<u>**What Lies Beneath - Dialog Milestone #3**</u>
<u>**October 24th, 2022**</u>
<u>**Milestone 3 - Report #1**</u>

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

Added the ability to store audio files in the JournalPage

Added a CSV Import that allows you to set the level and trigger of the dialog.
Dialog files are text files that look like this:

> PC: Man What a Day
> PC: Time to Go For A Walk
> [\END\]

This will display the lines of text one by one, with the user needing to press a button to continue

PC will be replaced with the Players' name (which can stay permanently as Ethan if you so choose) and will allow for a back and forth dialog with different characters, and editing scripts within your favourite word processor, vs hard coding each element.

The Dialog content has BBCode enabled, so I will be looking to enable a command in your text file to indicate a BBCode input. For Example: if you want a phrase written all in red, you can add the BBCode into your Dialog file and it will come out as red in the game.

FileStructure should match the following (as well as your csv)

In the Dialog file, make a file that is identical to your level name (Outside Gas Station). Your .txt file will live in that folder, and add a space with the trigger for the dialog. So for example:

CSV:

| LevelName | Trigger | Address |
|---|---|---|
| Outside Gas Station | Newspaper | |

The address of your dialog should be: "res://Dialog/Outside Gas Station/Outside Gas Station Newspaper.txt"

You can manually override them by inputting the address into the address column, but use the godot local naming convention.

Audio files should be broken up into the segmented text you have in your text file, and should be .wav (not looping). The wav files should live in the same directory as your text, and should be

identical to your text file naming with a number (starting with 1)  just before the .wav. The number indicates where it gets played in the dialog. In the above example: "res://Dialog/Outside Gas Station/Outside Gas Station Newspaper.txt" if voiced, should have a "res://Dialog/Outside Gas Station/Outside Gas Station Newspaper1.wav" to play the first line

**Challenges/Lessons Learned**
Challenge that I will be encountering will be the pausing nature of the dialog, and the godot bug here: https://github.com/godotengine/godot/issues/39666

I noted this when making the menu, that the viewport seems to suck up all inputs and will not pass them, even if they are on top and the viewport is on the bottom. I have an idea on how to solve this, but will have to see if it works. Disabling the mouse button "Next" may just be disabled due to this bug, but will have clicking or button inputs trigger the next dialog.

**Next Steps:**

BBCode integration in text, will clean it up and pass along usage next report

Choices and dialog paths will also be available within the .txt file for the Dialog, will clean it up and pass along usage in the next report.

**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 JournalPages~~
    - ☑ ~~Audio on Dialog Windows~~