Dokidoki System Architecture

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Created time: 2015-12-19

# 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.

# Related projects

## Kirikiri

## NScript

# System architecture

## 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.

## 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.

|  |
| --- |
| <scene>  <character name=”doki-chan”>  <verbal content=”The weather goes cold.” />  <move x=”600” y=”200” z=”1.0”/>  <think content=”I don’t weather I should touch her head” />  </character>  <world>  <aside content=”doki-chan slowly close to the door”>  <effect type=”snow” degree=”0.5” />  </world>  </scene> |

## Layer

Layer is used to arrange the order of visual component.

## Font

Font is used to set how the word looks like on the screen.

## Image

Image is responsible for processing different type of picture and to present them in the game.

## Sound

Sound is responsible for processing different type of sound and to play them in the game.

## Video

Video is responsible for processing different type of video and to play them in the game.

## Storage

Storage is responsible for managing saving and loading of games.

## Debug

Debug contains some helpful features for developing this system.

## Timer

Timer provide time arrangement for System.

## Plugins

Extensible function.

# Requirements

Fasdf