

Easy Visual Novel complete kit

Doc. Ver. 1.0

First of all let me thank you for purchasing our **Easy Visual Novel Complete Kit** I really hope to help you develop your next game. If you have any question you can contact me here footprint.sftw@gmail.com, remember to send me your invoice number in order to allow me to check your purchase.

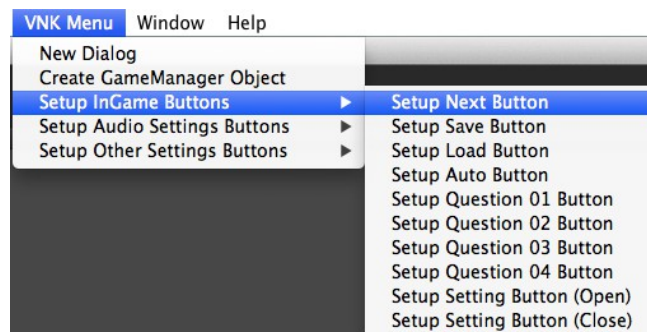
1. Scene Setup

- UI Settings

We included a SampleScene where you will only have to change some sprite (if you want) and put your own characters but in case you want to setup your own scene here's what you will have to do.

- 1: Create an "Empty GameObject" and call it "_GUI" (or UI or whatever you want), reset its position/rotation/scale.
- 2: Create three new "Empty GameObject" put them inside of the "_GUI" object and reset their position/rotation/scale. Call them "DialogUI", "QuestionUI" and "SettingsUI".
- 3: "DialogUI" is the container of (you can position them in the way you like).
 - NextButton
 - SaveButton
 - LoadButton
 - AutoButton
 - SettingButton
 - TextBackground + TextMesh
 - Open SettingsUI
- 4: "QuestionUI" is the container of the four question buttons.
- 5: "SettingsUI" is the container of.
 - CloseSettingsUI Button
 - BgAmbience Button
 - BgSoundFx Button
 - BgMusic Button
 - CharaVoice Button
 - OtherFx Button
 - DialogSpeed Button
 - AutoSpeed Button
 - SetFullscreen Button

Setup these button is really easy. You only have to select the button you want to setup and open VNK Menu. Here's an example.



There are buttons (like AudioSettings buttons and DialogSpeed/AutoSpeed Button) which need of another sprite: the "level" sprite.

This is a sprite with a left pivot which became bigger or smaller depending on the value we're modifying. This sprite should be a children of the button.

- Setup backgrounds and characters

If you want to fade between background you must put two different background in scene. Background02 should be over Background01 and you should set its alpha color to 0 and its sprite to null.

You can have as much character as you want in a single dialog, there are no restriction about characters. Just a single advice: VNK allow you to have the entire game in a single scene using different dialogs. Characters should be children of a dialog in order to avoid problems with character that “should not be there”.

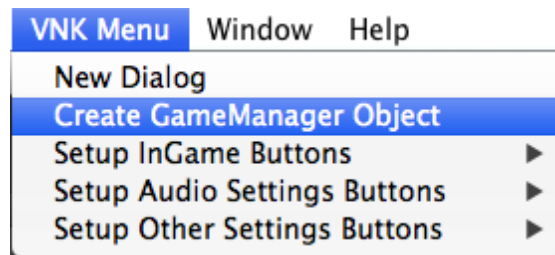
- AudioSources setup

VNK uses five different AudioSource object. To better organize your project you should rename these object in this way.

- Background_Ambience
- Background_FX
- Background_Music
- Character_Voice
- Gamplay_FX

- Last setup

At least but not last you must create a “_GameManager” object. To do that you only have to open the VNK Menu.



Then you must assign every object to the right variable, which is really easy because their name are self-explanatory but in case you have problem figuring out what to do you can take a look to the SampleScene.

NOTE: If you have more than one dialog inside of your scene you should assign every dialog to the component “VNK_ResumeLastDialog” of “_GameManager”

2. Dialog creator overview

VNK Dialog Creator (Script)

Dialog Type: Standard ID#: 0 Move to ID#: 0

▼ Change character(s) sprite

- What to change character(s) sprite? ☒
- ▶ Chatacters
- ▶ Character Sprite

▼ Move character(s)

- Want to move character(s)? ☒
- ▶ Chatacters to move
- ▶ New Positions
- ▶ Times

▼ Fade character(s)

- Want to fade character(s)? ☒
- ▶ Chatacters to fade
- ▶ Fade to Value
- ▶ Times

▼ Change background on Next/Question

- Want to change background? ☒
- Fade when change? ☐
- New background: None (Sprite)

▼ Rotate character(s)

- Want to rotate character? ☒
- ▶ Chatacters to rotate
- ▶ Rotate to
- ▶ Rotate chara in time

▼ Play Audio

- Ambience background: None (AudioClip)
- Background SoundFx: None (AudioClip)
- Background music: None (AudioClip)
- Character voice: None (AudioClip)
- Sound Fx: None (AudioClip)

English Italian Spanish German

French Japanese Chinese Russian

Character Name: Name

Dialog Text (English):

Dialog text goes here

Text color: [Color Picker]

Autosave current state: ☒

Save current Level: ☒

Level Name: [Text Field]

Destroy object? ☒

Object to destroy: None (GameObject)

Send message to object? ☒

Send message to: None (GameObject)

Message to send: [Text Field]

Is this the last dialog? ☒

Want to reset color? ☒

Reset color: [Color Picker]

Want to switch dialog? ☒

New dialog: None (GameObject)

Destroy dialog on end? ☐

Add Sentence

As you can see the dialog creator inspector is really easy to use.

VNK support 8 languages out of the box but you can support every single languages supported by unity.

If you set a sentence as last sentence remember to set the MoveToID var even if there's no new sentence after the last one.

3. Customization

Everything is customizable, you just have to open the SampleScene and if you want to use your own UI you will just have to import it as sprite and change it. Again, no need to code. We also included a SplashScreen and a MainMenu sample scenes.