

Scott Rogers

Prof. Nelson Lim

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Project 03 Planning Document

Tool: A modifiable dialogue system that can be adapted to fit most projects.

Goal: To create a template for dialogue systems to remove the need to create one from scratch every time, and to help streamline the customization of the dialogue system.

Core Elements

- A dialogue system that can be triggered just by calling one function.
- Allows for the user to easily alter/switch out visuals.
- Support for custom opening/closing animations.
- Support for the custom animation of the text itself.
- Adjustable text speed for each page of dialogue.
- The ability to read dialogue from either external text files or excel files (will decide which one later) to support the use of larger quantities of dialogue.
- Clean looking text writing effects.
- Support for each page of dialogue having custom portraits.
- Support for each instance of dialogue storing a name(s)

Implementation Steps

- 1) Create basic placeholder visuals for the dialogue box
- 2) Create a temporary way to store/read dialogue and name data via. storing the data into within the inspector and reading it from there.
- 3) Create a way for the dialogue system to store and read multiple pages of dialogue.
- 4) Create an example trigger to test triggering the dialogue.
- 5) Link the code with the dialogue box so that it updates the text based on what page it currently is on and the name assigned.
- 6) Add a placeholder way to move onto the next page.
- 7) Create typing animations for the text.
- 8) Adjust the typing animations for the text so that it doesn't snap to the next line once it runs out of room.
- 9) Add support for altering the text speed of each page individually.
- 10) Have the dialogue close once there is no more text to read.
- 11) Create placeholder animations for the opening/closing of the dialogue box and the ability to easily alter them.
- 12) Re-work the dialogue storing system so that it reads the dialogue and names from external text files or excel files instead.
- 13) Add support for assigning/showing character portraits for each page of dialogue.
- 14) Figure out how to create custom animations for the text itself.
- 15) Maybe also figure out how to alter the speed of individual sections of text mid-page(?)