Institiúid Teicneolaíochta Cheatharlach

INSTITUTE *of*
TECHNOLOGY
CARLOW

At the Heart of South Leinster

Week Starting:	17/03/2023 TO 23 /03/2023
Student Name:	Patrick Donnelly

Description of work completed since previous meeting
Notes : Also record project backlog, use notes page as required
- Create an inspector to attach pieces of text to triggers. Decide on what the GUI for the inspector will look like.   - Created GUI for the text editor.   - Created an input field class to handle the input text for the body of the dialogue and the name (title) of the file.   - Allowed input text to be saved to a text file with the text from the body being the dialogue to display and the text from the header being the name of the saved file.   - Allowed saved text files to be loaded in.   - Allowed loaded in text files to be edited.   - Display all saved text files in a list to the side of the editor.   - Functionality added to Update the list of text files every time a text file is saved/created.   - Created pop ups to make the user aware if a file exists and they try to overwrite it   - Created a button that will clear the text in the input fields.

Tasks to be completed this week
Notes: record any additional tasks on notes page as required.

1	Allow text files to be completely deleted from inside the editor.
2	Create a checkbox class. In this instance use a checkbox to preview any input text from the text editor in a dialogue box. Toggle on and off.
3	Add multiline input fields.
4	Create the GUI for an inspector

Supervisor Comments

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	Student
Signature	
Date	

Additional notes:

Link to Git Commits:

March 21st:

Added a delete button to the text editor so you can delete text files…
… at runtime. Made the text editor update the available dialogue buttons after you save or delete dialogue files. made a checkbox class. Added a preview checkbox to the text editor that toggles a dialogue box on and off with the current dialogue file loaded so the user can preview what it looks like in game. Added multiline input fields, the title input field is now one line no new lines and has a character limit, the main body is multiline. Added a popup message when the user tries to delete an existing dialogue file so they can confirm or cancel.

March 23rd:

Started building an inspector class that will allow dialogue and beha…
…viour to be turned on and off (attached) to enemies and NPCS, big work in progress, a lot of things to work out