Narrative Node Based Editor Tool Documentation.
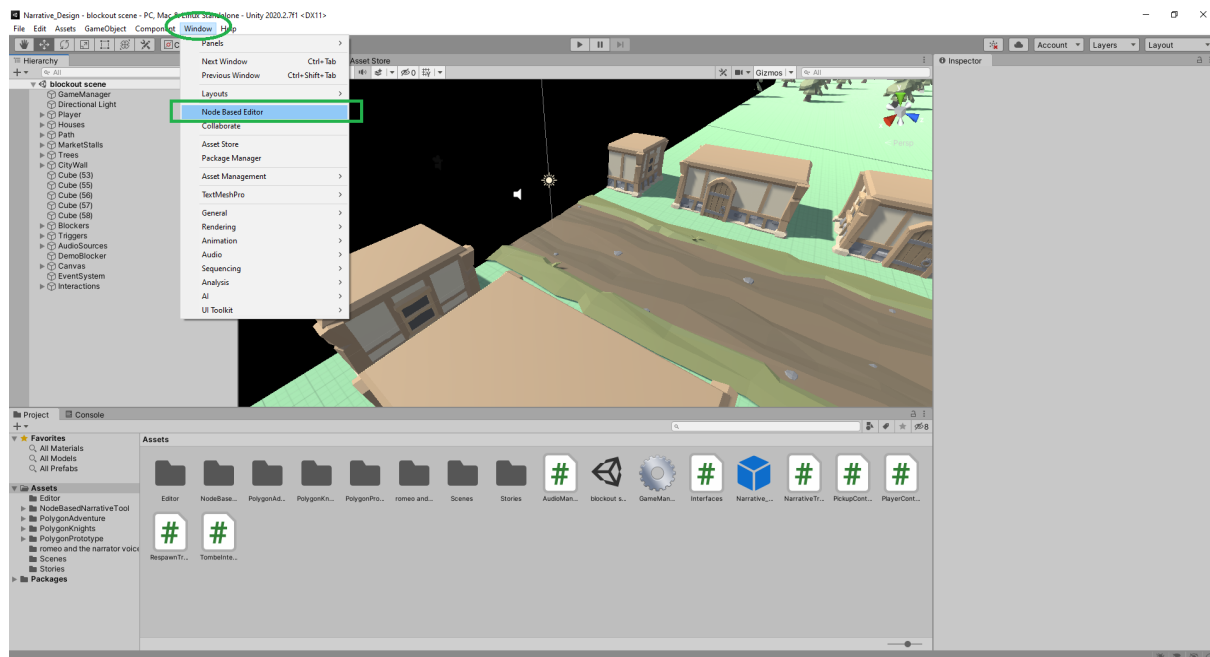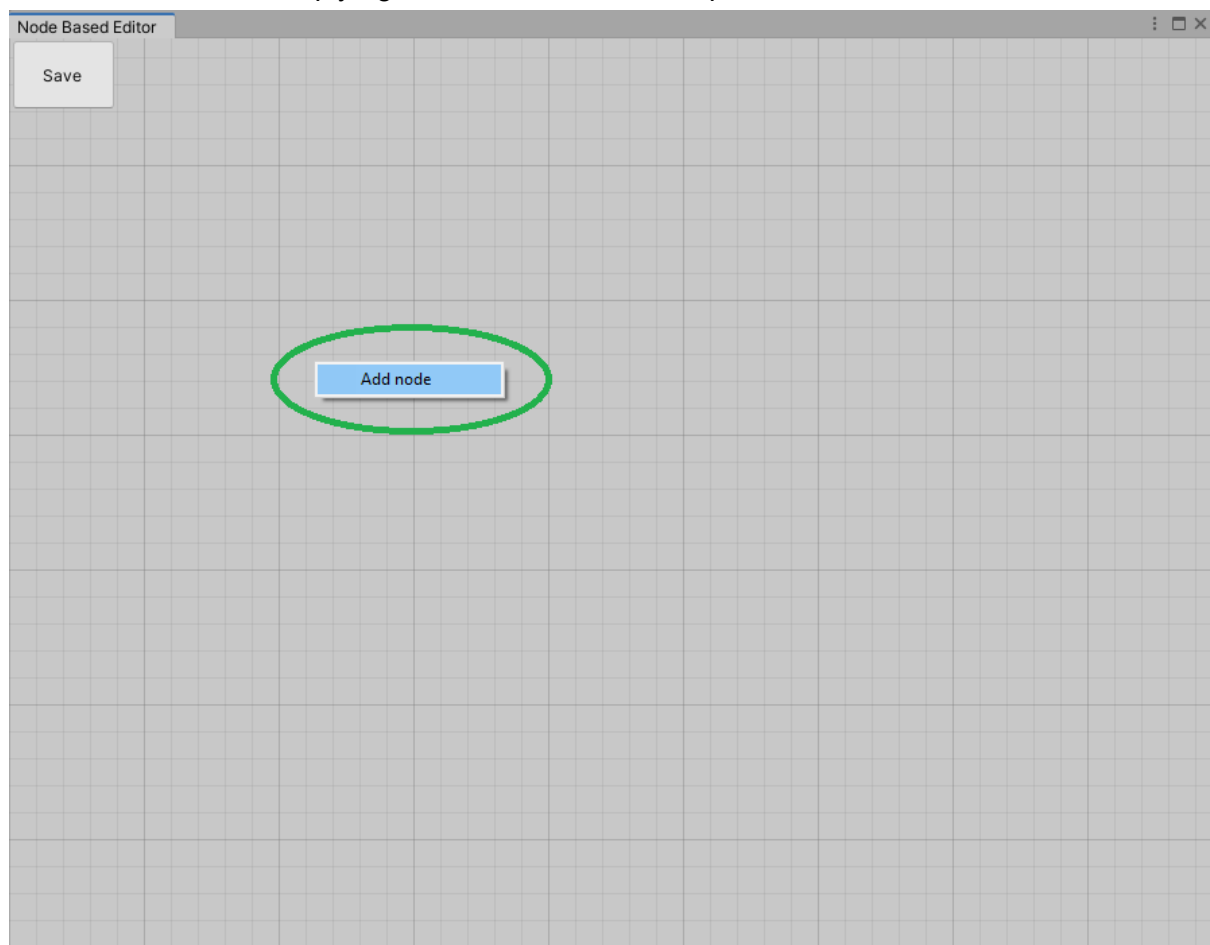
1: Opening the tool:

The tool is located in the "Window" Menu and is called: "Node Based Editor".
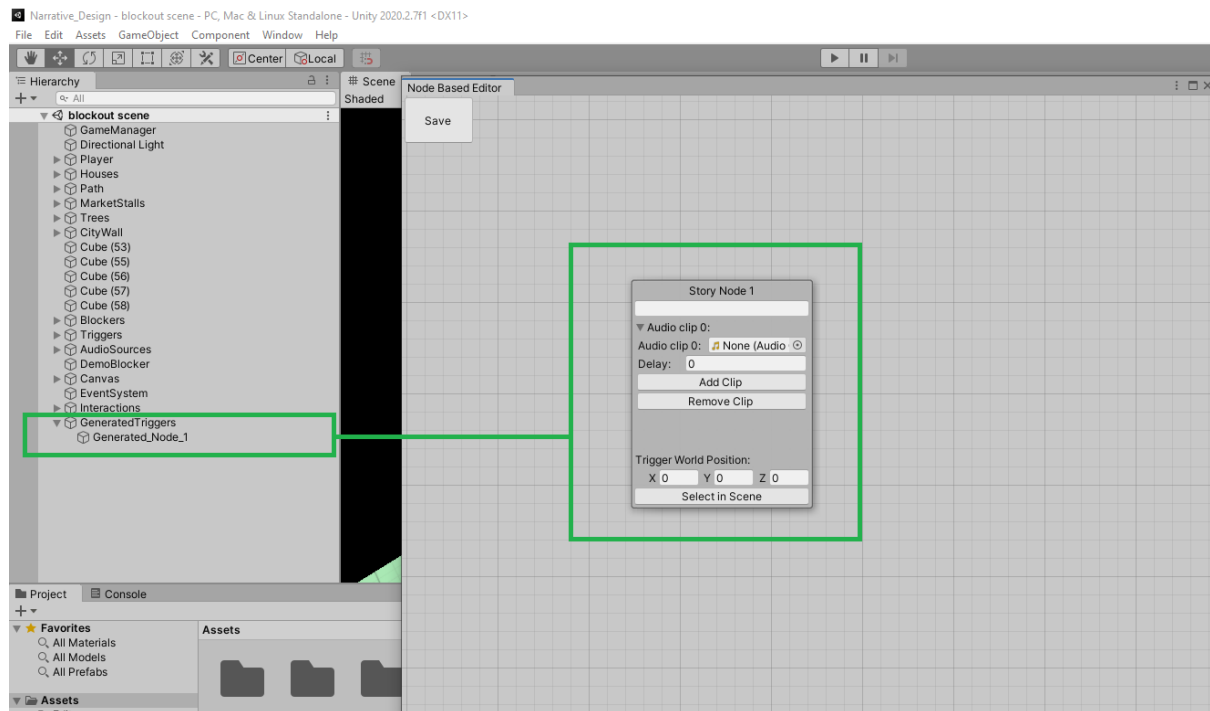

2: Adding a new node to the tool:

To add a new node, simply right click in the editor and press the "Add node" button.

Adding a new node instantly adds it to the scene with the correct components and default values.


3: Filling in the node information:

Every node requires **at least one audio file** to function properly.

The step description is not necessary, but it helps you keep track of which node is for which step in the game.

To add more audio clips, simply press the "Add Clip" button. If there are more than one audio clip in a node, be sure to add the delay after the previous clip. *(Delay = the amount of seconds it waits after the clip before playing the next one.)*

All the information of the node will get saved to the object in the scene. (The editor saves automatically every 30 seconds or when the save button is pressed.)
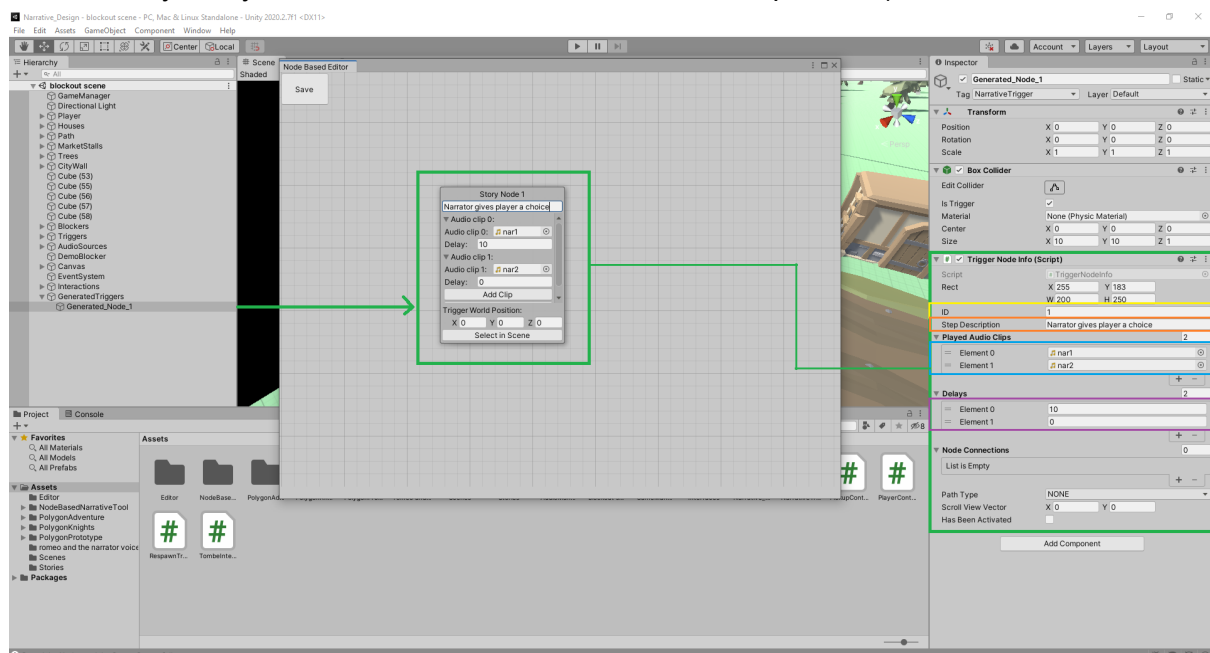
4: Creating connections between nodes:

To add connections between nodes, <u>right click</u> on the node that you want to start the connection from. This will let you choose which kind of connection you want to add or even remove the node.
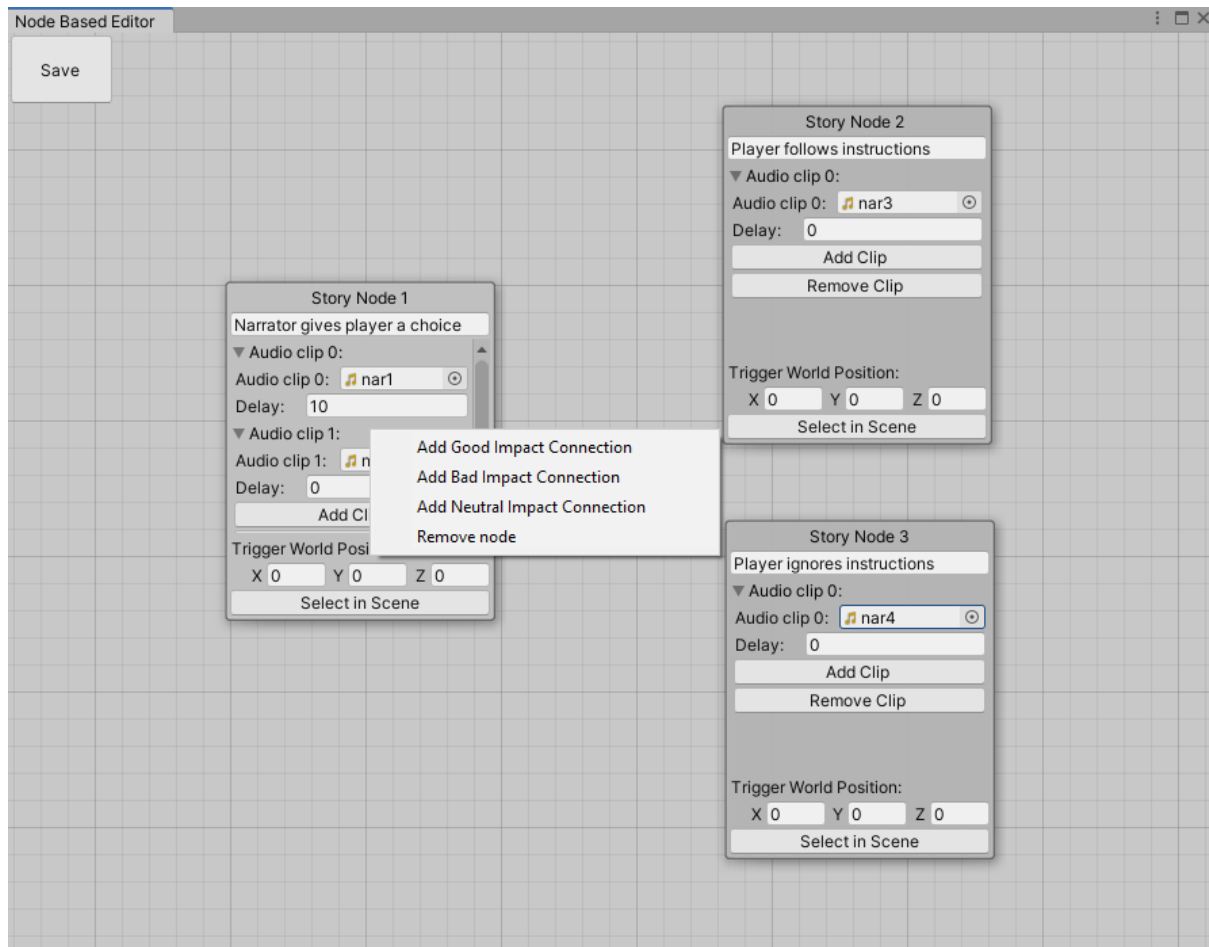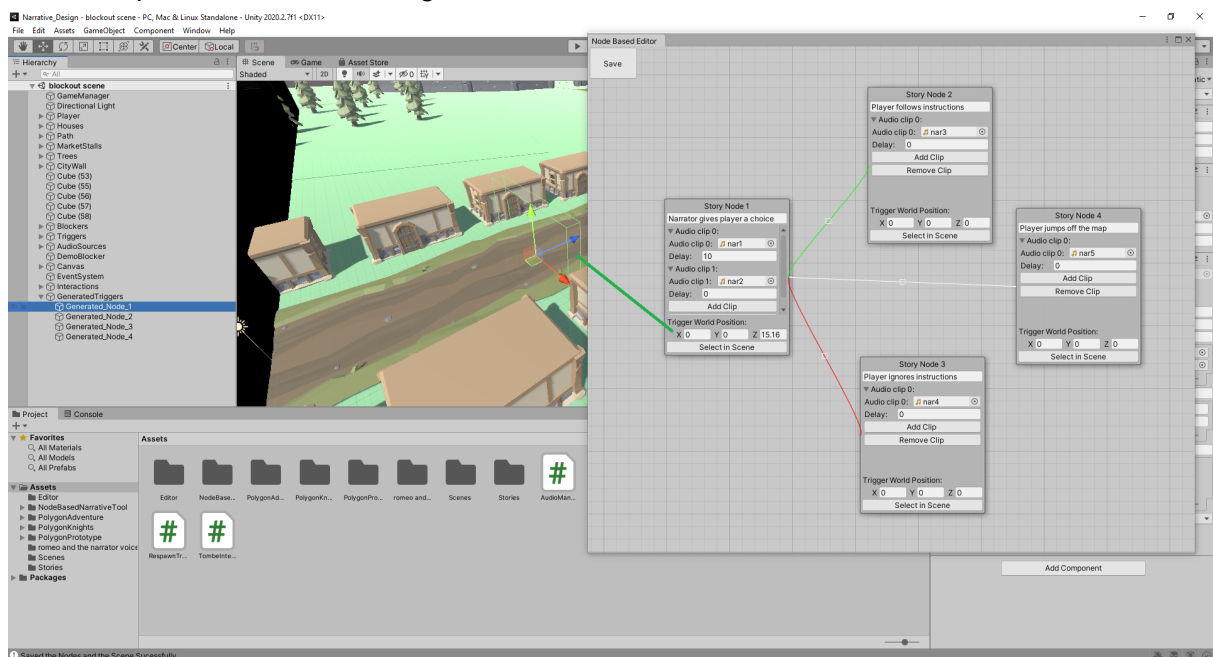

Every connection will show in a different color. Good impact connections will be green, bad impact connections will be red and neutral impact connections will be white.
Connections can be removed by pressing the middle of the connection.
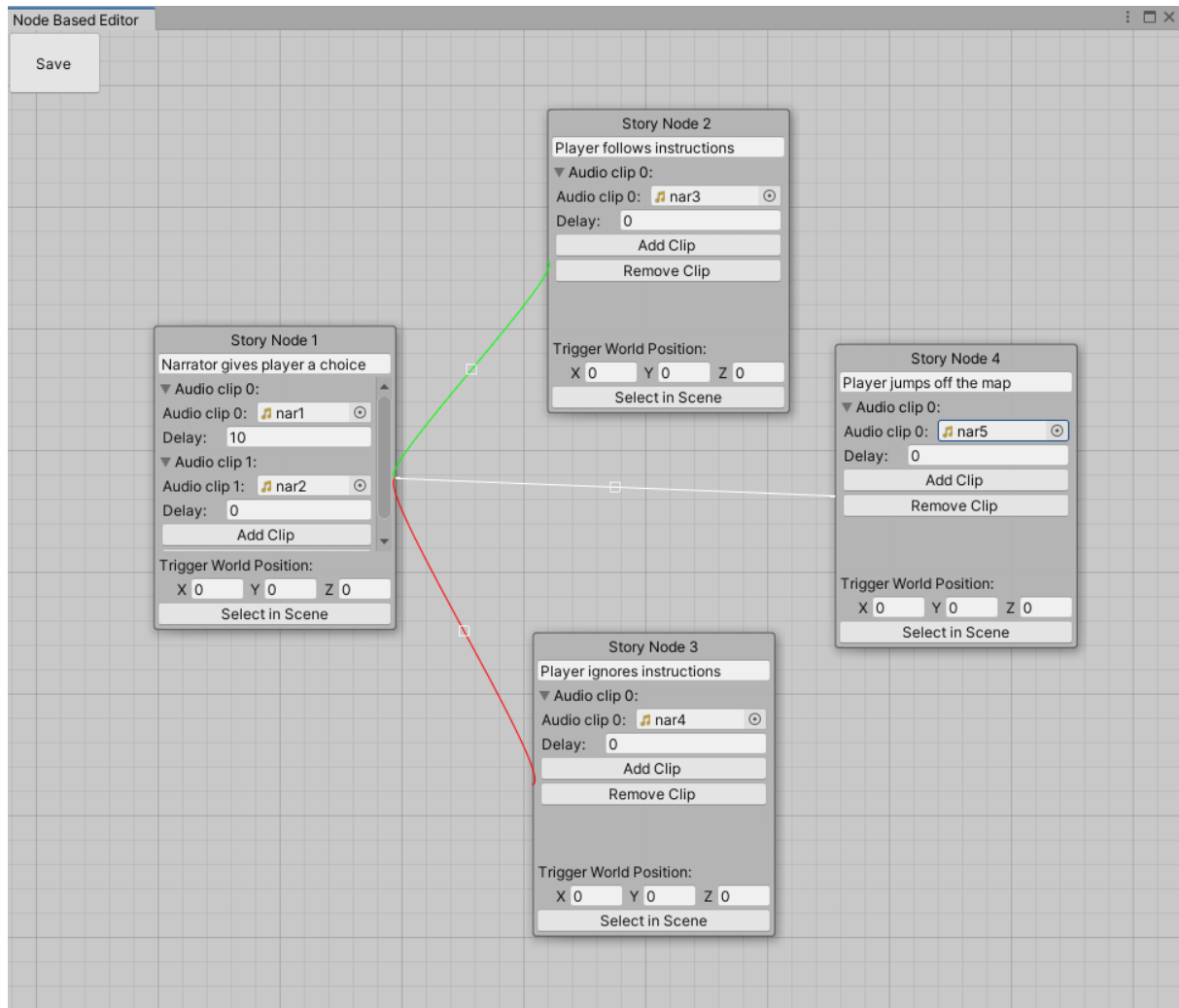
5: Node scene positions:
The node positions can be changed in the node editor and in the scene itself.

6: Play mode:

When the game starts, only the first node will be enabled.

When this node gets triggered, the nodes that it has connections to will be enabled and all other nodes will be disabled.