

Illustration by [Hiroshi](#)

Tích hợp AIChat vào Unity

▼ QuickStart

In this tutorial, I will show you how to quickly integrate ChatGPT, an AI-based chatbot, into a Unity game.

Prerequisites

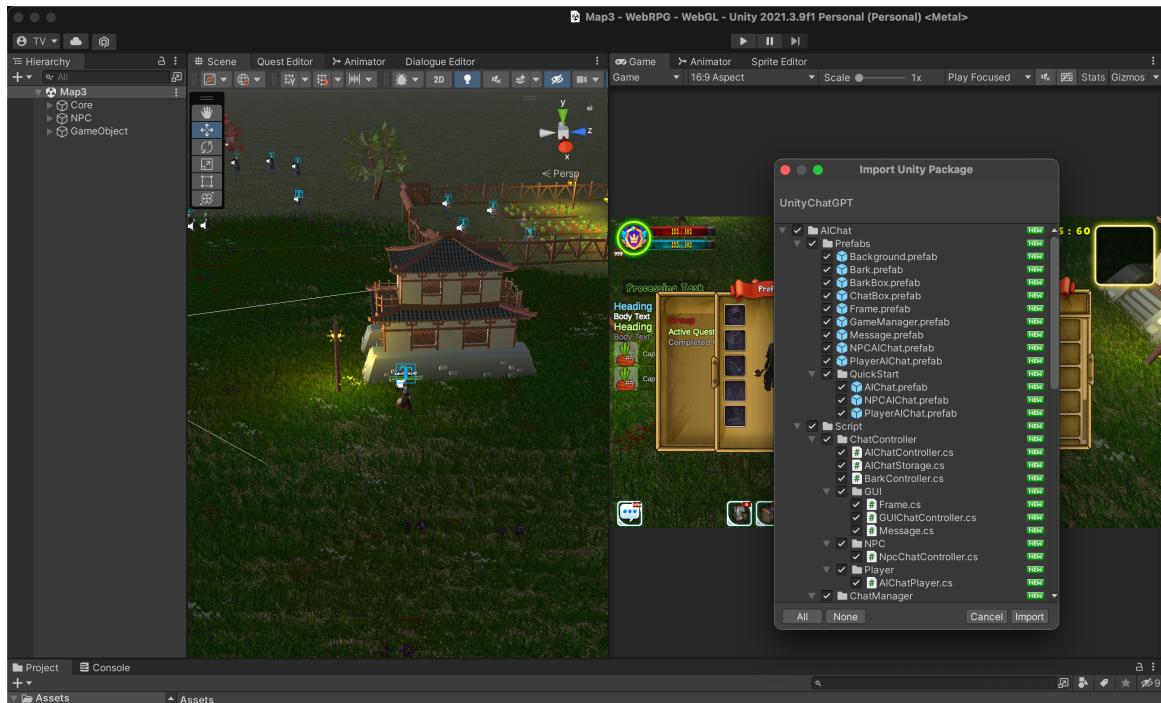
Before we start, make sure you have the following:

- ChatGPT API key (You can see [Step3](#))
- Downloaded [UnityChatGPT.unitypackage](#)

Step 1: Setting up the Unity project

First, Import the UnityChatGPT package into your project. You can do this by navigating to Assets > Import Package > Custom Package and selecting the UnityChatGPT package file.

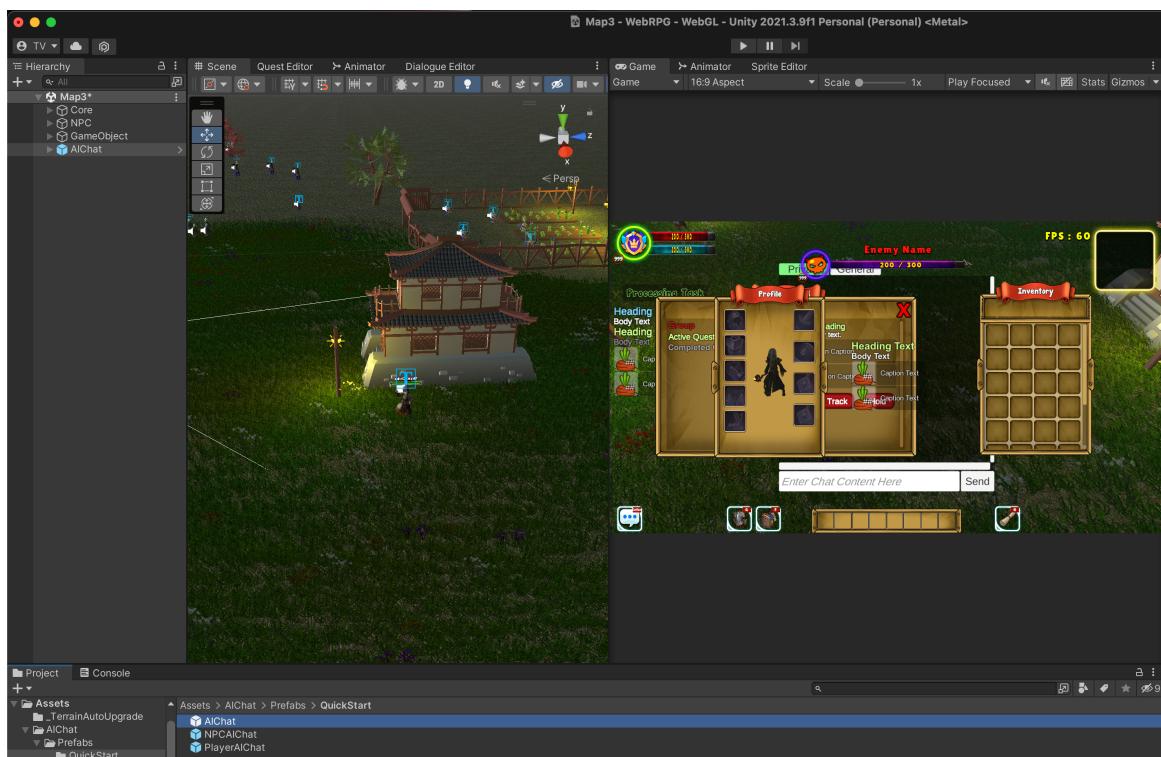
Trick : You can drag and drop it into Unity Editor



Step 2: Add AIChat

Drag AIChat inside AIChat/Prefabs/QuickStart to Hierarchy.

This AIChat include Canvas of Chatbox GUI and ChatManager.



Step 3: Setup API Key

You must have OpenAI Key to use it.

You can get here : <https://platform.openai.com/account/api-keys>

Create New Secret Key and copy value of it.

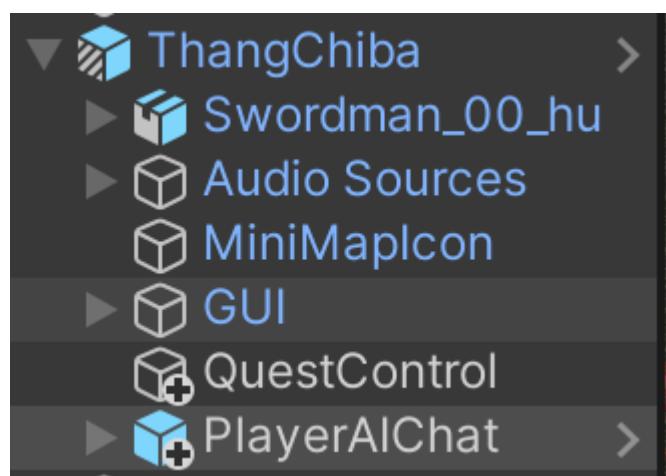
Once you have created the AIChat object, you need to configure it with your API key. To do this, open the AIChat/GameManager and find the **AccessToken** variable. Replace the `sk-` string with your actual API key.



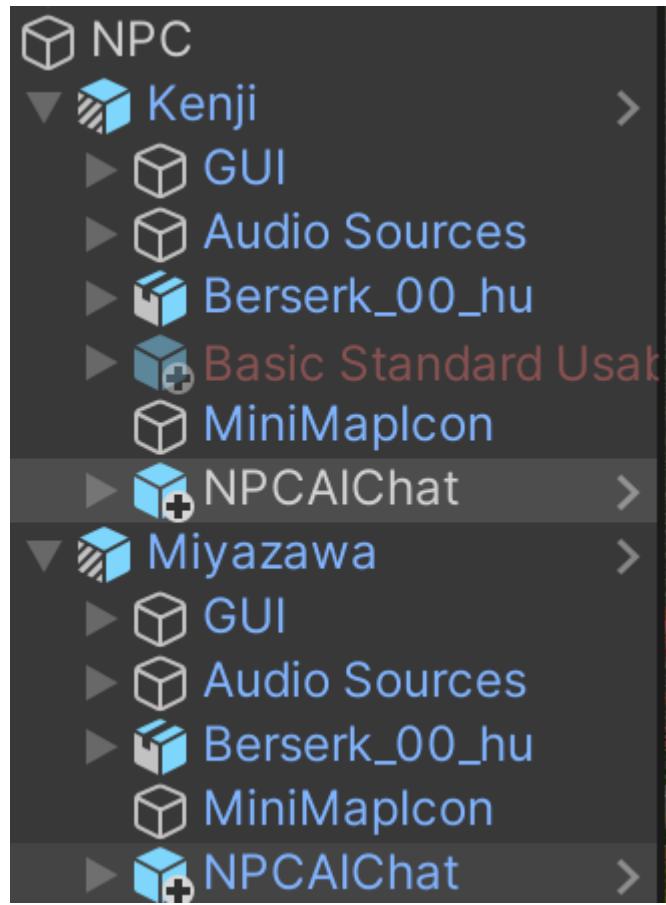
Step 4: Setup PlayerAIChat and NPCAIChat

You need setup PlayerAIChat if want Player can chat with NPC around you.

Drag PlayerAIChat to your Player GameObject



Drag NPCAiChat to what NPC that you want it handle Chat and Response.



Notice : That AIChat include SphereCollider to detect Player come around NPC.

Step 5: Setup General ChatMode

In general chatmode, player can talk with around NPC so you need setup it.

In AIChat/Background/ChatBox/ChatToggle/General

Set AiChatPlayer → Your PlayerAIChat (Drag and Drop it)



Step 6: Start game and have fun

Congratulations! You have successfully integrated ChatGPT into your Unity game.

Finally, we can test our chatbot by running the game and typing in some chat messages. You should see the AI's responses appear in the chat UI.

Notice : Press **Enter** to show ChatBox and **Ecs** for close it.

You can come near to NPC and test chat with them.

Security Risks:

Placing the OpenAI key on the client side is not a good practice. Therefore, it is recommended to redirect it through a backend server. Additionally, it is important to set up usage limits on the OpenAI page.

For Those Without an OpenAI Account:

A backup plan has been prepared for those who do not have an OpenAI account. You can request it through the backend. However, please use it only when you do not have an account, as the amount will be paid for by the creator. To set it up, configure AIChat/GameManager/ChatGPT using this endpoint and the AccessKey for unity. The AccessToken does not need to be taken into consideration.

