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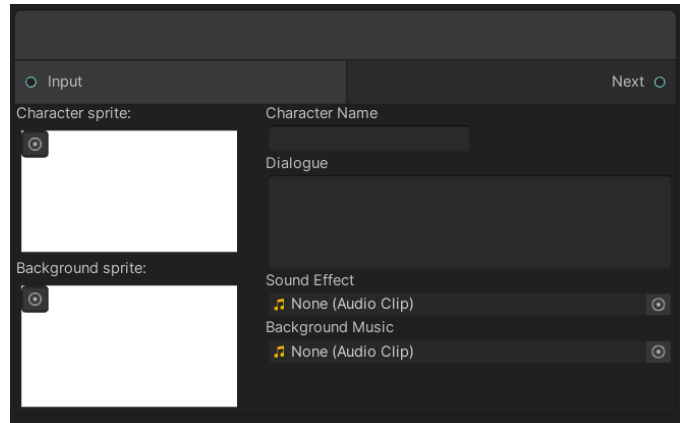
Creating a story:

Right click in the “Project” panel, go to “Create” and select “New Story”. Name the file you just created. Select the new story and press “Open”. You will be presented with a window where you can create your story with nodes. You can create nodes by right clicking in the window. There you can select 1 of 5 different nodes.

Nodes:

This is the common data that can be added to all the nodes:

- Character sprite
- Background sprite
- Character name
- Dialogue text
- Sound effect audio clip
- Music audio clip



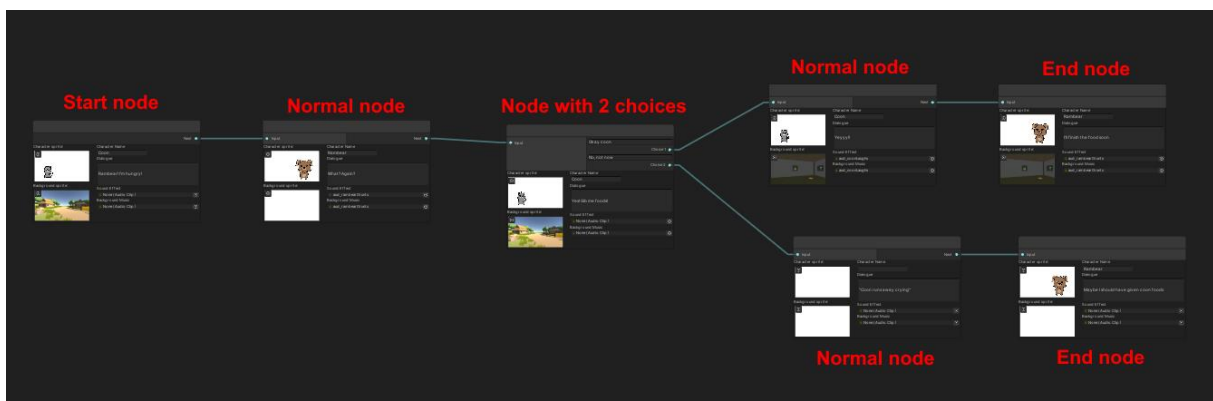
“Add Node” -> Creates a node with one output choice.

“Add Node (2 choices)” -> Creates a node with 2 output choices. Each choice can be labeled.

“Add Node (3 choices)” -> Creates a node with 3 output choices. Each choice can be labeled.

“Add Node (Start)” -> Creates the node you need to begin your story with. There must only be one of these nodes. This node has no inputs.

“Add Node (End)” -> Creates a node that has no outputs and determines where the story ends.



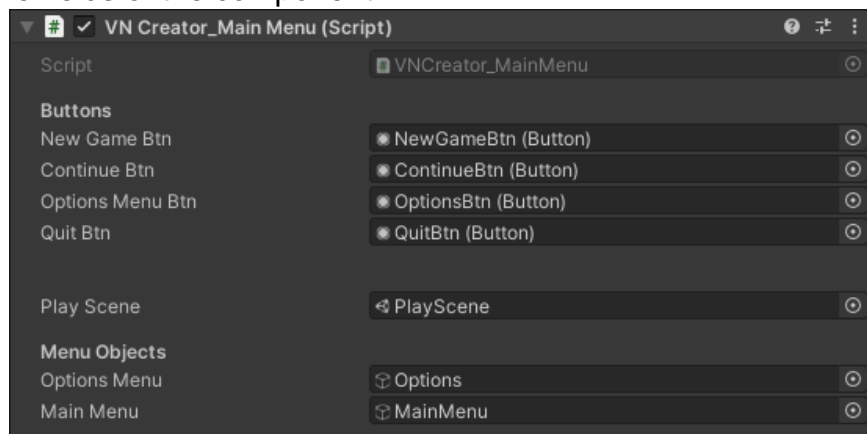
Note: Before closing the story window, you need to right click, and press Save. The node graph will not save otherwise.

Main menu:

- Create the UI you want to have in your main menu. For this asset you need a “New Game” button, a “Continue” button, a “Options” button and a “Quit” button.



- Create an empty game object. On that object, click “Add Component”, then search and add “VNCreator_MainMenu”.
- Fill out the fields of the component.



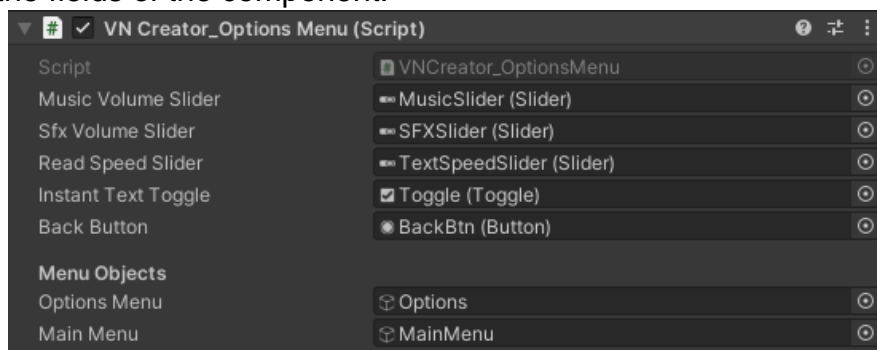
Note: The “Options Menu” and the “Main Menu” objects should be the parent of the main menu and the options menu.

Options menu:

- Create the UI you want for the options menu. For this asset, you need a “Music” slider, a “Sound Effects” slider, a “Text Speed” slider, a toggle for instant text, and a “Back” button.

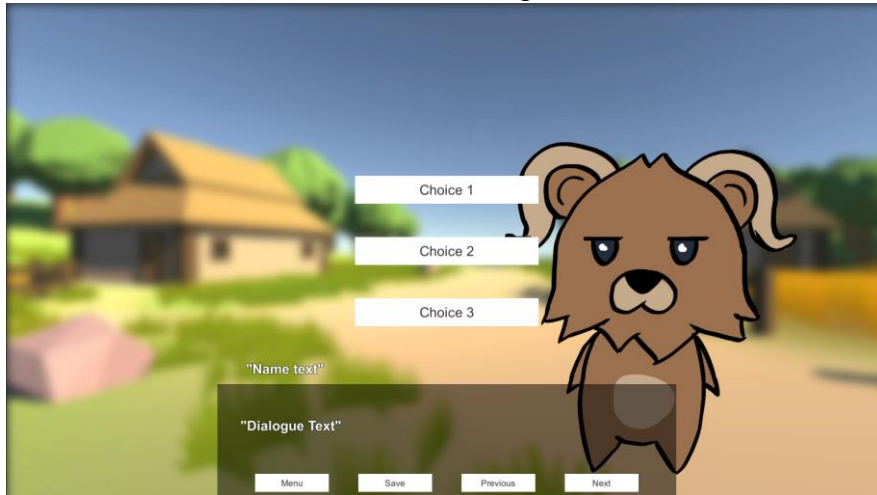


- Create an empty game object. On that object, click “Add Component”, then search and add “VNCreator_OptionsMenu”.
- Fill out the fields of the component.

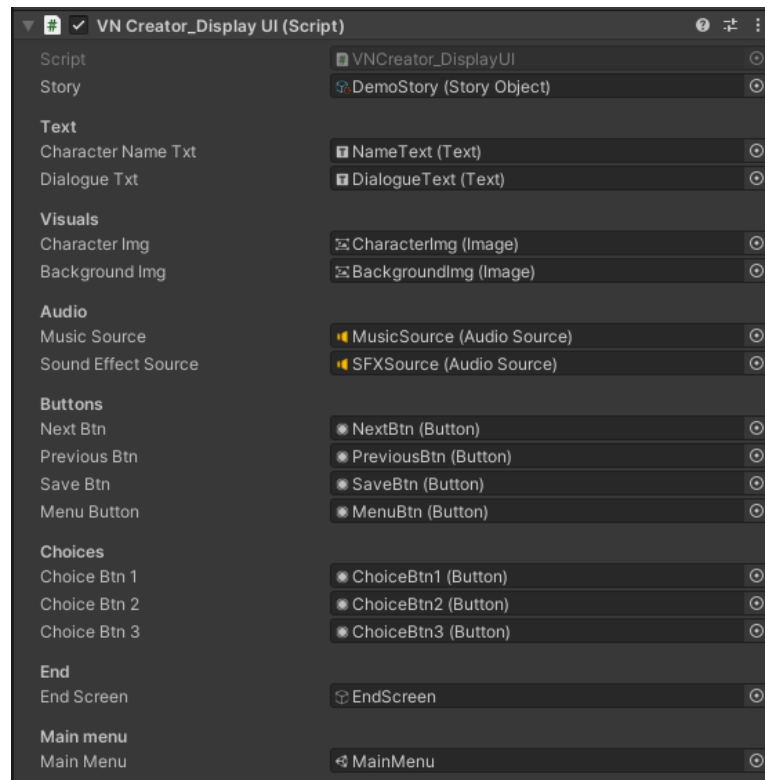


Display in game UI:

- Create the UI you want for the visual novel. For this asset, you need a background image, a character image, 3 choice buttons, a text field for the character name and a text field for the dialogue text. Make sure that the background image is behind the character image. In addition, you need a button for; going back to the main menu, saving, showing the previous dialogue and a button to show the next dialogue.



- Create an empty game object. On that object, click “Add Component”, then search and add “VNCreator_DisplayUI”.
- Fill out the fields of the component. The fields for the music and sound effects, in addition to the field for the end screen will be added further down.

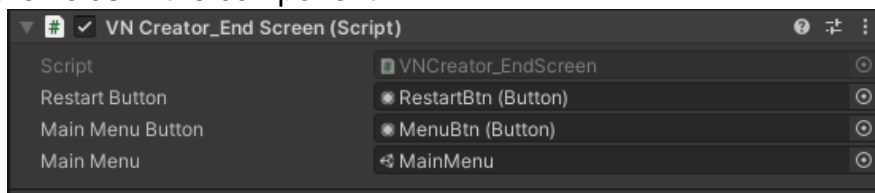


End of game screen:

- Create the UI for the end screen how you want it. For this asset, you need a restart button and a menu button. There should also be a game object that is a parent of the end screen UI. This is what will be used in “VNCreator_DisplayUI”.



- Create an empty game object. On that object, click “Add Component”, then search and add “VNCreator_EndScreen”.
- Fill out the fields in the component.



- Drag the end screen parent into the “End Screen” field in “VNCreator_DisplayUI”.

Music and Sound Effects

- Create 2 new game objects. One for music and one for sound effects.
- Select the object for the music and click on “Add Component”, then search and add “VNCreator_MusicSource”. This script will add an audio source automatically.
- Do the same you did for the music, only add “VNCreator_SfxSource” instead.

