dokidoki Manual

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Chapter 1

Overview

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.

1.1 Features

1.1.1 Open source

dokidoki project is open source on github.

1.1.2 More clear logic for AVG game

More clear logic. In the game built by this tool, there exists only 3 main parts: WorldControl, World (contains characters), UI. WorldControl is used for controling the flow of the game. World is the container of apperence in this game world, and also character stands on the stage named world. UI is for setting of the game and in game operation.

As the game proceeds, only actions which written in scripts are excuated.

1.1.3 Easy to write script grammer

To be easy to use, we try to make the script of AVG game is as muck as easy to write, just like you are writting Screenplay.

1.1.4 Write once, run on all platforms

Yes, because this tool based on unity3d, it could run on any device the unity3d supports.

Chapter 2

Installation

First go to dokidoki project page on github to download all related project parts: dokiUnity(unity package), dokiScriptCompiler(compile program), dokiScript-Setting(script definition shared by dokiUnity and dokiScriptCompiler).

2.1 Develop on Windows

2.2 Develop on Mac OS

2.3 Develop on Linux

Chapter 3

Get Started

3.1   My first game

Chapter 4

Architecture

System 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.

4.1   Overview

4.2   dokiScriptSetting

4.3   dokiScriptCompiler

4.4   dokiUnity

Chapter 5

dokiScript

dokiScripts screenplay written by AVG game developer, and script screenplay file would be compiled into a list of actions.

5.1 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 )
```

5.2 Grammar

	Example	Description
Doki		Mostly, one script file
Flag	`[???????????????(option011 ,  sample1)  |` `??????????????(option012 ,  sample1)]`	Flag with options to choose
Op- tion	`<option011>`	Option that Flags should jump here when this option is chosen
Lock	`{  xxx  }`	For some performance, disable players? operations

| Block | ```
world
video src=video0;
bgm src=bgm0 mode=loop;
backgound src=background0 transition=
instant;
weather type=snow level=0.2;
??????????>
????????????>
sound src=sound0;
????????>
``` | 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 | ```
bgm src=bgm0 mode=loop
``` | Action, focused on current |
| Tag | ```
bgm
``` | Action tags |
| Key=Value | ```
src=bgm0 mode=loop
``` | Parameters for current action |
| Key | ```
src
``` | Attributes key |
| Value | ```
bgm0
``` | Attributes value |

| Text | ?????????? | |

Chapter 6

dokiUnity

Chapter 7

dokiBattle