

# Documentation

**Create non-linear dialogues & cutscenes in your game using a designer-friendly editor.**

Our system provides a node-based editor for creating dialogues/cutscenes. You can create a node for Creating Dialogues, Showing Choices, Playing Cutscene Actions like Changing Cameras Angles, Playing Animations, Moving/Rotating Objects, etc. Check out the [Quickstart guide](#) to get started.

Introduction - <https://youtu.be/Slp0JUjwM0Y>

The project comes with the complete C# code so you can easily modify and create custom cutscene actions according to your needs.

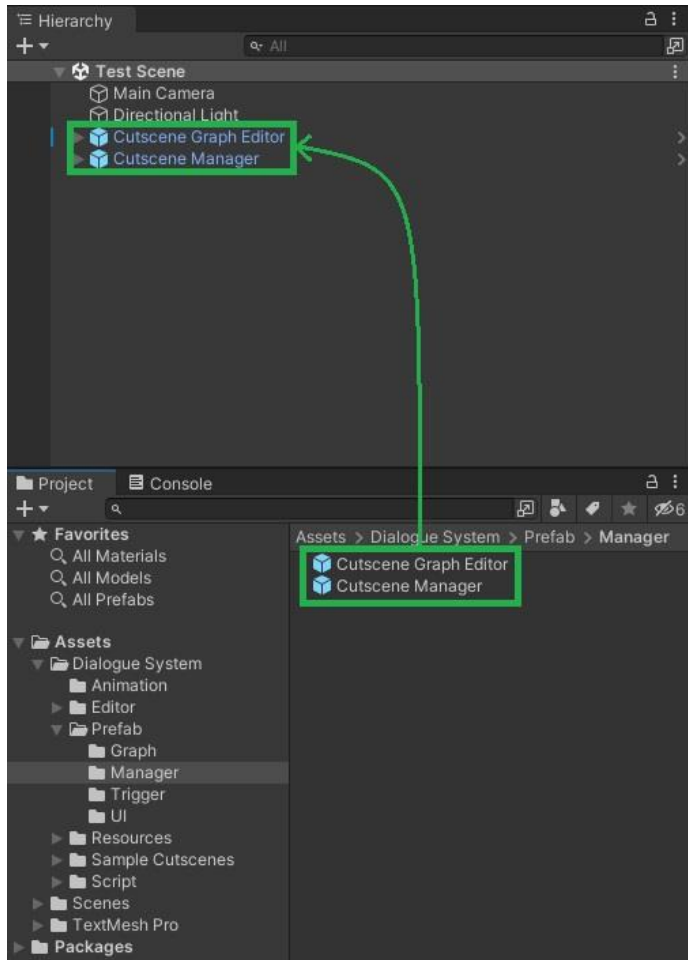
## Key Features

- Show Dialogues while playing audio & animations simultaneously using a single node.
- Create branching narratives based on the choices selected by the player.
- Play animations, switch cameras, play audio, move/rotate the player, etc.
- Write dialogues for multiple languages using the Localization Editor.
- Import and Export dialogues as CSV and quickly write/edit it from tools like Excel.
- Use Facts to remember the player's choices and use them to control the story at a later point in the game.
- Create Custom cutscene actions according to the needs of your game

# QuickStart

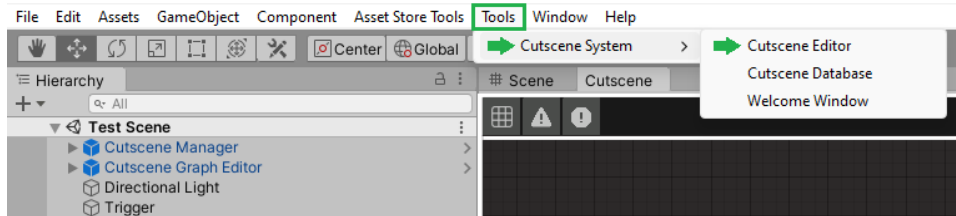
## 1. Set up Cutscene Manager and Cutscene Graph Editor

From **Assets** ► **Non-Linear Dialogue & Cutscene System** ► **Prefab** ► **Manager** drag and drop the Cutscene Manager and Cutscene Graph Editor to the scene



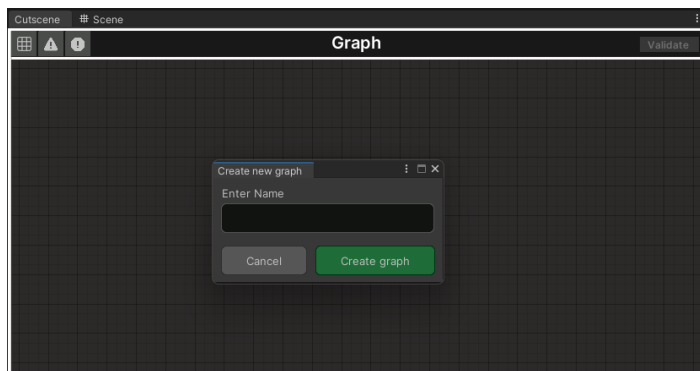
## 2. Create a Cutscene

**Open Editor Window** - Tools ► Cutscene System ► Cutscene Editor



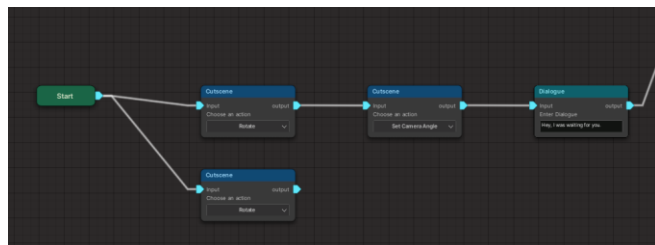
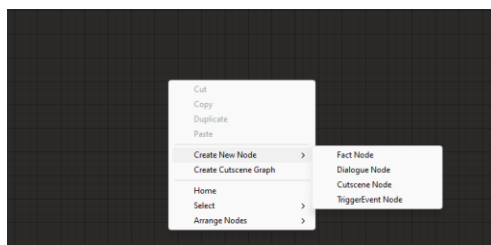
### Create a Cutscene graph

Right-click on the editor window and select create graph option to create a cutscene graph



### Add Nodes to the Cutscene Graph

Once the cutscene graph is created, you can right-click on it and add different nodes to it as shown below.

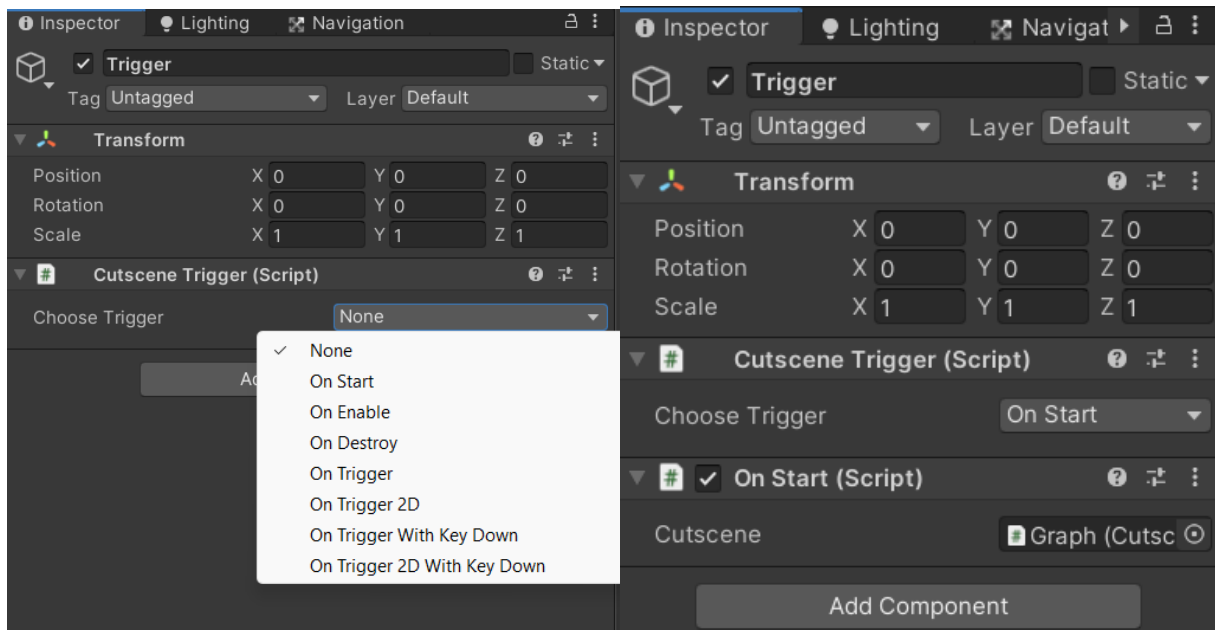


### 3. Trigger the Cutscene

Create an empty gameobject and add the **CutsceneTrigger** script to it.

You can find the CutsceneTrigger script from [Assets ► Non-Linear Dialogue & Cutscene System ► Prefab ► Trigger](#)

In the CutsceneTrigger script, select **On Start** in the **Choose Trigger** field and drag the Cutscene created in the previous step to the Cutscene field. This will trigger the Cutscene when you start the game.



Run the game and test the cutscene you created.

You can try triggering the cutscene using other methods. For example, you might want to trigger a cutscene when the player takes with the NPC, in that case, you can use the **On Trigger** or **On Trigger With KeyDown** options. Check out [this page](#) to learn more.

A great way to learn about the functionalities of this system is to check out the [demo scenes](#) that come with the asset and see how the demo cutscenes are created.