Dialogue System Documentation

Dialogue Manager

1. Create an empty gameobject in the scene and name it DialogueManager.
2. Add a new component inside of it, of type Audio Source.
3. Then drag from the folder the DialogueManager script and add it to the gameobject.

Canvas elements

1. Create a canvas.
2. Create through the canvas an image (and a background if you want)
3. The image you created is your dialogue box so rename it like dialogueBox and resize it the way you want. I put it on the bottom, attaching a center bottom anchor to it and decreasing the alpha of the image to 0.3.
4. Then, create two texts: one for the name and one for the dialogue text called nameText and dialogueText accordingly.
5. Drag nameText, dialogueText and dialogueBox to the appropriate places to the DialogueManager script.

Dialogue trigger

1. Now every time you want a Dialogue to start you enable a DialogueTrigger script.
2. For now, put it also in the DialogueManager gameobject, enabled.
3. Expand Dialogue and you will see 3 arrays: Audio, Sentence, Name. And a song which is optional.
4. ALWAYS REMEMBER: THE 3 ARRAYS MUST BE THE SAME SIZE. EACH ARRAY ELEMENT REPRESENTS A LINE HOLDING AN AUDIO CLIP, A SENTENCE AND A NAME.

5. So apply the size you want for your dialogue, add the audio clips, the sentences and the names in order and if you want add a song to play at the end.