Report for Assignment1

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For this assignment, I choose to create a Plugin which can be a text-based dialogue manager. To start with this project, I researched many examples and tutorials online, used them as references.

Firstly, I created a new project only contains a ground and a ball as player, and wrote the script for basic player movement. Then, I started to write the plugin which can read text from file. I used two plugins we created in tutorial as references, to create the basic format of a plugin. Since I only need it to load a file from external, one entry point will be enough for it. I set the statement type to “const char\*”, and returned texts as “const char\*”, so that unity can read it. Next, in unity I created a canvas with dialogue box and text, wrote a script to locate and control the box to show. Also, DLL was been called in this script as text. Finally, I created a cylinder as second player, and a dialogue zone around second player. In order to accomplish the conversation function, I set the dialogue box shows only when the ball approaches the dialogue zone using “ OnTriggerEner(Collider other)” function.

During the time of doing this assignment, I ran into many problems, like returning wrong variables, setting the wrong address for file. Those problems lead unity to crush all the time. In order to fix them, I asked help from my teammates, and search answers online.

References:

<https://www.youtube.com/watch?v=IstYXj_k4NA>

https://www.youtube.com/watch?v=BrCxFpZFRS0&t=616s