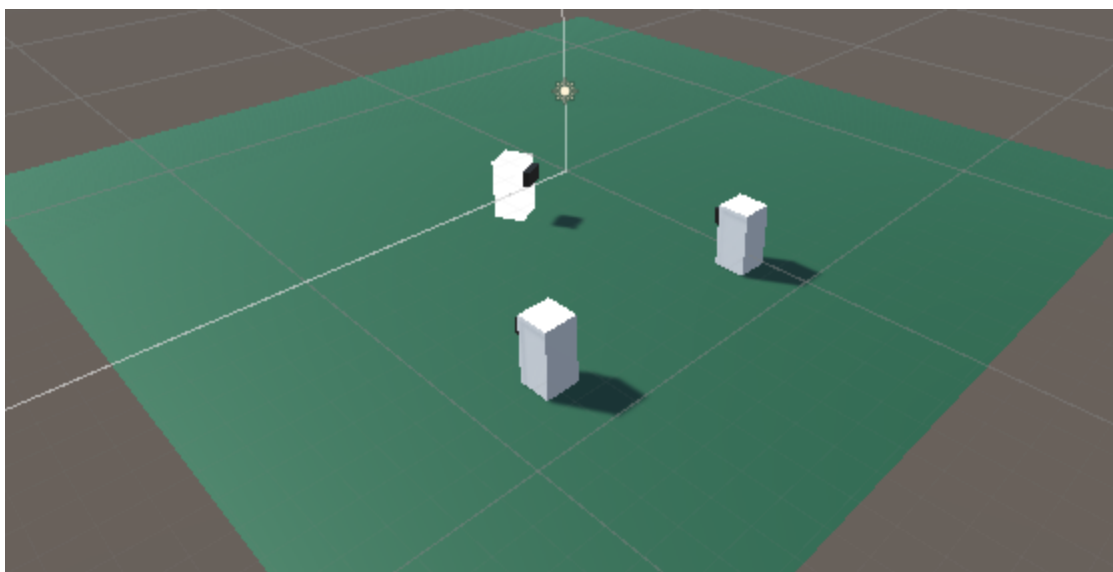
After installing the EASY Dialogue TOOL PRO+ 2021, you may want to play the demo scene or do the quick start tutorial:

4.1.1 Demo Scene

The demo scene is in

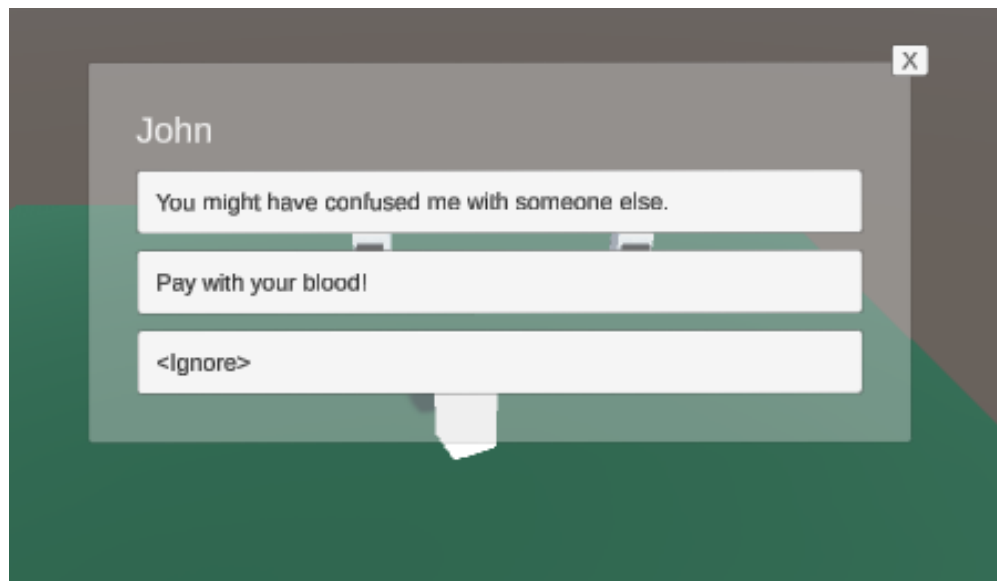
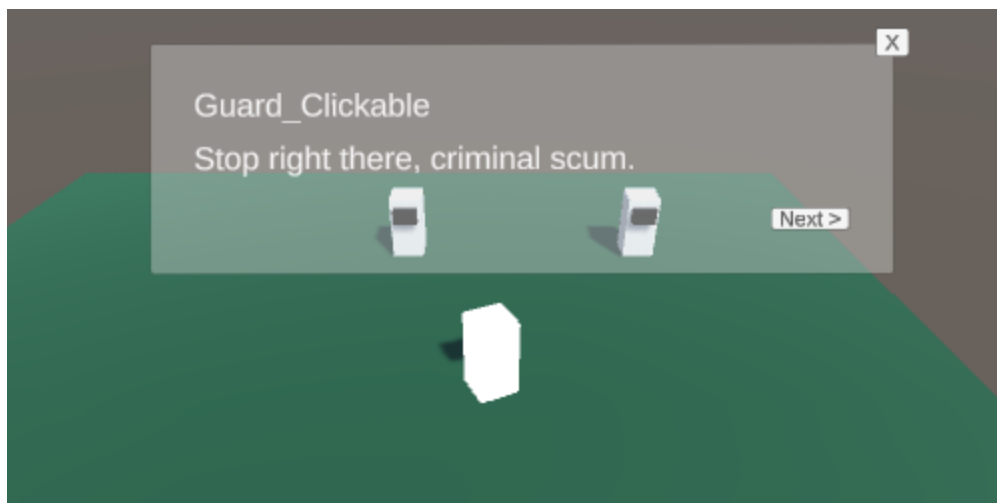
Assets > Plugins > Minh-Khan Nguyen > EASY Dialogue TOOL PRO+ 2021 >
Dialogue Demo > Scenes > DemoScene

Play it to see how the EASY Dialogue TOOL PRO+ 2021 is working.



4.1.2 How to Play

- Use the mouse (Left-Click) to move around
- Look around with the arrow keys or WASD
- Click (Left-Click) on a NPC to start a conversation
- Click on [Next >] button to continue
- Click on [X] button to close the conversation
- Click on the options to proceed further into the dialogue



4.2.1 Quick Start

This section jumps right into using the EASY Dialogue TOOL PRO+ 2021 to create and run a conversation.

You will learn how to:

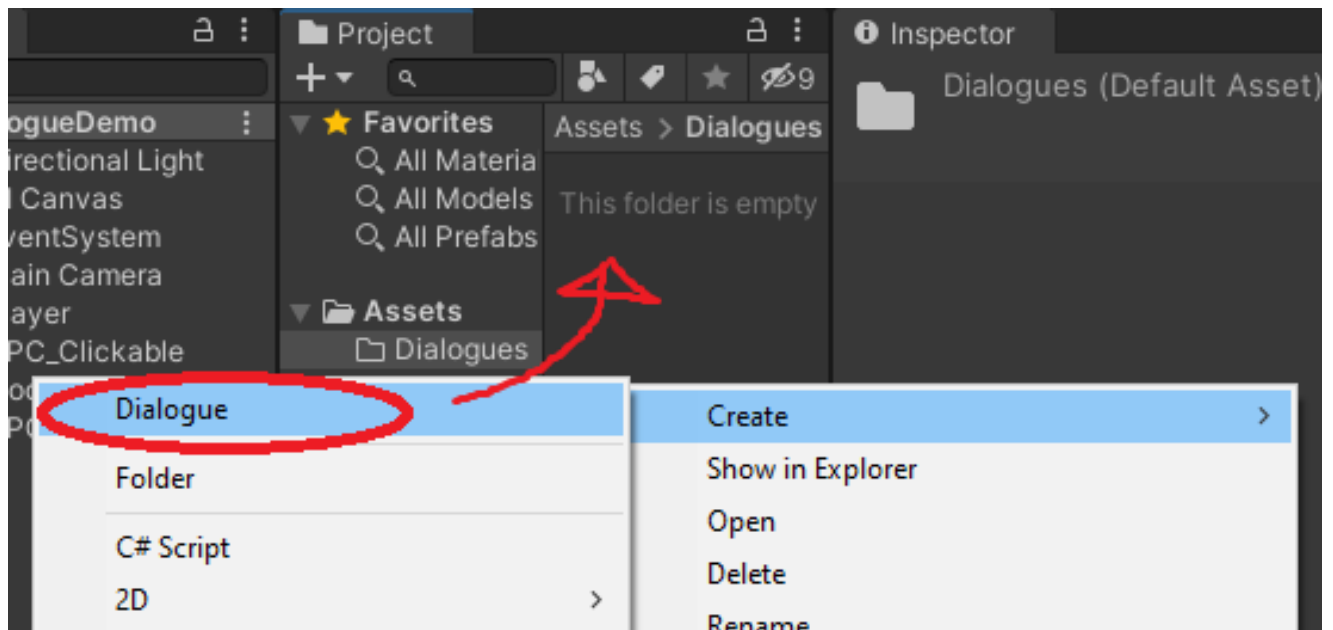
- Create a dialogue database and write conversations.
- Set up all conversants.
- Start conversations.
- Interact with objects and other conversants.
- Disable player control during conversations.

Step 1. Create a new **scene** (File => **New Scene**).

Step 2. (Optional) Create a new **folder** called **Dialogues** in Assets.

Step 3. Inside the Dialogues folder, right-click and **create** a new **Dialogue** Object.

(Recommended) Put all **Dialogue** Objects in a single folder.



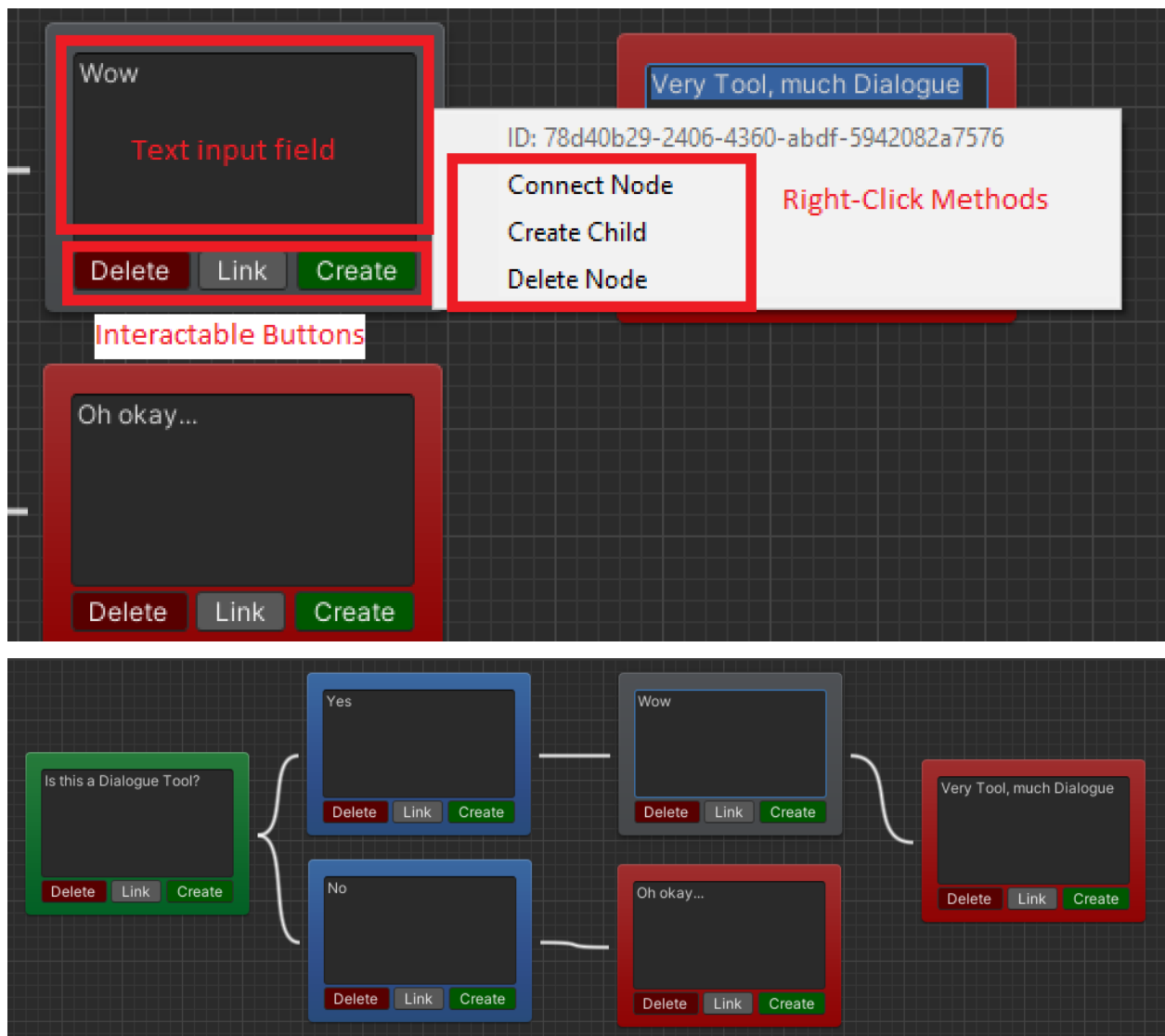
Step 4. Inside Unity, click on the tab Dialogue Tool and open **Dialogue Editor**.

You can choose which Dialogue Object you want to load and press load.

Or **double click** on any Dialogue Object to open the Dialogue Editor and to load the Dialogue Object into the Dialogue Editor.

Step 5. Inside the Dialogue Editor.

- **Right-click** on a node to create, link, unlink or delete the node
- Or click on the visible buttons on a node to create, link, unlink or delete a node
- **Left-click** inside a text box to insert your message
- **Left-click and drag** to move the node around
- Every node after a **gray** (NPC) node, is a **blue** (Player) node by design.
- **Green** node symbolizes the start, while **red** signals the end.
- (Not recommended) The conversations shouldn't end with a player node.



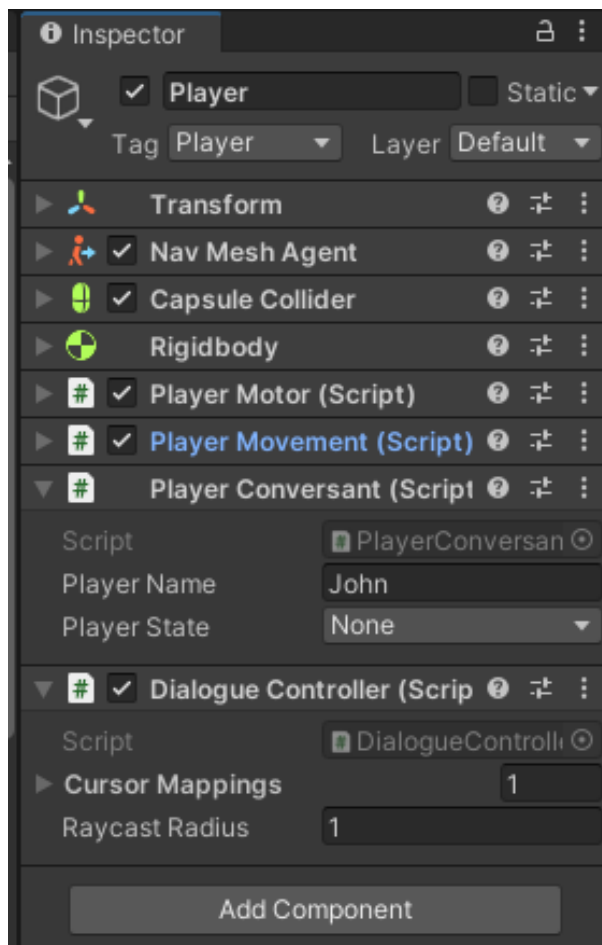
Step 6. (Skip this part and go to Step 8 if you're in the Dialogue Demo scene)

Create an empty GameObject for the Player (GameObject => Create Empty) and a cube for the NPC (GameObject => 3D Object => Cube). Rename the empty GameObject to "Player" and set its Tag to "Player". Rename the cube to "NPC" and set both positions to (0,0,0) so it's visible in the Game view. (In your own project, you'll use your actual characters instead.)

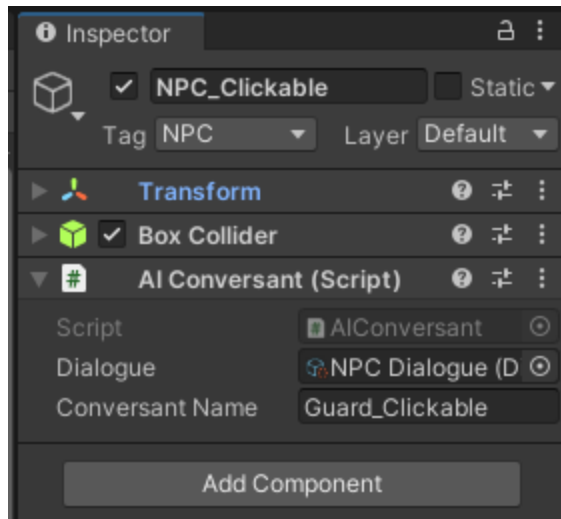
Step 7. Inspect the Player.

Add a **PlayerConversant** and a **DialogueController** component.

Give the player a name.



Step 8. Inspect the NPC. Add an **AIConversant** component and add the Dialogue Object you created and give the NPC a name. Insert an empty object and call it “Interactable”, set the layer to IgnoreRaycast, add the script “Interactable” to the object.



Step . Now you are prepared if you follow all steps carefully.

After pressing Play, you are able to click on the NPC to start the conversation.

See Chapter 4.1.2 How to Play to understand the basic dialogue controls.