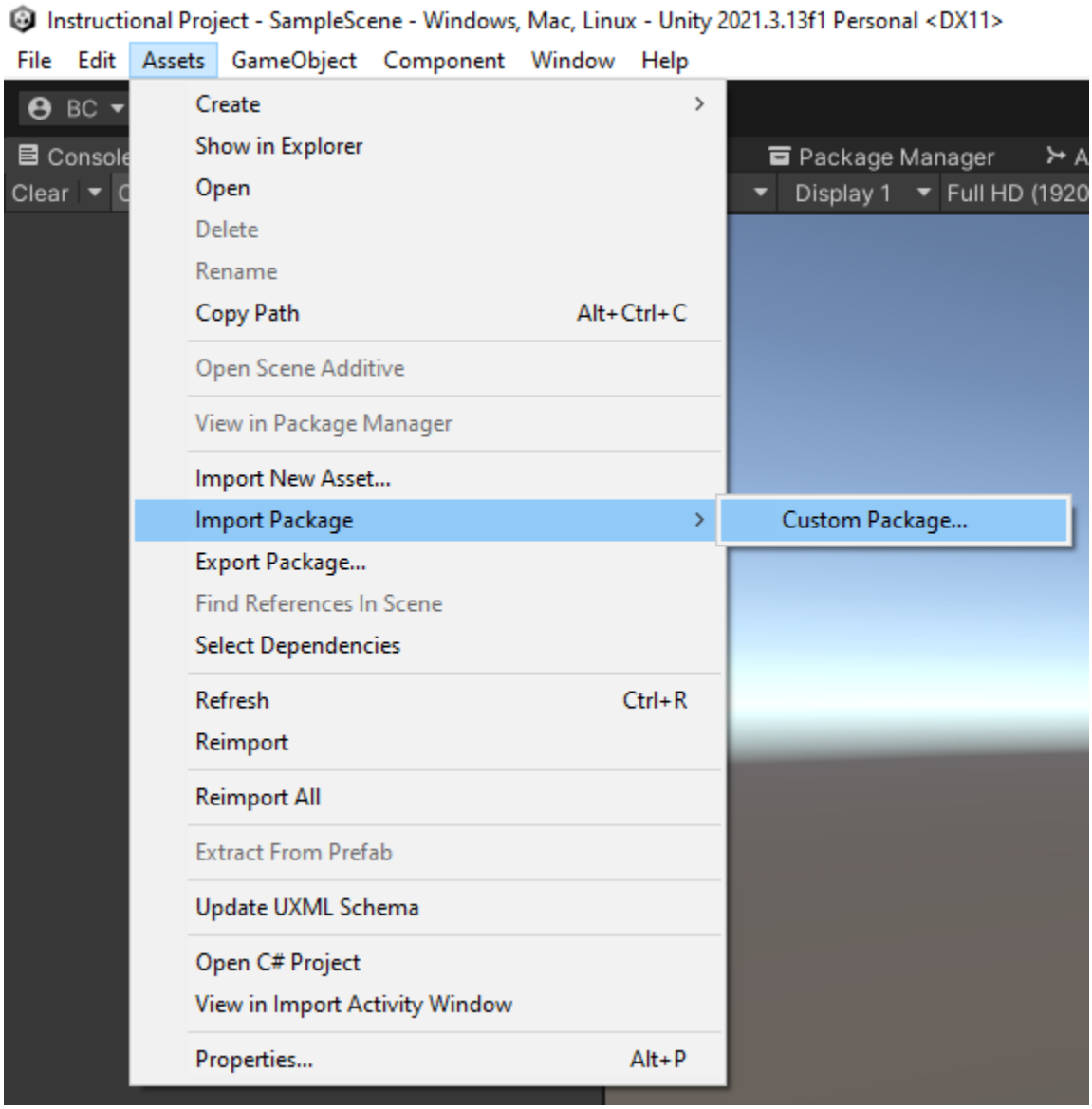
Dialogue Package Instructional Document

Verified Unity Version

This package has been approved for Unity 2021.3.13f1.

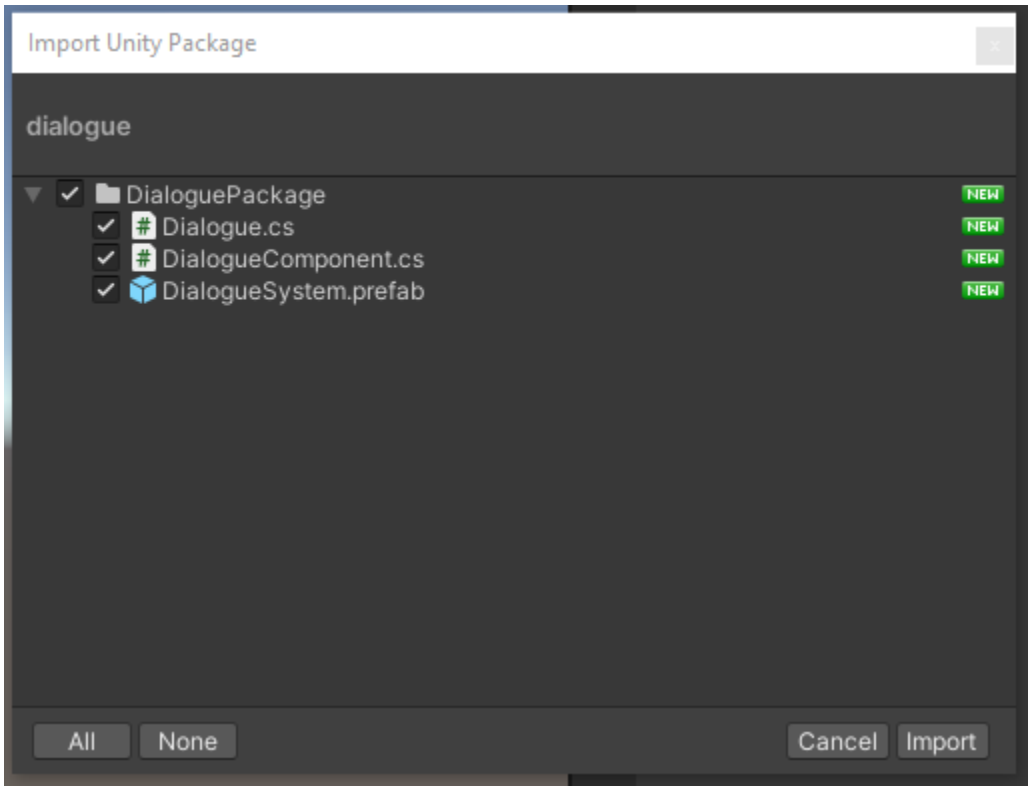
Installation

1. Open the Unity project you want to import the package into. Either right-click in the Project Browser or click the “Assets” tab at the top of the editor window, scroll down to “Import Package” and select “Custom Package”:



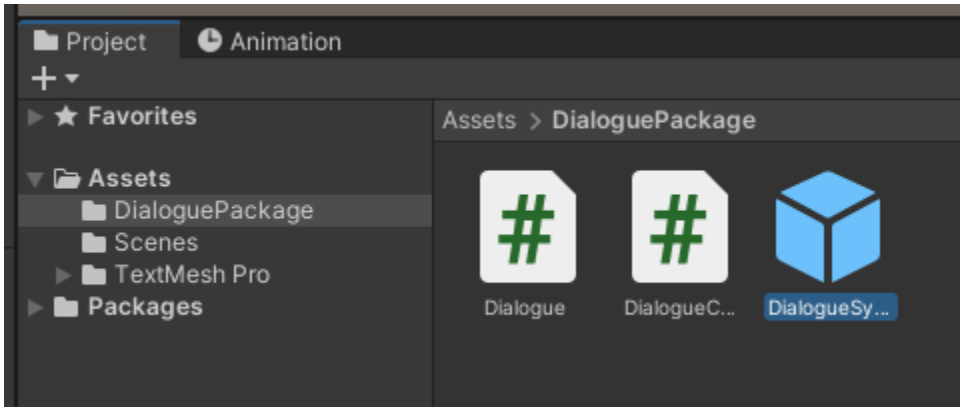
2. Navigate to the location the package is saved and select on the package before clicking “Open”.

3. In the window that pops up make sure the “DialoguePackage” folder and its contents are selected then click “Import”.

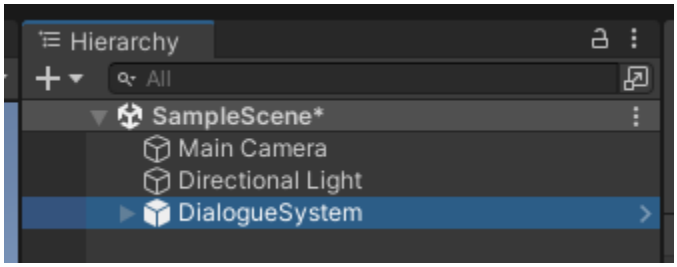


Tutorial

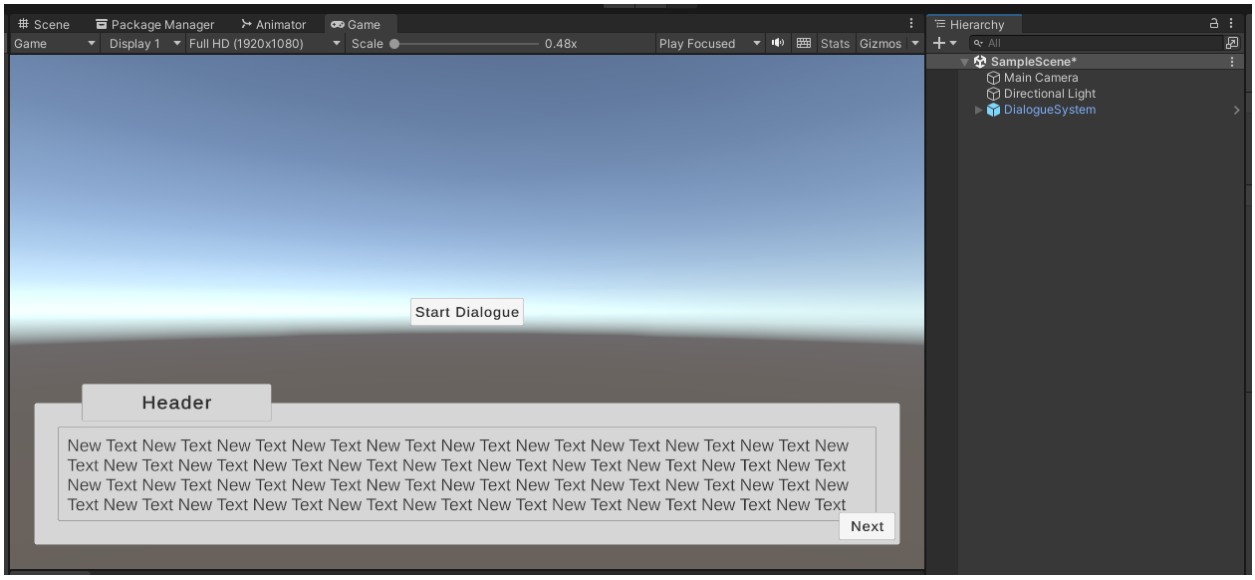
1. Select the “DialogueSystem” prefab in the “DialoguePackage” folder in the project browser.



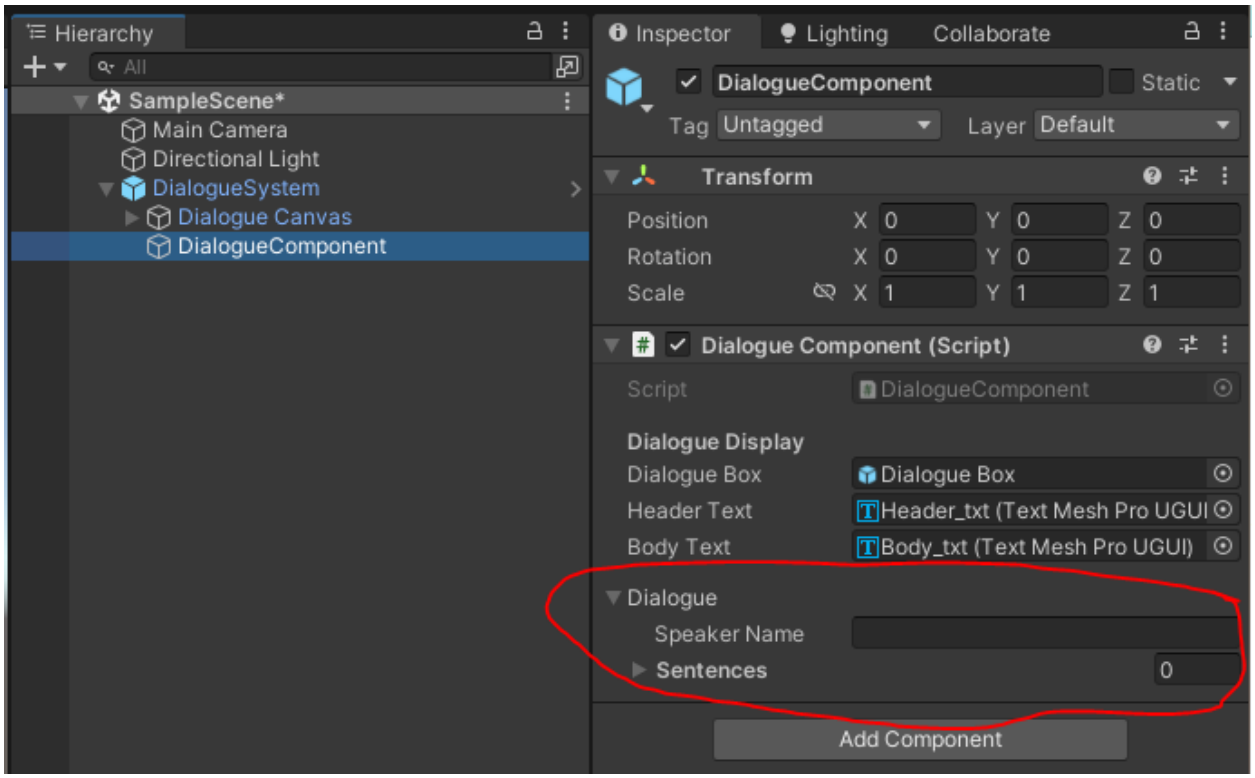
2. Click and drag the prefab into the Hierarchy



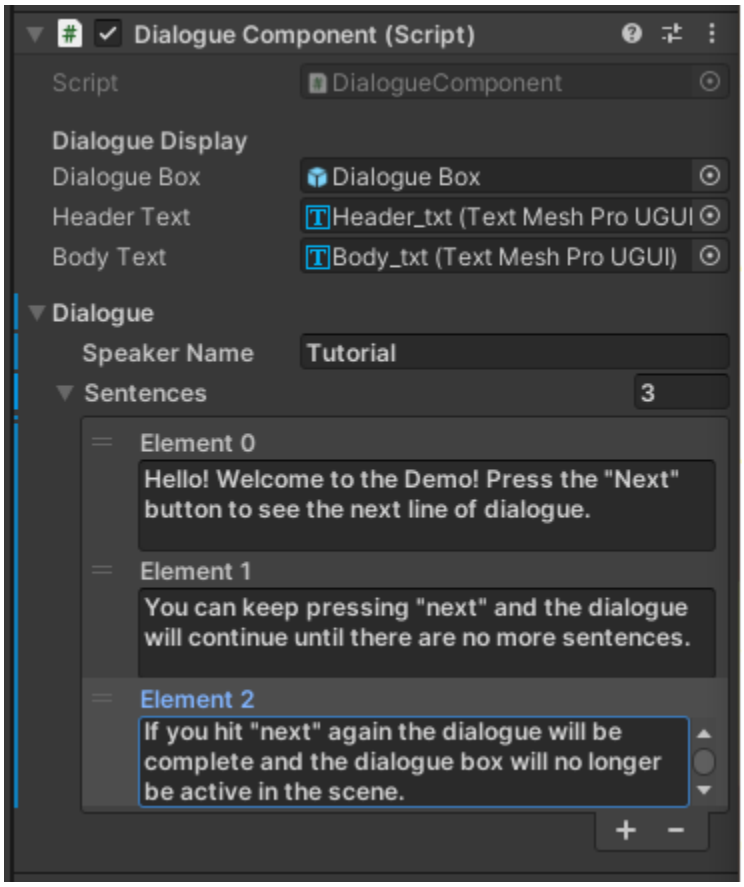
3. This prefab contains an example dialogue box and “Start Dialogue” button that can be used to display the dialogue.


Scene
Package Manager
Animator
Game
Game
Display 1
Full HD (1920x1080)
Scale
0.48x
Play Focused
Stats
Gizmos
Start Dialogue
Header
New Text New Text New Text

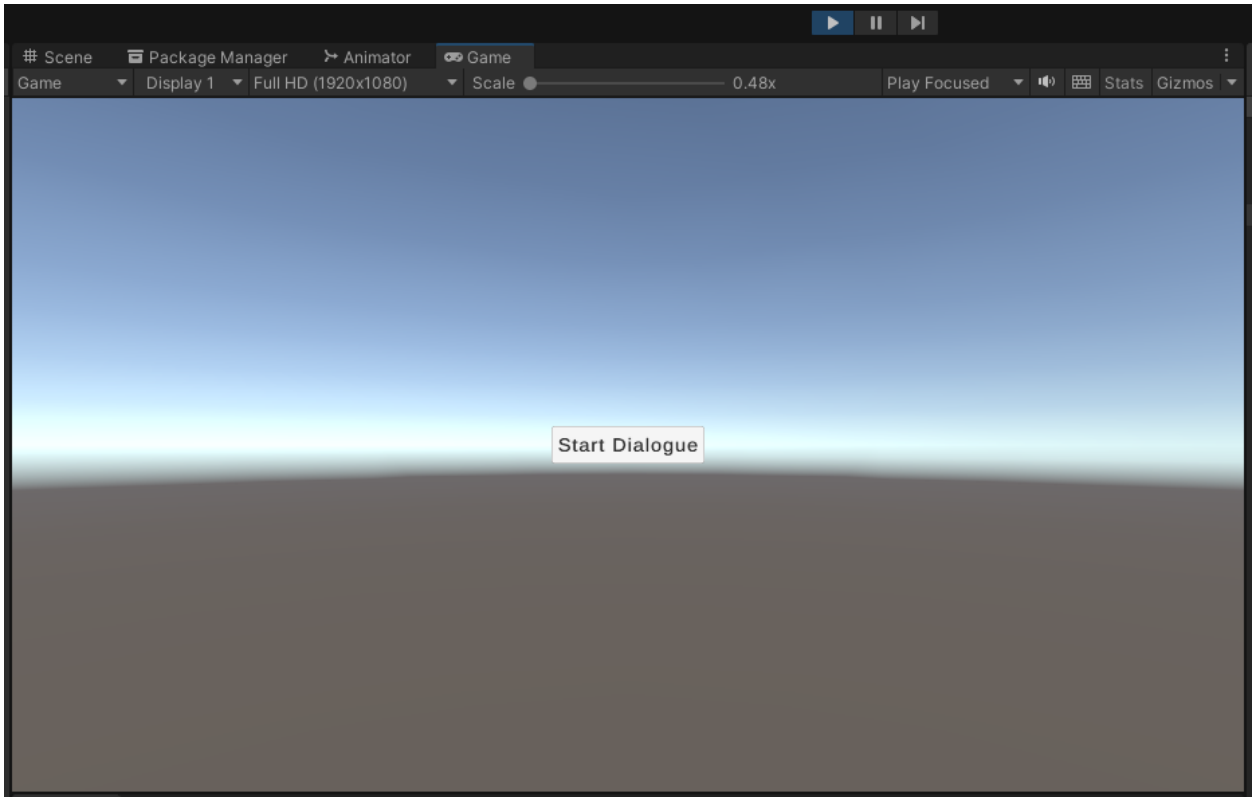
4. Select the “DialogueComponent” in the hierarchy which already has the display fields filled out (these can be replaced with other custom game objects to fill the need of the project) and select the dropdown for the “Dialogue” field. This will reveal the “Speaker Name” and “Sentences” fields.

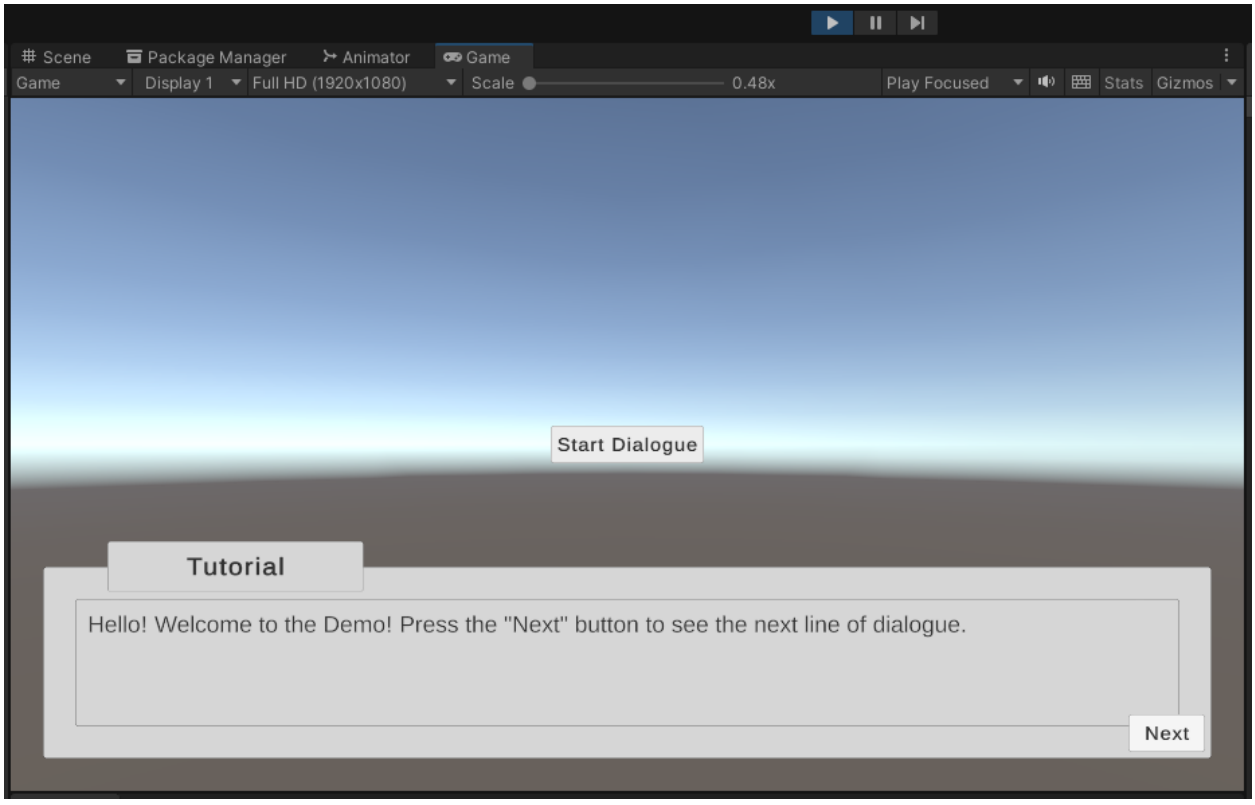


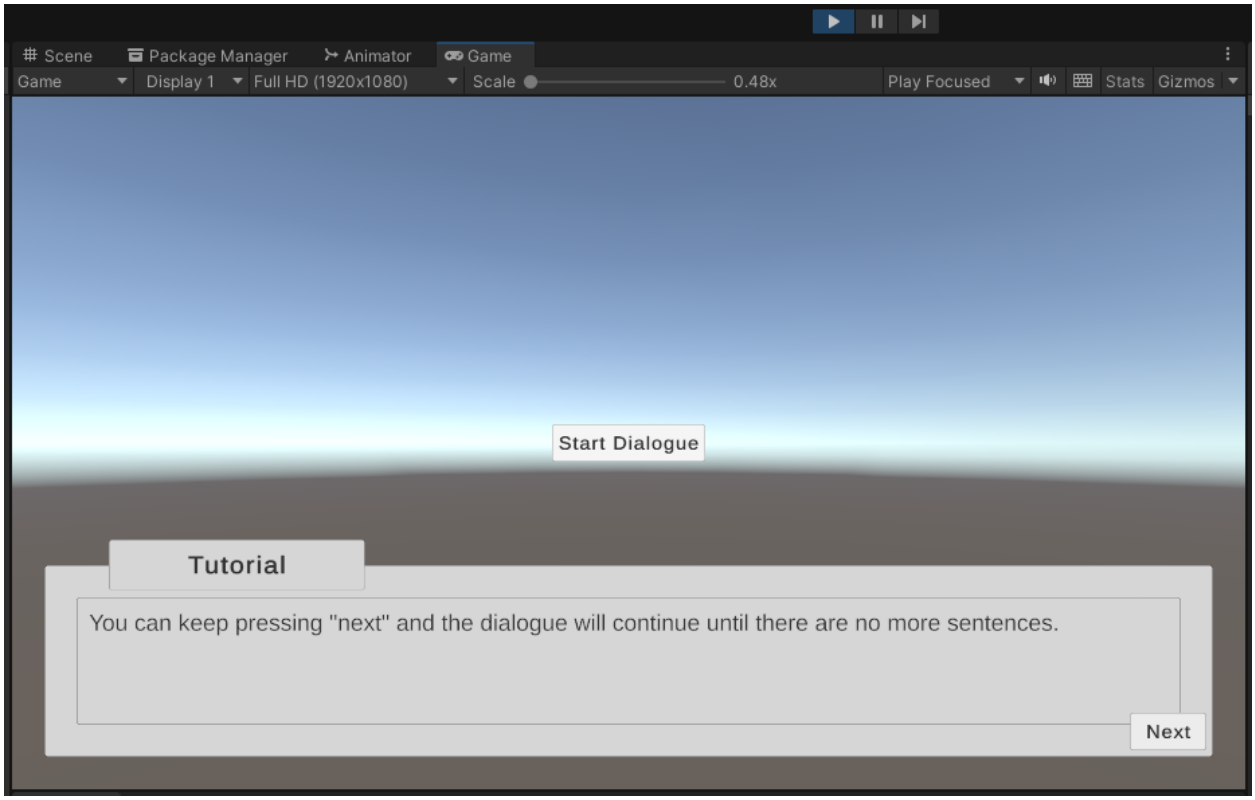
5. Fill out the fields with whatever dialogue you would like to be displayed in the Dialogue Box.

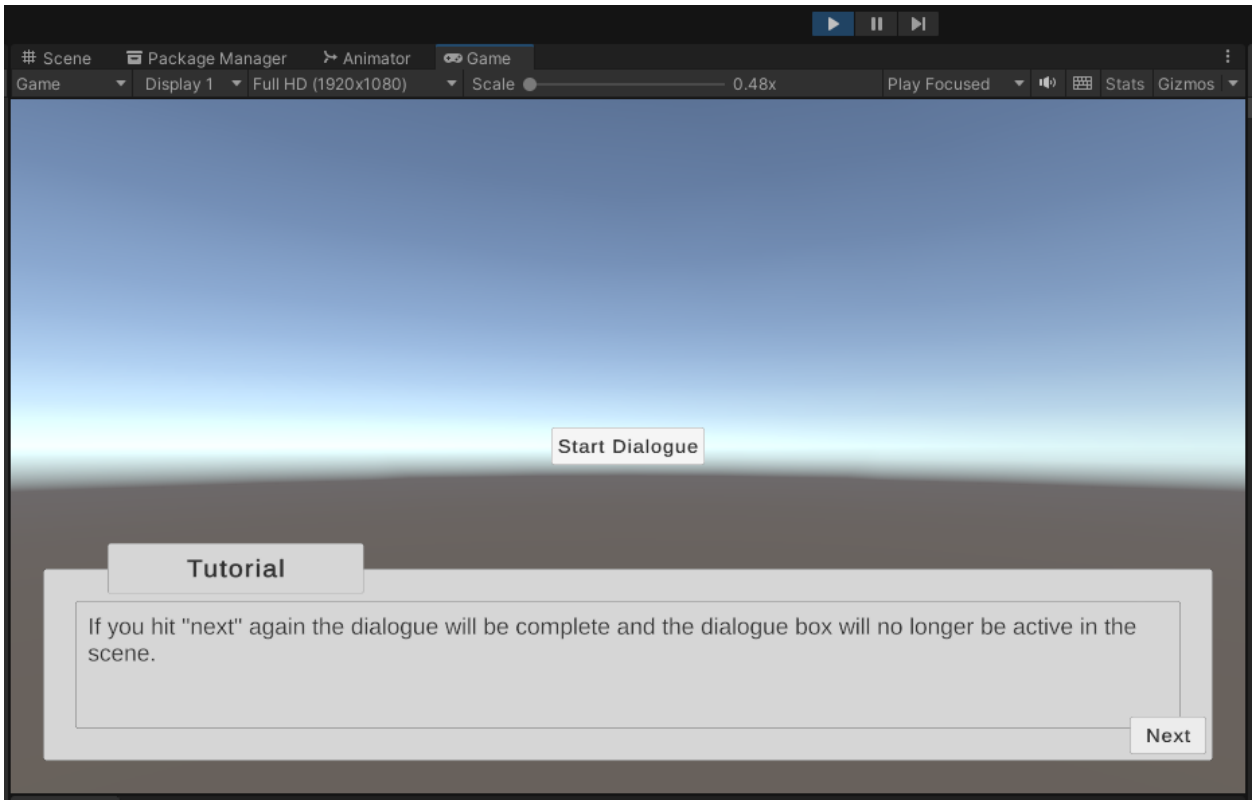


6. Enter Play Mode to test the dialogue system. The dialogue box will start disabled and will only become active when triggered by the “Start Dialogue” button. Then, to continue the dialogue hit “Next” until the dialogue is over.






Scene
Package Manager
Animator
Game
Game
Display 1
Full HD (1920x1080)
Scale
0.48x
Play Focused
Stats
Gizmos
Start Dialogue
Tutorial
You can keep pressing "next" and the dialogue will continue until there are no more sentences.
Next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0.48x
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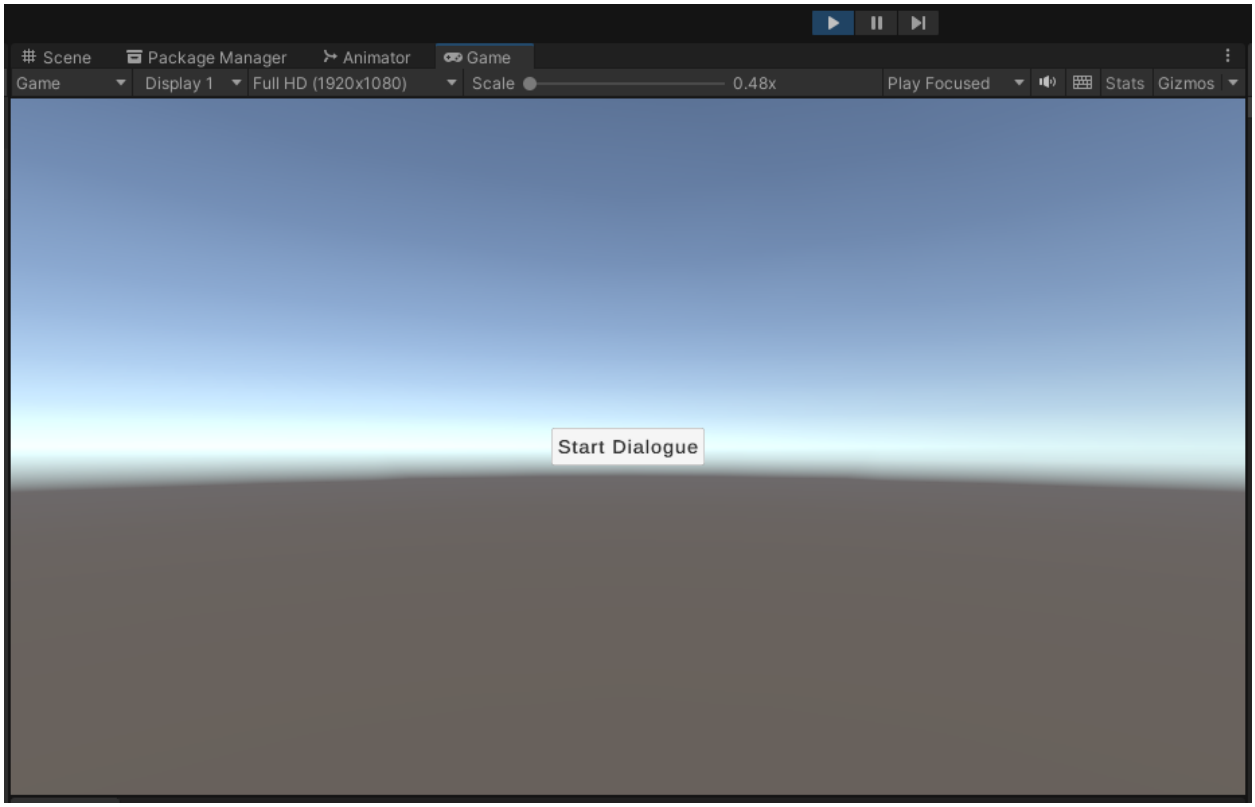
Tutorial
If you hit "next" again the dialogue will be complete and the dialogue box will no longer be active in the scene.
Next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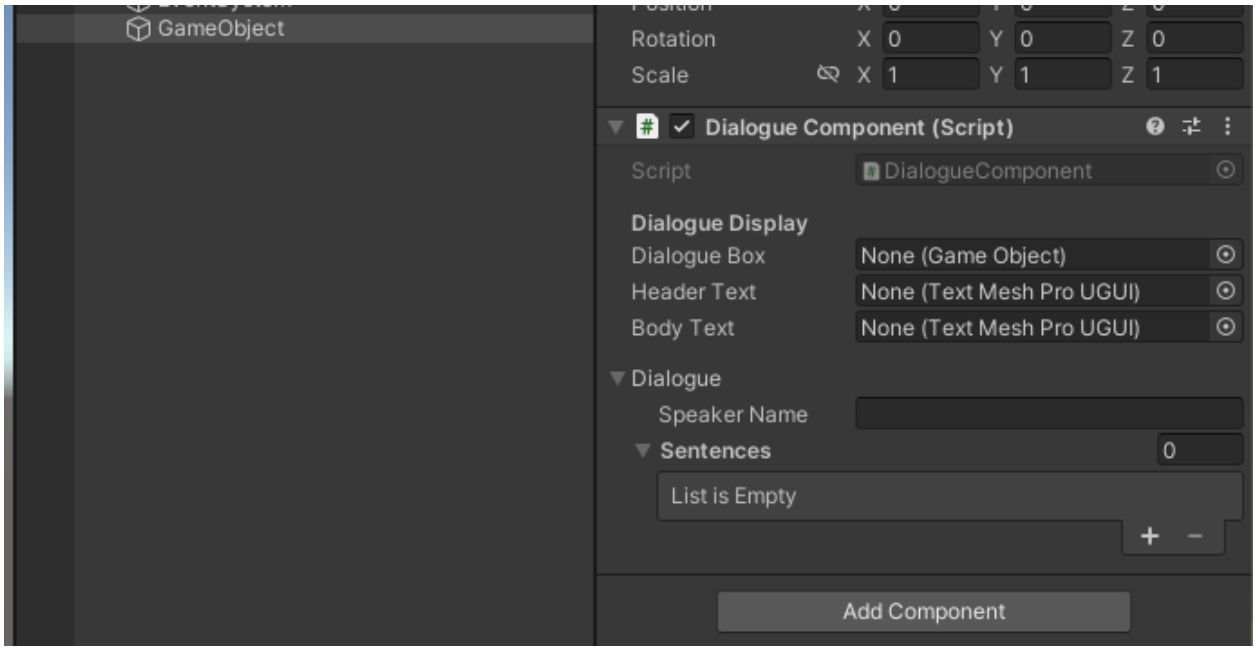
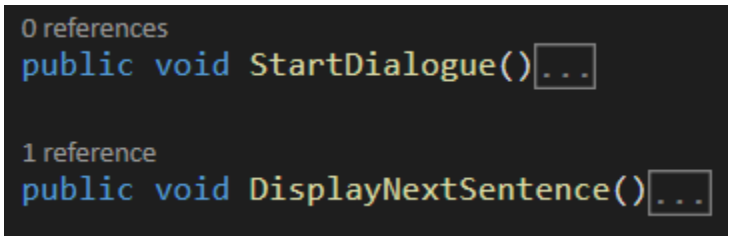
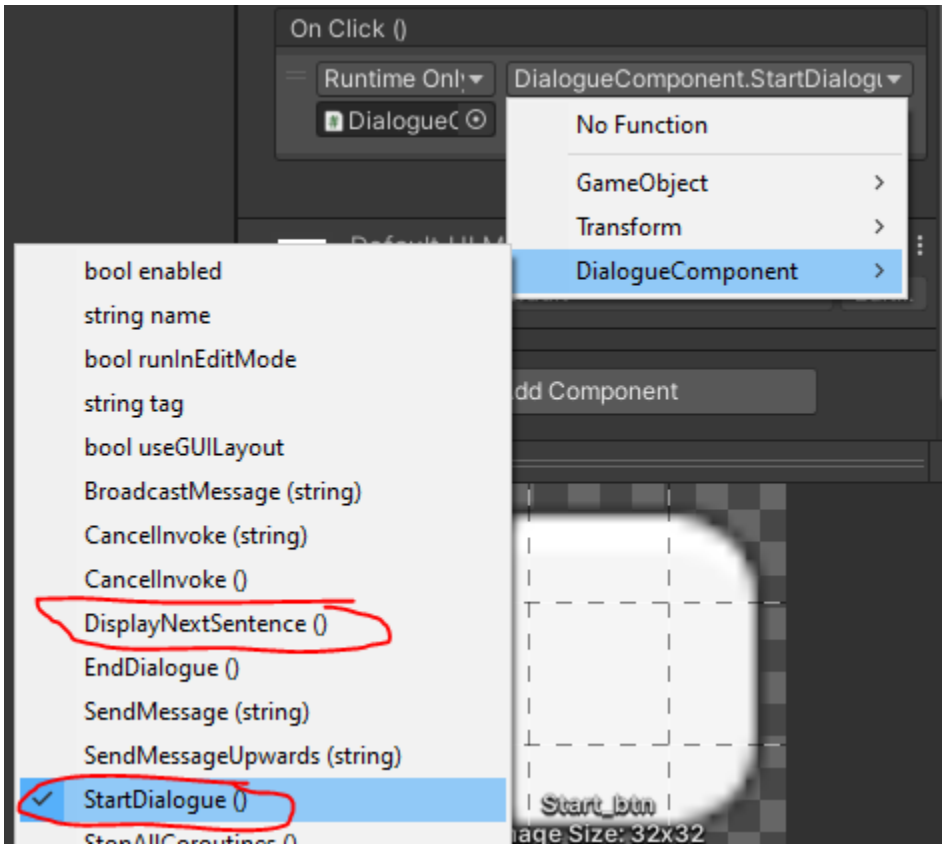
7. The dialogue system can be used with any existing gameobjects and there can be multiple in a scene. Add the “DialogueComponent” to any gameObject to create a new dialogue. They can even use the same dialogue box as long as there is only one dialogue box being displayed at a time.



8. There are public methods for starting the dialogue and moving on to the next sentence of the dialogue which allows the user many options of how to trigger the dialogue.