PROD 226 individual project

**Modular story worlds**

The core of my individual project stems from the week in the labs we covered the modular storylet system. During the lab there was no example for a unity edition of the modular story system due to the topic. This prompted me to make a basic one during the lab. This formed the basis for my individual project.

**Brief:**

Design a modular story system using unity that is accessible to others and can demonstrate the principles of a modular story system while allowing others to build their own story. This includes proper documentation on the functions of the system and a set of examples to show the process and various functions of the project.

**Ideation:**

The initial idea for the basic system was taken from a project from my first year. This project was a similar modular story system with many flaws. I used its idea of scriptable objects as bases with a list of class’s containing the individual stages in a linked list together to give staging and added on the idea of prerequisite stats before starting/continuing a story line. This basic idea formed the basis of the end system.

**Editor system:**

During the development of the system, I came across a few issues with the modular story system that required me to revise some of the core systems. The issues being that unity only allows you to serialise to a depth of 10 items. This meant I could only have 10 stories in a linked list style and be viewable and editable. It also created an issue where I could not have story lines feed into other lines which would have required me to recreate entire lines for no reason. To this end I set out to find a better way to display and create the story phases. This led me to the UI builder. This system allows you to build editor extensions to unity allowing you to customise the design space to what you need. Using this I altered my system to incorporate a graph editor system. This system solves my two issues. Firstly, it can have a very large depth of story’s and have all viewable at ease. It also allows the linking of story lines at any area, making branching and reconnecting stories or even loop and grow structures to exist.

**Example story:**

The example story is once again similar to another project but with a different scope and focus. It places the player in the role of a newly crowned king in charge of a kingdom and covers some very initial choices. It gives the player a few stats to play with. These include, Gold, Manpower, Materials and the estates power and loyalty of which there are three estates, Military, Clergy, and Nobility. The power of the King and the three estates are somewhat diametric with them all sharing the same slice of 100% . This means that as one estate grows in power others will lose it.

**Documentation:**

The how-to documentation is in a text document in the assets folder.

**Conclusion:**

The project has been interesting and being able to fix a past projects failings has been a good bonus. The editor system is the part I am most proud of with the graph system proving to be a versatile tool I will likely take forward with me into future projects. The story system itself is also quite good, showing off all the necessary features. One this I am less happy with is the clunkiness associated with the stat system and the less that acceptable assignment of stats. A possible fix would be to use something like Enums instead of scriptable objects, but they do provide a good base should people want to enhance the stats with other features so possibly looking into an easy way of assignment should I every return to the project.