

Charlie Prefab

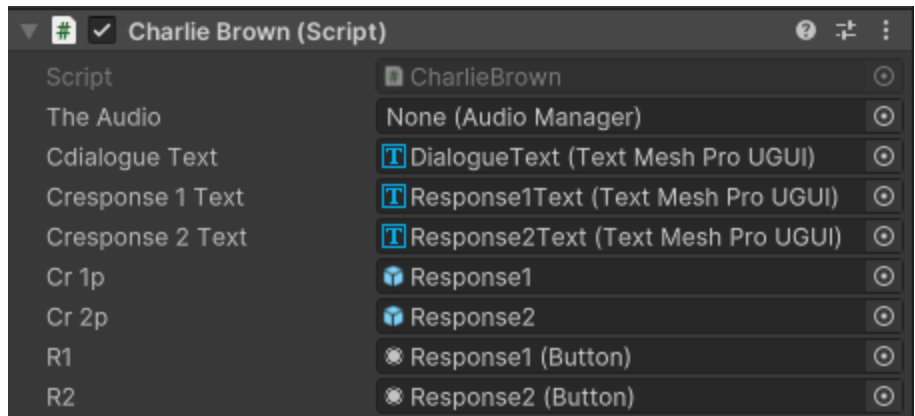
Overview

- Description:
 - This prefab contains the love interest Charlie Brown and his dialogues and dialogue responses. The player can ‘interact’ with Charlie Brown based on his dialogues by hitting the response buttons.
- Key Features:
 - Has the love interest Charlie Brown.
 - Displays the Charlie Brown dialogue.
 - Response buttons impact dialogue and affection points, and can eventually lead to a minigame.
- Includes:
 - Charlie
 - Dialogue Display
 - Dialogue Panel
 - Dialogue Text
 - Response1
 - Response1 Text
 - Response2
 - Response2 Text



Setup Instructions

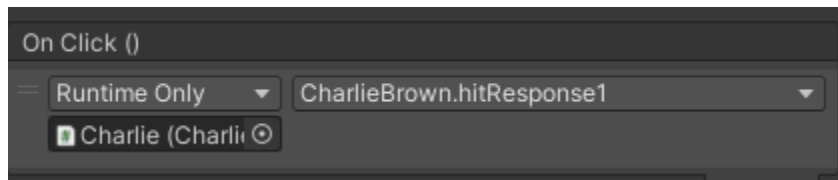
- Basic Usage:
 - Simply drag the prefab from the Project window into your Scene.
- Dependencies:
 - Ensure the following are available for proper functioning:
 - CharlieBrown.cs Script
 - Should be in the script section of the Charlie prefab
 - The public variables should already be set to their respective game objects.



If not, drag the texts to the indicated spaces and the buttons to both Cr1p and R1 (for Response1) and Cr2p and R2 (for Response2).

■ Assets:

- Response1 needs to have the `hitResponse1()` function from `CharlieBrown.cs` attached in the `OnClick()` functionality. It should already be set up, but if it is not, go to the Response1 asset and the OnClick section under the Button section. Add one with Runtime Only. You have to drag the Charlie prefab into the object section, and then select `CharlieBrown.hitResponse1` function.



- Response2 will need the same functionality as described above.
- For the buttons to properly function, you will also need an `EventSystem` prefab, which you can get by right-clicking on the scene, UI->Event System.

Components and Configuration

- Main Components:
 - Charlie
 - The sprite for the character
 - Dialogue Display
 - The overlay canvas that contains the Dialogue Panel and Response Buttons. It can be used to control the size and relation of these.
 - Dialogue Panel
 - The panel that contains the dialogue text
 - Dialogue Text
 - The dialogue text that Charlie is 'saying'.

- Response 1
 - The button for response 1, which contains the Response 1 Text.
 - Can be disabled if the dialogue requires no responses.
- Response 1 Text
 - The text for response 1 option.
- Response 2
 - The button for response 2, which contains the Response 2 Text.
 - Can be disabled if the dialogue requires no responses.
- Response 2 Text
 - The text for response 2 option.
- Adjustable Parameters:
 - The image for the sprite representation, and the colors of the buttons/dialogue panels.
 - If size needs to be edited, only the scales on Charlie and the Dialogue Display can be changed because everything else is locked in size relation.
- Script: CharlieBrown.cs