What new in version 1.2
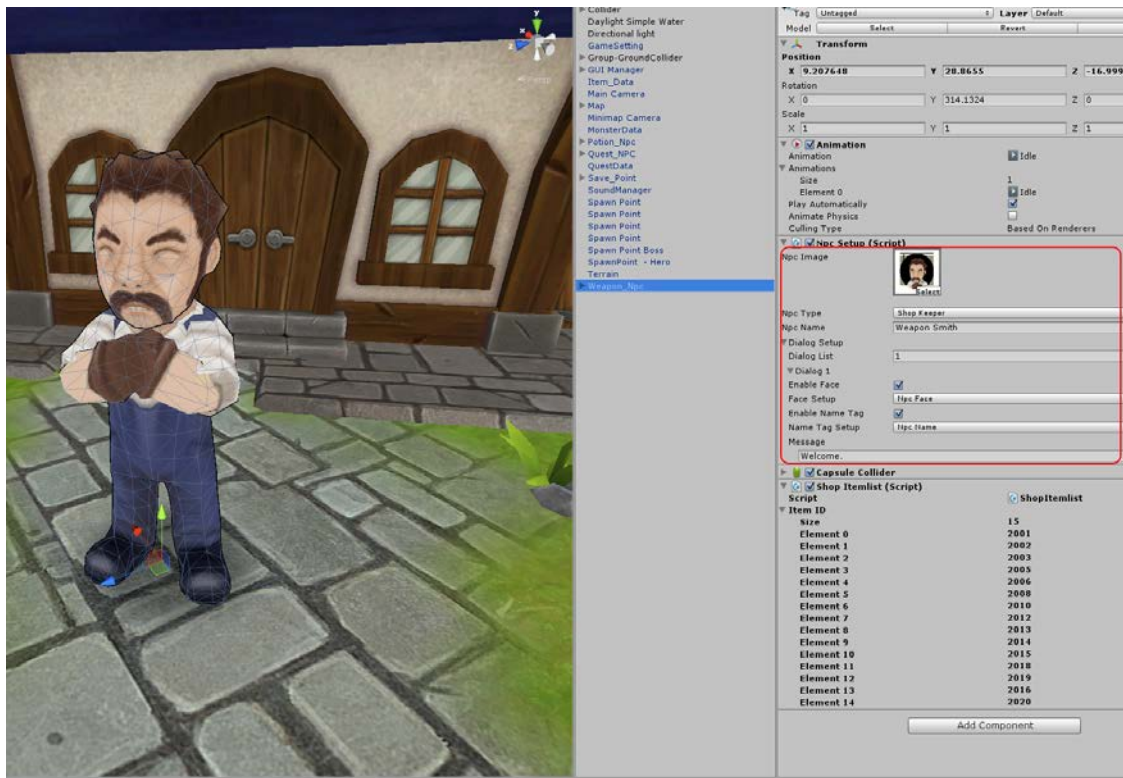
1) Fix some bug

    a. Use skill recover HP/MP when you equip armor(Add bonus HP/MP) --- Fix

    b. If item drop if too far character don't walk to pick it --- Fix

2) Dialog & Npc System

a.) Npc Image – Npc image show in dialog box

b.) Npc Type – Regular Npc

- Shop Keeper (Call shop menu when end dialog) *Need Script Itemlist

- Save Npc (Call save menu when end dialog)

- Quest Npc (Call quest menu when end dialog)

c.) Npc Name

d.) Dialog List – List of dialog in this npc you can add more than 1

e.) Enable Face/Enable Nametag – Enable it if you want to show "Name Tag"/"Face" in this dialog

f.) Face Setup/Name Tag Setup – You can set "Who" you want to show in this dialog npc face(Need setup npc image),hero face(Need setup hero image),other face

g.) Message – A message you want to show in dialog box

Here is example
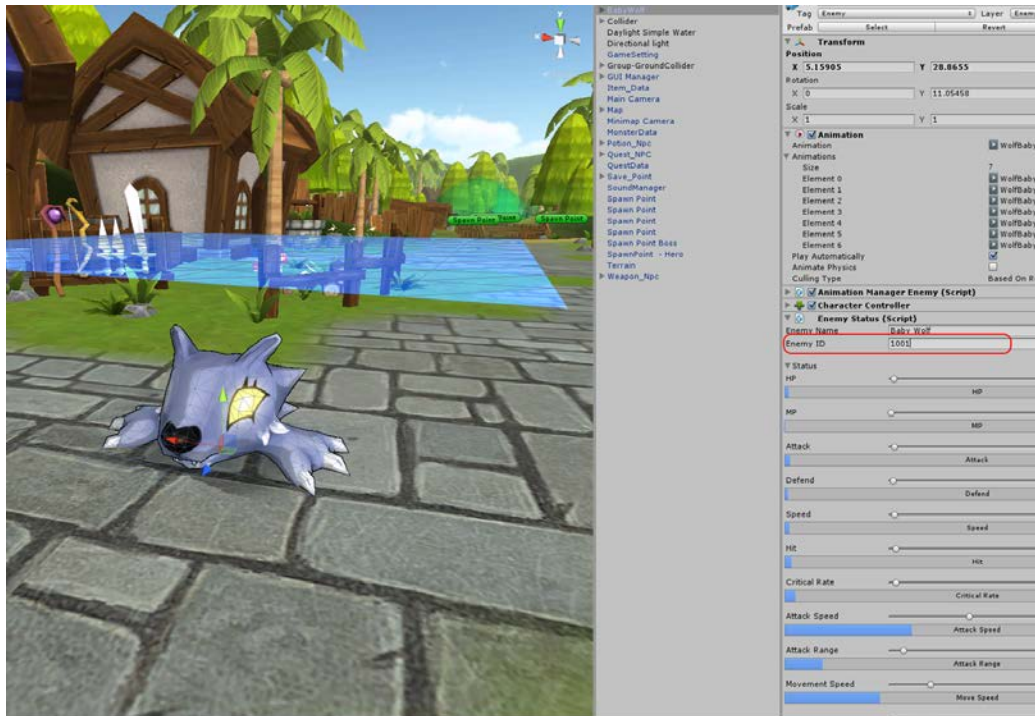

*result setup in page 2

*choose npc type = Shop keeper , the system will call shop after end dialog
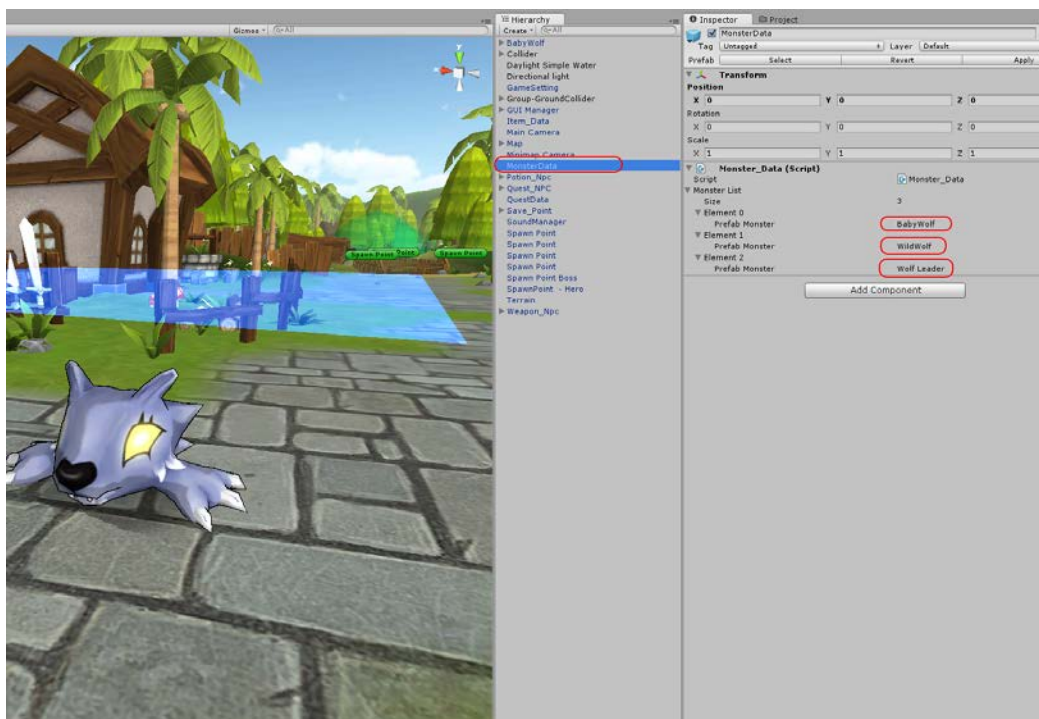
3) Quest System

*Before setup quest you must setup this first

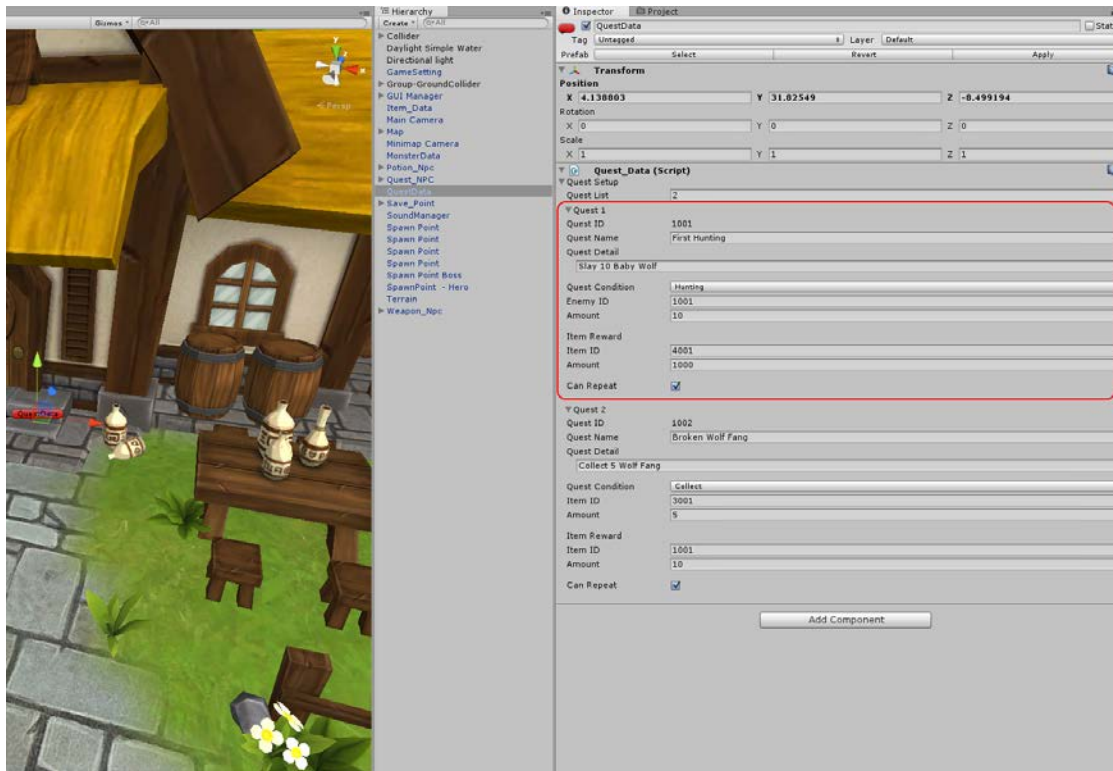a) Setup Monster ID (example 1001,1002,1003) * Enemy ID can't repetitive

b) Drag all prefab monster (In project folder) to "Monster Data" in hierarchy

c) Start Setup Quest

    c-1) Select QuestData in hierarchy

    c-2) Setup quest condition & reward

        c-2-1) Quest ID

        c-2-2) Quest Name – A name of this quest

        c-2-3) Quest Detail – A detail of this quest

        c-2-4) Quest Condition – Hunting (Slay a monster)

                - Collect (Find an item)

        c-2-5) EnemyID/ItemID – a id of target (if you select hunting type put a monster id (you can see monster id in prefab monster script "EnemyStatus") or if you select collect type put an item id (you can see item id in Item_Data in hierarchy)

c-2-6)Amount – amout of target (Ex. If you input 10 it mean slay 10 monster or collect 10 item)

c-2-7) (Item Reward) Item ID – a reward item when you clear this quest

c-2-8) (Item Reward) Amount – amount of item reward

c-2-9) Can Repeat – if you enable this, this quest can do it again(repeatly) after end this quest

d) Setup Npc Quest

(1) Enter Quest ID (you can check quest id in "QuestData" in hierarchy

(2) This dialog will show when you aren't recive quest

(3) This dialog will show when you aren't complete quest

(4) This dialog will show when you're complete quest

(5) This dialog will show when after complete quest and this quest can't do repeatly.