



**Thank you** for purchasing the Medieval Dialogue Generator asset.

This document will show you how to use the asset in Unity.

If you have any question, contact us at : [contact@xandimmersion.com](mailto:contact@xandimmersion.com)

**Note :** The Medieval Dialogue Generator software is under the Asset Store End User License Agreement. Permission is given for anyone to use this software for any purpose, including commercial applications.



## Editor Window

You will find the asset window under Window/Medieval\_Dialogue\_Generator. It will open a new editor window.

The screenshot shows the Dialogue\_Generator editor window with the following sections and fields:

- Context information:** Includes checkboxes and numeric input fields for greetings, quest, weather, bark, news, lore, personal, relation, trade, and goodbye.
- NPC Information:** Includes fields for NPC Name (Tom), NPC Language (English), and NPC Profile (innkeeper).
- NPC Profile Information:** Includes a text area for NPC Background (Tom is the innkeeper in the dark town of Illmarsh. He lost his brother last year to swamp fever and has had trouble sleeping ever since).
- NPC Background Information:** Includes a dropdown for NPC Attitude (unfriendly).
- World Information:** Includes fields for Player Name (Jane) and World Description (Illmarsh is a town that is secretly ruled by Doppelgänger but only Tom the tavern keeper knows about it).
- File Name:** Includes a text field for File Name (Tom\_v1) and a button for Output Path (C:/Users/xand0/OneDrive/Bureau).
- Buttons:** Includes buttons for 'Select output folder' and 'Generate and Save'.
- Footer:** Includes a note: 'First use : Please take a look at the notice (Dialogue\_Generator/NoticeAssetUnity)'.

With this **asset** you can use the Dialogue Generator that allows you to generate an infinite amount of dialogues for your games. We look forward to hearing from you at [contact@xandimmersion.com](mailto:contact@xandimmersion.com)

Select the context type, set up the character with name, personality and attitude. Click on generate dialog and it's done. You get a csv file with your generated dialogs.

**Context :** The context is the type of interaction your NPC has. You can select several checkboxes and indicate a number between 1 and 10. You can send 10 requests at a time in the contexts.



- **Greetings** : Generative welcome answers from your NPC. Example: *"How are you?"*
- **Quest** : General mission that the NPC can give to the player. You can set the information related to the quest in the NPC background or World description part. Example: *"Well let's say Paul, that you are in this situation. You build a house for someone and you finish it. The person doesn't want to pay you. So you have to punish them... Would you send a message to someone?"*
- **Weather** : Generative discussion about the weather. Ex : *"yes it is lovely today, I don't want the rain to stop."*
- **Bark** : Dialogue category that makes the NPC interact when the character walks by. Ex : *"I really enjoy reading, but I'm not going to tell you what I read. No one else has ever liked any book as much as I like this one! It's the best book ever!"*
- **News** : General news that the NPC can give to the player. You can set the information related to the quest in the NPC background or World description part. Example: *"We don't know, but me and David found the farmer a few days ago and the animals too."*
- **Lore** : Myths and legends in the region, you can set the information related to the quest in the World description. Example: *"Secrets? None. The secret of life. If a result is worth waiting for, it's going to take its time."*
- **Personal** : Personal lines about the NPC. Example: *"I had to send my donkey, Susie, to the salt mine today and my barn burned down last week."*
- **Relation** : Lines about the NPCs relation with the player and other NPCs. Example: *"I don't talk much to the people in my village. I prefer to talk to myself and the animals."*
- **Trade** : The NPC offers what he can sell or trade with the player. Example: *"I can sell you bread and apples. I can make you a delicious meal of chicken and potatoes!"*
- **Goodbye** : Generative way to say goodbye. Example: *"See you."*

**NPC Name** : Name of your NPC (maximum 20 characters).

**NPC Langage** : Select the language of your text input and output.



**NPC Profile :** Choose one of the 7 different character profiles offered. Don't stop at the name, the tavern keeper could very well be a shopkeeper and the guard a knight.

**NPC Background :** Describe your character's background and personality. Highlight the main characteristics of this character (maximum of 200 characters).

**NPC Attitude :** Select one of the 7 attitudes of your NPC towards the player: from hostile to loving.

**Player Name :** Choose the name of the player so that the NPC can make personalized messages. A random name will otherwise be used (maximum 20 characters).

**World Description :** Describe your world and your story with a short description. Highlight the main characteristics of your world (maximum of 200 characters).

**File Name :** The export name of your csv file.

**Output Path :** The export path of your csv file.

Finally, click on the “**Generate and Save**” button to generate your text to a csv file.