Dialogue System Project Proposal

# Project Overview

This is a project to create a Unity package for managing and displaying dialogue. The dialogue system will choose which lines of dialogue to display based on the current game state and the player’s dialogue choices.

# Design

# Planned Features

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| **Feature** | **Priority** |
| The Dialogue System can display lines of dialogue | High |
| The player can choose a response to make, which affects the dialogue | High |
| The dialogue system can make decisions based on the game state (ie player cannot buy an item if they don’t have enough money) | High |
| Dialogue system can affect the game state | High |
| Dialogue can be easily localized to other languages | Medium |
| Cutscene system to allow audio, animation, and other effects from dialogue | Medium |
| Dialogue system can display or play “barks”, single lines of dialogue that don’t interrupt the game | Medium |
| Dialogue lines can be parameterized ie to show the player’s name, change pronoun used | Medium |
| Effects can be applied to displayed text | Medium |
| Custom Editor Window for dialogue system | High |

# Tests and Milestones

Display lines of text

Have a conversation where the player can change the conversation by making a choice of response