

This project was especially designed to run in a 9:16 mobile phone resolution. Change the build to Android and set the resolution to 9:16 to work correctly.

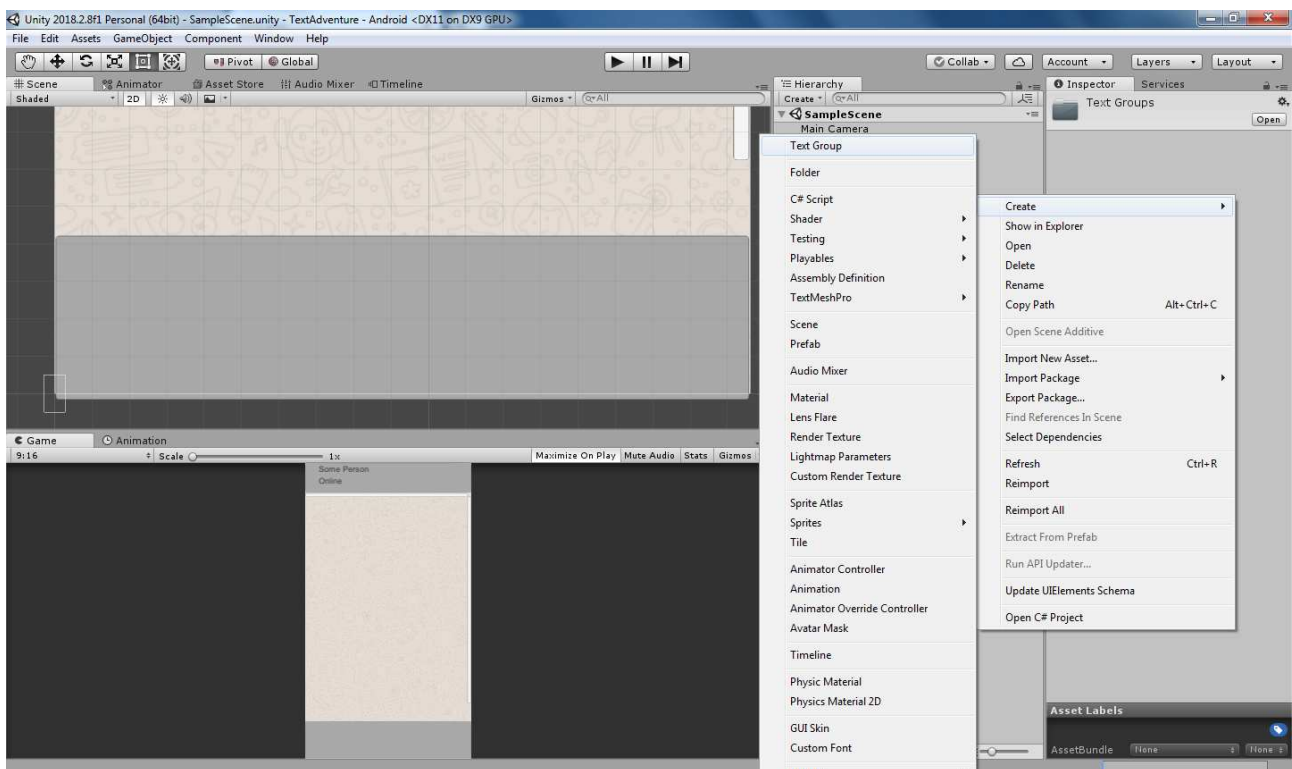
To test, open Sample Scene and play. Game will run until all messages finish. When finish, you can add your own functions to continue the game.

The messages are separated into groups. Each group is a scriptable object that holds messages of the person and two options for response.

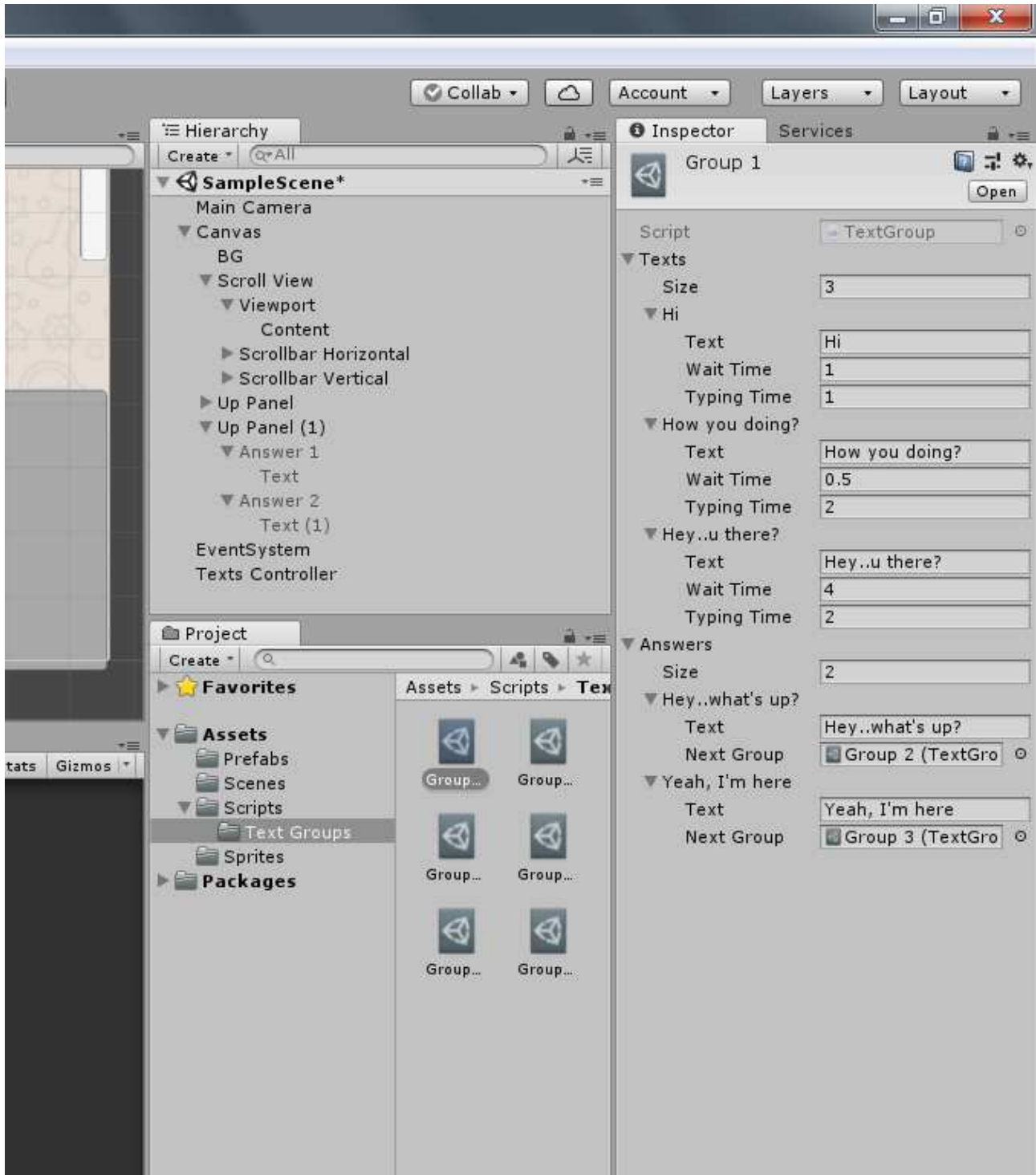
Each message has a text, a wait time and a typing time.

The answers have a text and another group of messages. Each answer advances to another message group and so follow the loop until you reach a group that has no answers.

To create a group, right-click on a folder and select Create -> Text Group.

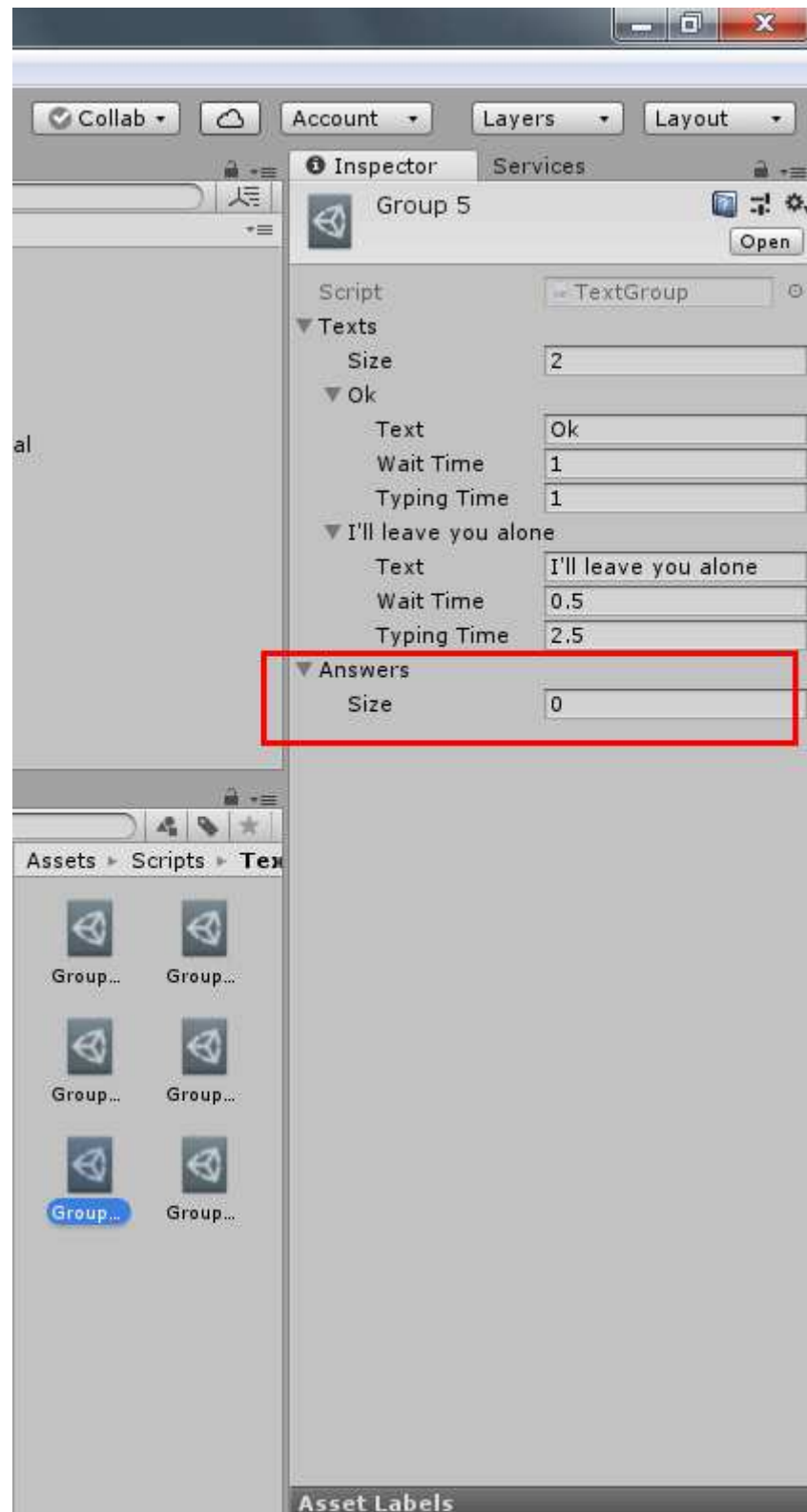


Define a name for the group. Choose the number of messages. Set the text and the times of each message.



There are always two answer options, define the answers. After create other groups, define the groups for each answer. Follow the process until done.

When you want to finish, leave the final groups without answers.



To get started, in the Texts Controller object, set the initial group of messages in the "Current Message Group".