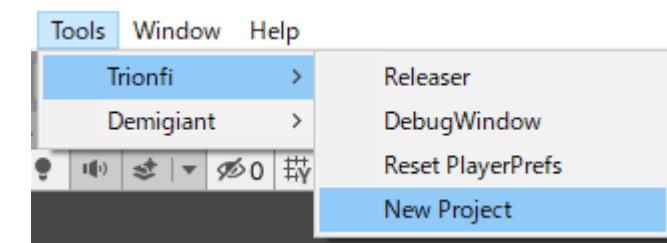# What's 'Trionfi' ?

A simple yet powerful scripting engine for visual novels and conversational scenes.

The grammar is somewhat compatible with Kirikiri(吉里吉里) and is easy to handle for those who have used it before.
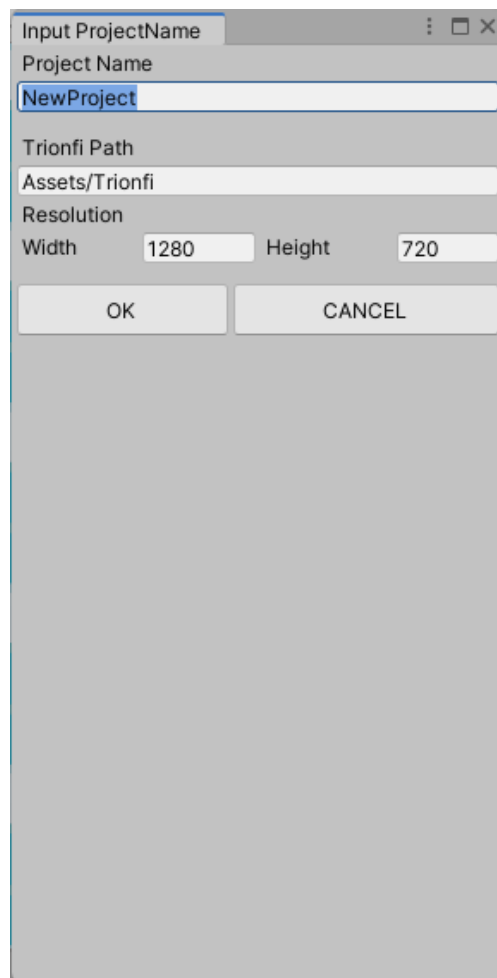
Usage

1,Create New Project

1-1. Click on 'Tools/Trionfi/New Project' in the Unity menu bar.

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1-2.Configure project setting

Set the project name and resolution.
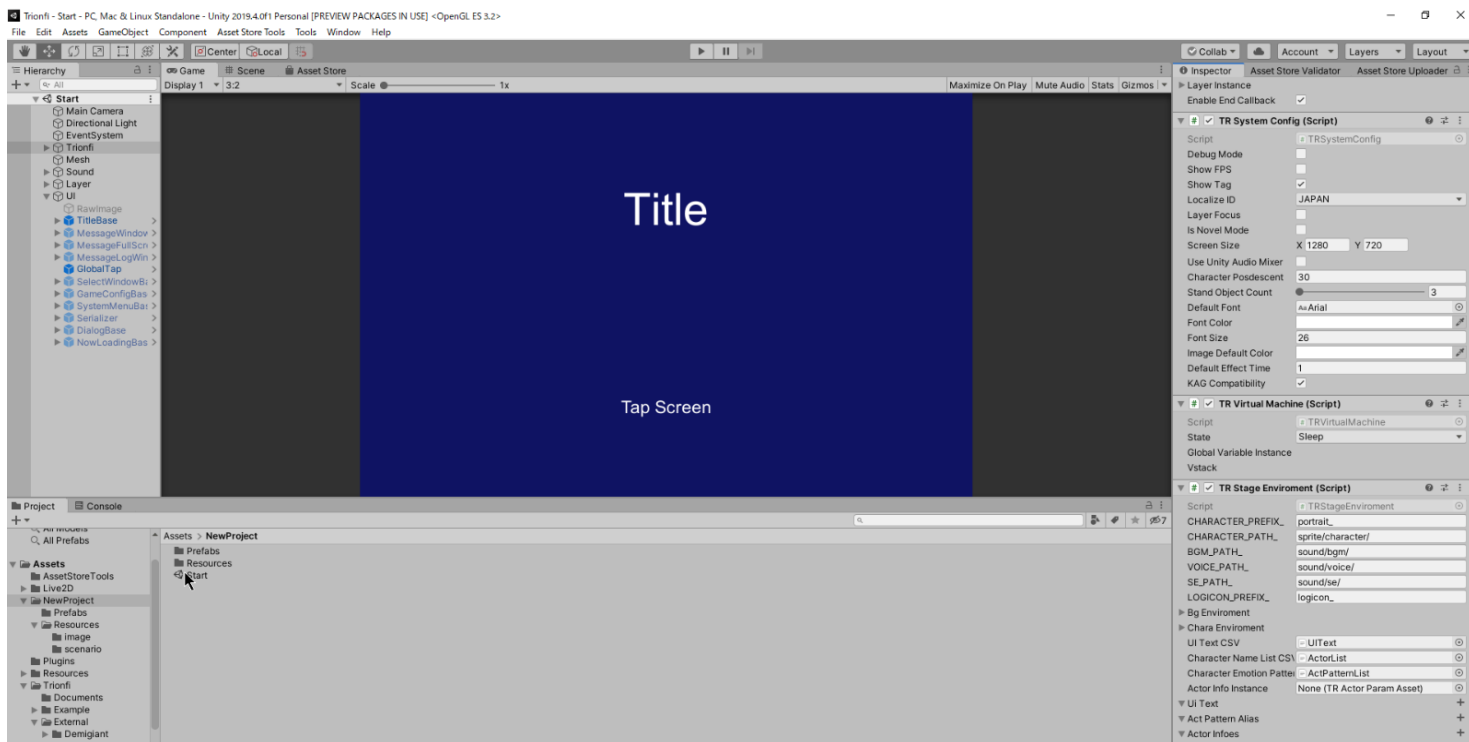
Trionfi paths should be reset if the file is moved.

1-3.Edit scene

ProjectName/Resources/start.txt" is the script called after the title screen.

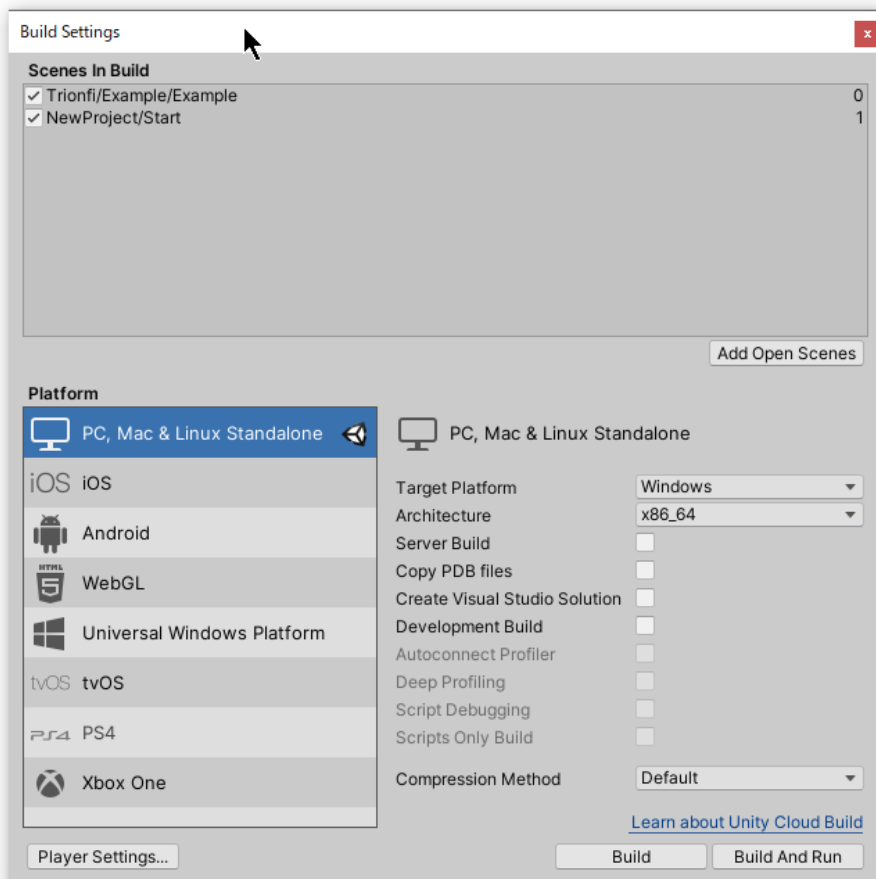Referring to the sample scenes and tag references, you can use the

Scenarios, tags, labels, etc. are written in this file.

1-4.Build

The newly created project scene has been added to the build target, so you can use the

You can build as is. Delete the sample scenes if you do not need them.

Links, etc.

Official website http://cybernetic-cute.sakura.ne.jp/trionfi

github   https://github.com/May-ClearBlue/Trionfi

twitter   https://twitter.com/mahiru_hiroba