Dialogue Sound Effects

SOCharacterAudio and SOCharacterAudioPool objects are used to store Sfx base audio clips to play with Dialogue. The DialogueAudio component on the dialogue system needs a reference to a SOCharacterAudioPool to find the appropriate sound effects to play.

The "DialogueAudio" folder and "Dialog" scene within it in the "TestScenes" folder are y'all's to work with. There are examples of the scriptable objects in there too. Please ignore the "No Command" error. I'm progress implementing that command 😃. It does not affect the game.

Side note: to modify the speed of the type writer effect of the text, in the scene heirarchy go to "Dialogue System" > "Canvas" > "Character View" and modify the `TypewriterEffectSpeed` field on the `CharacterView` component. The value is equal to the number of characters played per second. As of now, if more than one character is played per frame, only the last played character will be considered.

SOCharacterAudio

To Create: right click in the project view, and select Create > Sound System > Character Audio

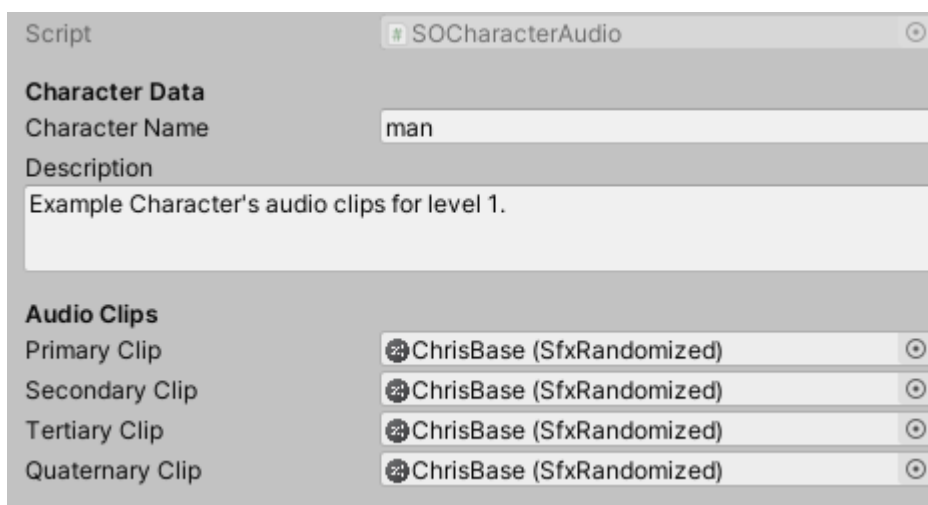`Character Name`: how the narrative will reference this specific character's sfx. This is not caps sensitive. `Description`: is for any documentation you would like to leave. It is in no way used by the game. `Primary Clip`: The first clip to play during each iteration of the audio loop. `Secondary Clip`: A 60% chance of playing following a `Primary Clip`. `Tertiary Clip`: A 40% chance of playing follwing a `Primary Clip`. `Quaternary Clip`: Played after the last word of a dialog line begins to be displayed.

A line of dialogue will alway trigger `Primary Clip` to play, then randomly either `Secondary Clip` or `Tertiary Clip` are played. Afterwards, `Primary Clip` plays and the loop continues. Following the final word beginning to display, `Quaternary Clip` will be played once the currently playing clip (if any) is complete.

Please see Brandon's "Sound System Documentation.pdf" in the Documentation folder of the repo for more info about `SfxBase` objects.

The default character dialogue being played includes characters by the names "man", "woman", and "ghost".

Please let me know if you would like me to change the script at all to help your testing.
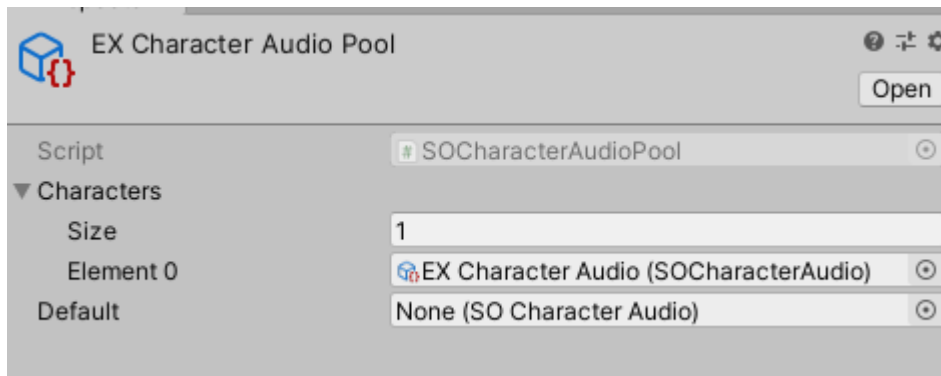
SOCharacterAudioPool

To Create: right click in the project view, and select Create > Sound System > Character Audio Pool

`Characters`: A list of SOCharacterAudio Objects available in this pool.
`Default`: If a requested character is not found in `Characters`, this will be returned. May be left as `null` if no default should be used.

Intended Use: Allow different levels to contain different versions of the same character. I have no idea if that is something you want, but decided to include it just in case.

The above pool will not play any sound effects if the requested character is not found in `Characters`. So if any dialogue appears that does not match "EX Character Audio".`CharacterName`, no sound effect will be played. While the below pool will always play sound effects from "EX Character Audio".
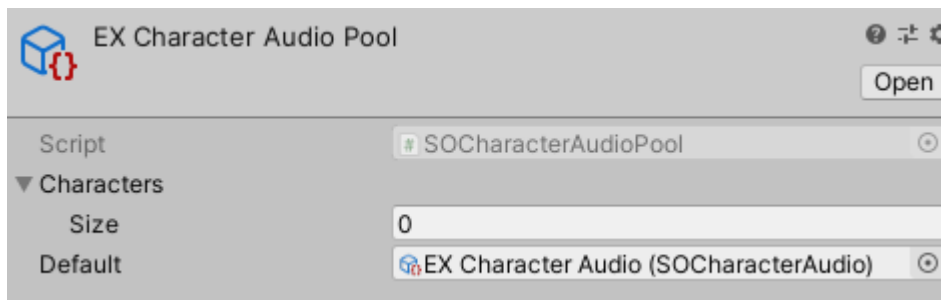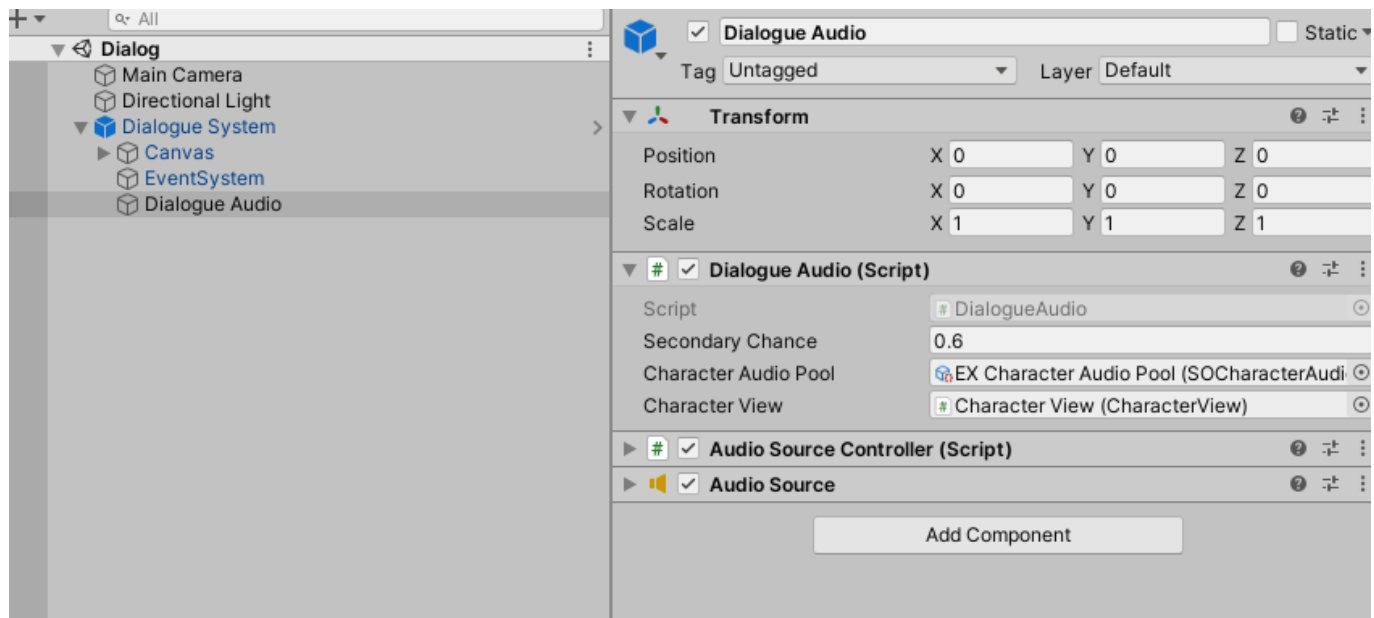

DialogueAudio

This component is attached to an object that is a child of the "Dialogue System" prefab.

`SecondaryChance`: the chance of playing `Secondary Clip` following a `Primary Clip` during the audio loop.
`CharacterView`: the character dialogue UI. The prefab has this already assigned.
`CharacterAudioPool`: the SOCharacterAudioPool that requests should be sent to.

The DialogueAudio component should look similar to this, but with whatever SOCharacterAudioPool you would like to use.