User Guide NPC dialog System

Behaviour
- Player interacts with a NPC to trigger a dialog that can be skipped and closed.

This package contains three scripts named NPC_SO_Convo, Dialog_Manager and SO_Convo. The three scripts all work together to create a behavior that creates a dialog system using scriptable objects. For this you will need to make sure to drag all the scripts into the correct field in the inspector. Create a canvas that contains two texts, NPC name and NPC dialog, and two buttons that are close and next. This will show how the dialogue box will look like when your player object interacts with the NPC.

Limitations will occur if the scripts and other objects are not dragged in the correct field in the inspector. Another issue you may face, if you do not tag the player object in the scene the player will not trigger the NPC, which is why you need to tag the player.