**Dialogue System with Npc**

* Create a **3D Scene**;
* Create a cube called **Ground**;
* Create a Cube called **Player** and a cube called **Npc**;
* Add a Rigidbody to the player;
* Create two different **materials** and attach them to the **player** and the **Npc**;
* Create an empty **GameObject** called **Dialogue Manager**;
* Attach a new **script** to it called **DialogueManager**;
* In the Hierarchy create an **UI Canvas** and add a **Button** inside it called **Talk**;
* Always inside the UI Canvas create an **UI > Image** called **Dialogue Box**, then add a **Text** called **Name** and a **Text** called **DialogueText**;
* Also add a button in DialogueBox called Continue;
* In the Project window make a **script** called **Dialogue** and another **script** called **DialogueTrigger;**
* Attach the **DialogueTrigger** script to the **Talk Button;**

Now inside the **DialogueTrigger** script, instead of using void Start and void Update(which we’ll delete), we need to add these lines of code in order to start the conversation and access the dialogue manager:

public Dialogue dialogue;

public void TriggerDialogue()

{

FindObjectOfType<DialogueManager>().StartDialogue(dialogue);

}

* Then in the Talk Button (Script) add an **OnClick** event clicking on the little plus sign and dragging under runtime only the **Dialogue Script** component from the Inspector, and set it to **Dialogue>Trigger Dialogue()**;

*So now you can choose the length of your conversation and customize your sentences;*

* Now inside the Dialogue script you have to implement these few lines of code to make the sentences easier to edit:

[System.Serializable]

public class Dialogue {

public string name;

[TextArea(3,10)]

public string[] sentences;

}

* So select the Dialogue Manager gameobject and drag in its script component the **Name text** from the Hierarchy, as well the **DialogueText** one;
* Then you need to put the following lines of code in the DialogueManager script to make the dialogue work properly:

using.UnityEngine.UI;

public Text nameText;

public Text dialogueText;

public Queue<string> sentences;

public Animator anim;

// Use this for initialization

void Start () {

sentences = new Queue<string>();

}

public void StartDialogue(Dialogue dialogue)

{

nameText.text = dialogue.name;

sentences.Clear();

foreach(string sentence in dialogue.sentences)

{

sentences.Enqueue(sentence);

}

DisplayNextSentence();

}

public void DisplayNextSentence()

{

if(sentences.Count ==0)

{

EndDialogue();

return;

}

string sentence = sentences.Dequeue();

StopAllCoroutines();

StartCoroutine(TypeSentence(sentence));

}

IEnumerator TypeSentence (string sentence)

{

dialogueText.text ="";

foreach(char letter in sentence.ToCharArray())

{

dialogueText.text += letter;

yield return null;

}

}

void EndDialogue()

{

Debug.Log("End of conv");

}

* In order to continue the conversation create an OnClick() event inside the **Continue Button** clicking on the plus sign and dragging under runtime only the **Dialogue Manager** gameobject, setting it to **DialogueManager>DialogueNextSentence**;
* Then create a script called PlayerMovement and add it to the player with lines of code inside:

public float speed;

public float jumpForce;

private Rigidbody2D rb;

private float moveInput;

// Use this for initialization

void Start () {

rb = GetComponent<Rigidbody2D>();

}

// Update is called once per frame

void Update () {

moveInput = Input.GetAxis("Horizontal");

rb.velocity = new Vector2(moveInput \* speed, rb.velocity.y);

}

* You also need to use these few lines more so the talk button can appear when you are at a certain distance to the Npc:

public GameObject talk;

void OnTriggerStay2D(Collider2D coll)

{

if(coll.gameObject.tag == "Npc")

{

talk.SetActive(true);

}

}

void OnTriggerExit2D(Collider2D coll)

{

if(coll.gameObject.tag == "Npc")

{

talk.SetActive(false);

}

}

* Now toggle the talk button off and drag it to its respective slot in the player script;
* Add a **Sphere** **Collider** to the Npc and set it to **Trigger**, because it will be our player-check;

*Now you will be able to start a conversation with a Npc in the game.*