

# dokidoki Manual

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# Chapter 1

## Introduction

dokidoki aimed at being a AVG development tool based on unity3d. It could improve the efficiency to develop AVG games and also could implement the one-time-code-multiple-platform-run based on the features of unity3d.



## Chapter 2

# Related Projects

**2.1** Kirikiri

**2.2** NScript



## Chapter 3

# System Architecture

### 3.1 System

System class is responsible for arranging every thing inside dokidoki system. It contains a world which has lots of characters and one player. These characters take behaviors to interact with each other to progress the game. Behavior is a kind of action. Action is the minimum unit of things that happens in the AVG game, such as the position changing of a character, a sentence the character spoke. Effect is another kind of action such as the start of playing a sound, the start of the video and so on.

### 3.2 Script

Scripts class is responsible to recognize the script written by AVG game developer, and then compile it into action sequences for System to conduct.

#### 3.2.1 Example

Here give an example.

```
world
  video src=video0;
  bgm src=bgm0 mode=loop;
  background src=background0 transition=instant;
  weather type=snow level=0.2;
  >?????????
  >???????????
  sound src=sound0;
  >?????????

dokiChan
  role type=character name = "??";
  move position=center transition=instant;
  posture src=posture0;
  voice src=voice001 >>?????
  voice src=voice002 >>???????
  voice src=voice003 >>?????????
```

```

["?????????????????"(option011, sample1) | "?????????????????"(
    option012, sample1)]

<option011>

world
  >>?????????

I
  role type=player;
  voice >>?????????????????

dokiChan
  move position=(0.45, 0.0, 0.0) transition=instant;
  voice src=voice004 >>???????????

I
  voice >>?????????

(sample2)

<option012>
I
  >>?????????????????????????????

world
  >>?????????????????????????
  weather type=sunny;
  >>?????????

(sample3)

```

### 3.2.2 Grammar

	Example	Description
Doki		Mostly, one script file
Flag	<div> [????????????????????(option011, sample1)    ????????????????????(option012, sample1)] </div>	Flag with options to choose
Op- tion	<div> &lt;option011&gt; </div>	Option that Flags should jump here when this option is chosen



Lock	<pre>{ xxx }</pre>	For some performance, disable players? operations
Block	<pre>world video src=video0; bgm src=bgm0 mode=loop; background src=background0 transition= instant; weather type=snow level=0.2; ?????????&gt; ????????????&gt; sound src=sound0; ?????????&gt;</pre>	One block of script code, start with one focused Object, maybe world or characterId (here means those lines code would focus on the world)
Action	<pre>bgm src=bgm0 mode=loop</pre>	Action, focused on current
Tag	<pre>bgm</pre>	Action tags
Key=Value	<pre>src=bgm0 mode=loop</pre>	Parameters for current action
Key	<pre>src</pre>	Attributes key

Value	bgm0	Attributes value
Text	??????????	

vfdsg