

**What Lies Beneath - Dialog Milestone #3**  
**October 31st, 2022**  
**Milestone 3 - Report #2**

**What Has Been Done(<https://imgur.com/a/OIQX7q9>):**

Added Dialog Trees in the text, an example is this:

```
PC: Bloody Marks are left on the wall.  
[1] Leave it alone [2] Taste it to see if it's blood  
[1]  
Let's leave it alone...  
Something feels off  
[2]  
It tastes metallic...  
Ugh, I don't feel so good  
[END]
```

When this text file is processed, it checks for square brackets. If the line is square brackets with just a number, followed by text, it recognizes this as a choice line, and will create the choices between them in the dialog (Line 2). Then you can assign the text that the user sees based by options by putting a lone number in a square bracket (Line 3).

[RESUME] will put players back into the dialog regardless of the choices they made. If you want to provide choices that affect different scripts, It would be wise to keep each dialog text file choices equal in the same file, or to create a chart of your text files to keep track of your references.

To refer to another choice made in another dialog, match up your CSV sheet, by using square brackets and list your location, target, dialog position, dialog choice. Dialog position starts the count at 0, and each additional choice is +1. The choice number should match the number choice provided in the choice text. Using the above example for Inside the Gas Station and Bloody Marks trigger, but you want to see if they tasted blood:

```
[Inside Gas Station, Bloody Marks,0,2]
```

If you want to check additional choices, just continue adding to this array, for example:

```
[Inside Gas Station, Bloody Marks,0,2,Inside Gas Station, Bloody Marks,1,1]
```

If you wanted to display text if none of the above requirements match, you can use [ELSE]

Also added a fog animation to fill up the screen and then fade to reveal the level. Disables the input of player

### **Challenges/Lessons Learned**

Disabling the GUI input for the viewport, and placing the dialog outside of the viewports resolves the known bug. This allows for the passing of data to the choices/dialog window. Can look at disabling it when the dialog is called into the scene, or depending on the combat rework, just leave it disabled.

It's currently being disabled during Menu Calls, will extend it to Dialog Calls too.

### **Next Steps:**

Add an image to the object to pull up on the screen while dialog occurs as an investigation.

Code Cleanup

### **Delivered in Commit 64c010f(Dialog-Milestone3)**

- ☐ Dialog with branching options as well as object Inspection
- ☒ ~~Interact-able Objects in Level where it triggers text above the player's head~~
- ☒ ~~Save Dialog Choice Tree in Global Player State~~

### **Previously Delivered in Commit 1c9d556(Dialog-Milestone3)**

- ☐ Dialog with branching options as well as object Inspection
- ☒ ~~Interact-able Objects in Level where it triggers dialogue~~
- ☐ Interact-able Objects in Level where it triggers text above the player's head
- ☐ Save Dialog Choice Tree in Global Player State
- ☒ ~~Additional Feature Adds~~
  - ☒ ~~Audio on Journal Pages~~
  - ☒ ~~Audio on Dialog Windows~~