Code Tips

Dialogue Text Set Up

Characters and their meanings:

# : Signifies the conversation number and will clear a line

@ : Signifies that the line before is a character name

~ : Signifies the beginning of a paragraph

\* : Signifies the end of a line of dialogue

< : Signifies the end of a paragraph (a characters part)

> : Signifies the end of a conversation (multiple characters)

% : Signifies the end of the script

{ : Signifies that the next paragraph will be the choice options

Syntax

{ need to come before the <

After a choice situation, the next conversation numbers should be the text to run after the choice is chosen (ex: if conversation 0 has 3 choices, choice 1 will lead to conversation 1, 2 to conversation 2 and 3 to conversation 3)

There can only be up to 4 choices, but there doesn’t have to be 4.

There should be one and only one of the following for each line : \* , < , >

Pressing enter does not effect any of the dialogue (from what I know)

All character except for ~ should be at the end of a line

**Example Text**

0#

Brad@

~I’m telling you, something is wrong with Carl.\*

We need to be cautious, it might be some sort of virus.<

Villager Name@

~Nothing is wrong with Carl. He is always like this.{<

~ What’s going on here?\*

Doc what’s wrong with Carl\*

Leave>

1#

Villager Name@

~Doctor Brad says that something’s wrong with Carl, that he’s been acting strange,\*

But obviously he’s fine, Carl is just being Carl. He’s always like this.<

Brad@

~Yes Carl may be a little strange most of the time,\*

But he is most definitely not acting normal.>

2#

Brad@

~Carl seems to be exhibiting strange symptoms that don’t fit with his… personality.\*

He’s sluggish and quiet. It’s as if something is draining the life out of him.>