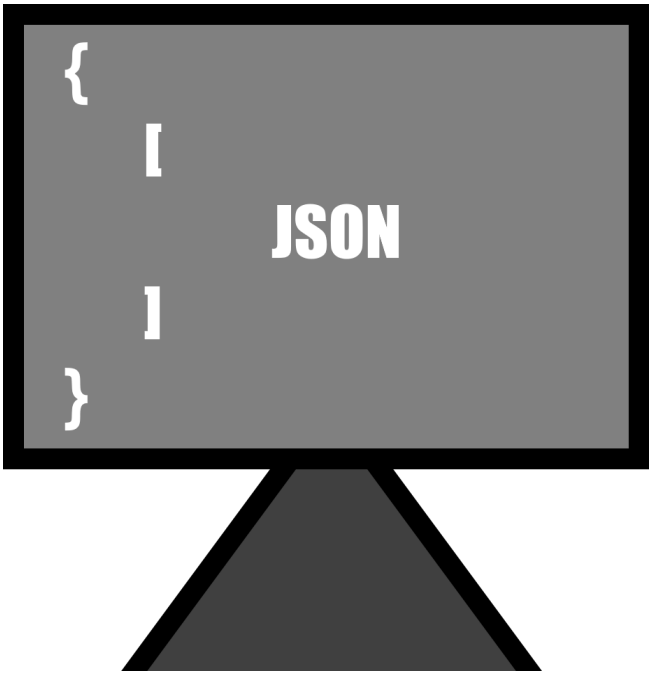
Dialogue Maker Guide



What is Dialogue Maker?

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Written by @Marron121. Program under the MIT license.

What is Dialogue Maker?

Dialogue Maker 1.0 is the improved version of the program I used to write the dialogues in the thesis project I did with my friends for our Game Development degree.

This tool is useful to quickly create dialogues automatically in a JSON format, allowing you to even add options at the end of each dialogue as answers/questions.

The program was designed with the ideas that we should we able to:

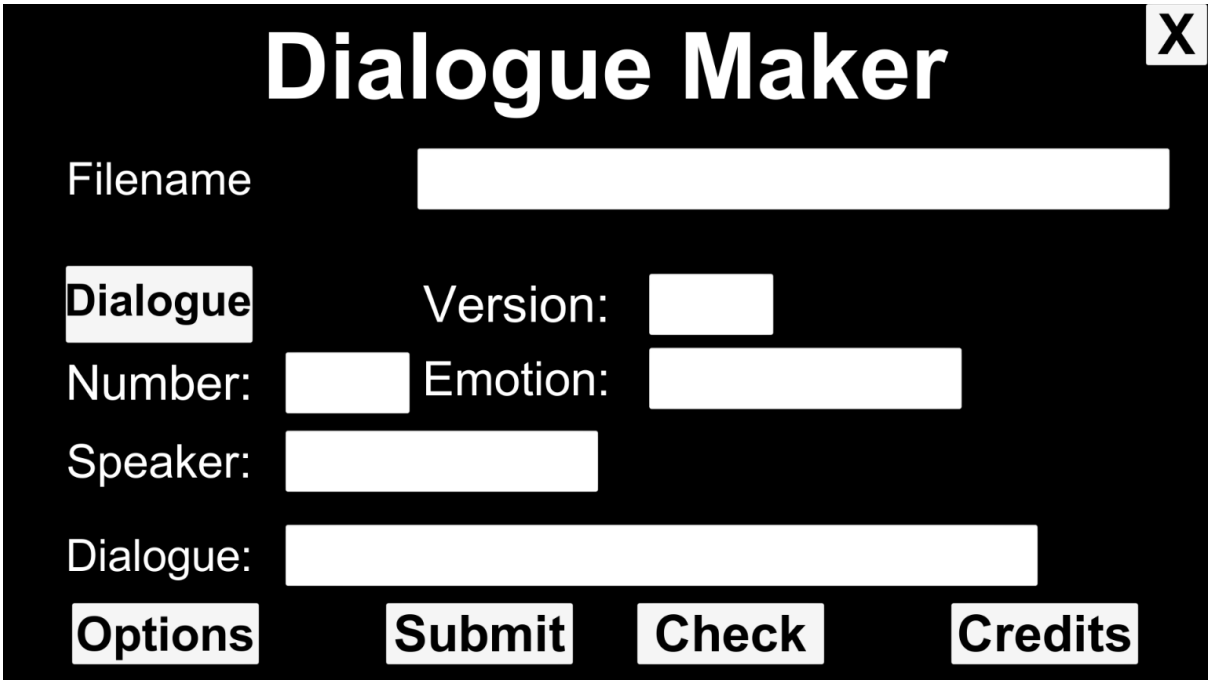
1. Create lines dialogue files easy to read.
2. Create answers to questions the npc's could give us.
3. Allow us to fix/change the current values in a file.
4. Create different versions of a conversation, in case a dialogue can happen in different days.

The program is available as open-source (with the MIT license). For information on what the license entails and the repository with the source code, check the following link:

https://github.com/Marron121/DialogueMaker

Program windows

Writing window



When the program starts, you will be greeted with this window. The buttons go as follows:

- **X:** Will close the program (only in this window! in the others, it will return to this window).
- **Dialogue:** When pressed, the window will display the “Question” parameters. If you click it again, you’ll return to the “Dialogue” parameters.
- **Options:** Will open the Options Window.
- **Submit:** Will create/update a json file if possible.
- **Check:** Will open a window that will display the json file (if possible).
- **Credits:** Will open the credits button.

Dialogue Line parameters

- **Number:** The number of the line you want to write. If left empty, it will write the last available line (in a new file, it will be line 1, then 2, and so on). If not, it will overwrite the line with the specified number, if possible.
- **Speaker:** The name of who’s talking. Can be left empty.
- **Dialogue:** The line of dialogue. Can be left empty.
- **Version:** The version of the conversation. If left empty, the line will go to the latest available version of the dialogue (in a new file, it will be version 1). If not, it will write the dialogue line in the new specified version.
- **Emotion:** The emotion that carries this line. Useful, for example, to use a special sound effect. Can be left empty.

Answer parameters

- **Number:** The number of the answer you want to write. If left empty, it will write the last available line (in a new file, it will be line 1, then 2, and so on). If not, it will overwrite the line with the specified number, if possible.
- **Version:** The version of the conversation. If left empty, the answer will go to the latest available version of the dialogue (in a new file, it will be version 1). If not, it will write the dialogue line in the new specified version.
- **Answer:** The line for the answer you want to write. Can be left empty.

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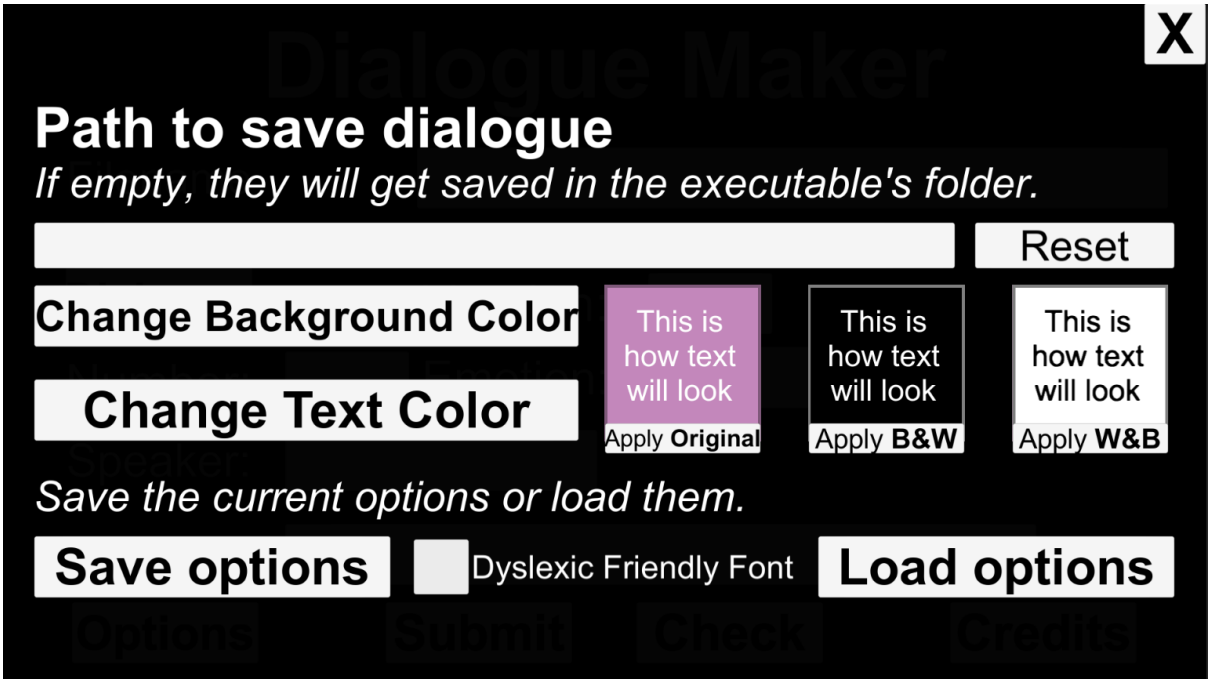
Options window



This window will allow you to modify some aspects of the program. There's also 3 presets available to automatically change the background and text color.

If you save these options in the executable folder of the program, the next time it opens these options will be automatically loaded at the start.

Example

Let's suppose we want to write a simple dialogue, for a mission called "Last Hello" where a character asks the player what time it is and we can give two possible answers.

First, we'll write the lines of dialogue. The character, ADAM, will say hi and ask us what time it is:

"Hi there, mate!"
"Do you know what time it is?"

How would we write the first line? Like so:

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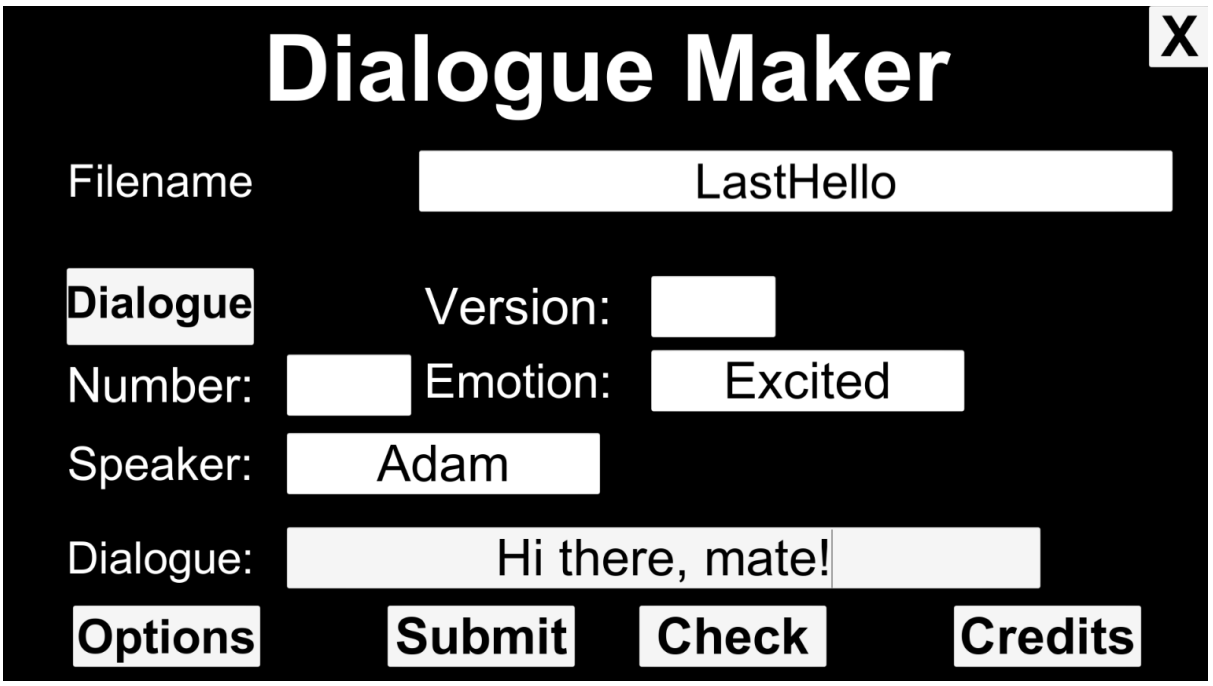
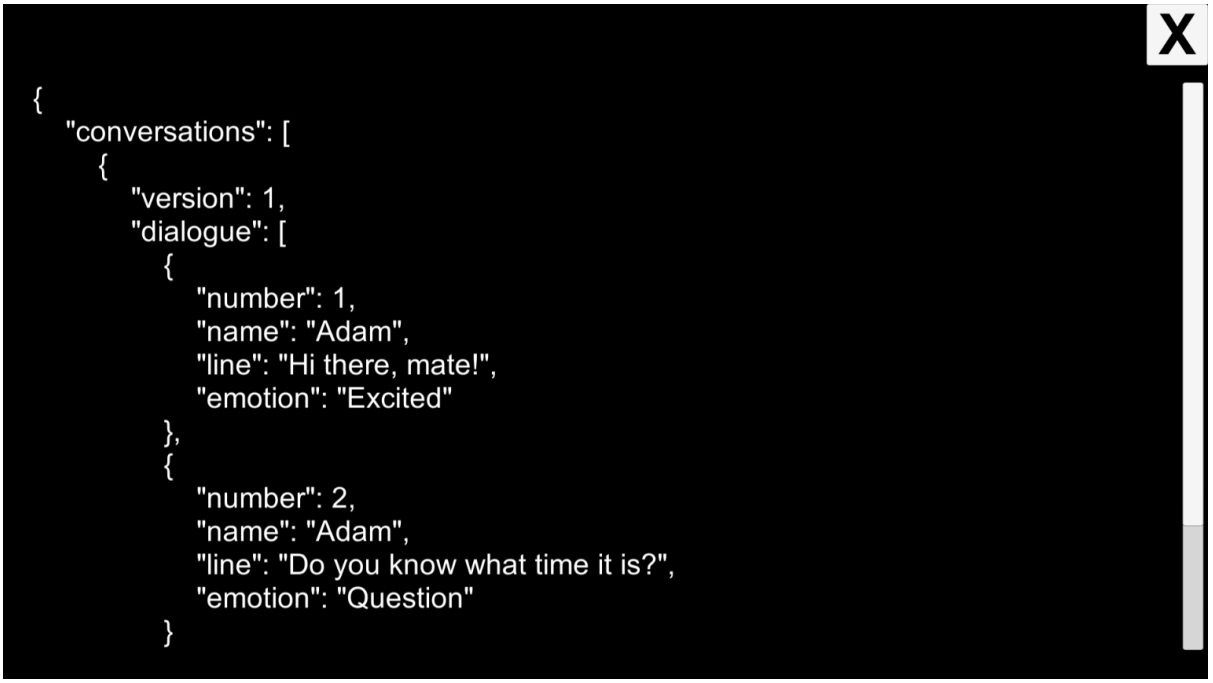


Once we click submit, the json file “LastHello” will be created with that line of dialogue, getting saved in the specified folder in the options window (the application folder by default).

After writing the second line and clicking “Submit”, if we click “Check” we will see the how it’s looking so far:



Let’s say that now, instead of saying “Hi there, mate!” we want the first line to be “Hewwo there, fella!”.

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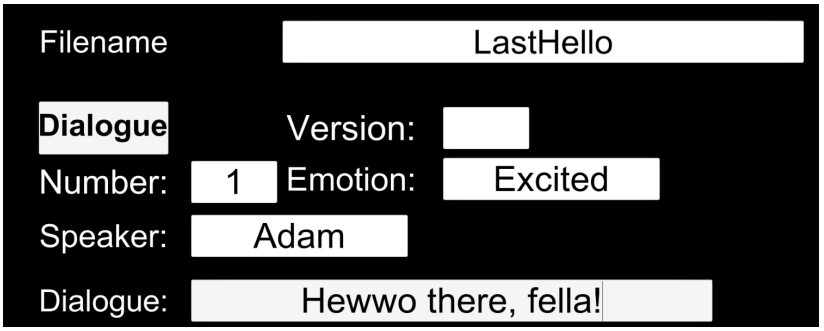
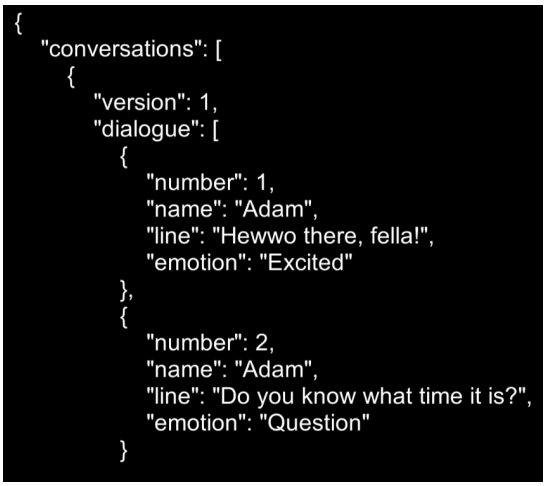
We only have to write the number “1” in the dialogue, and whatever we submit will overwrite the line number “1” in the file, like it shows below:





Now, we want to add to this dialogue the two following possible answers:

“Time to uwu, my dear friend.”
“Time to die, my lost friend.”

To do this, we simply click the button labeled “Dialogue”. The window will change, and now we’ll be seeing the options to write the answers. These are always at the end of the file.

Like before, we just have to write the answers one by one. And after doing so, we can click the Check button to see how they look.

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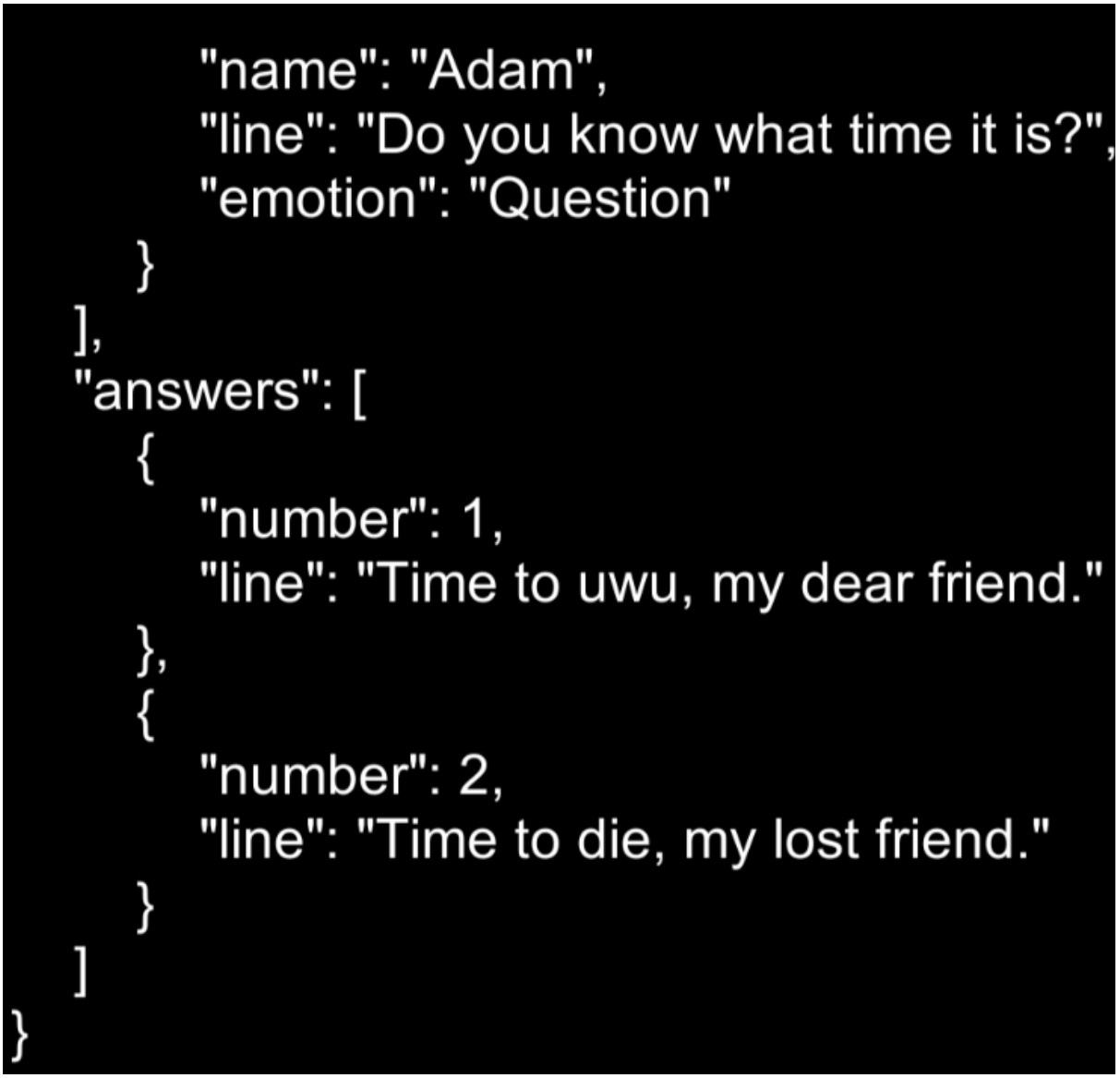

Like dialogue lines, answers can also be edited by simply choosing the number beforehand. Once that's done, it will be overwritten.

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