The University of Western Ontario

London, Ontario, Canada

Department of Computer Science

CS 4482a – Video Game Programming and Engine Development

TOOLS 4 – Dialog Editor

1 Introduction

You've managed to create some tools to ensure people, whose first language is not English, can read the content of your game. Now it's time to do something useful with it! You must create a dialog editor that leverages your language data and custom editors in order to create dialog trees for NPC characters in your game.

1. Use the Unity3D Editor API to create your tools.

2. Create a dialog editor with support for branching response trees.

3. Provide support for cyclical dialogs to occur within your dialog tree (and don't duplicate data!).

4. Use your language assets from the previous **TOOLS** assignments to populate your dialog system.

5. Implement your dialog system by continuing to leverage *ScriptableObject*s (*.assset*).

2 Miscellaneous

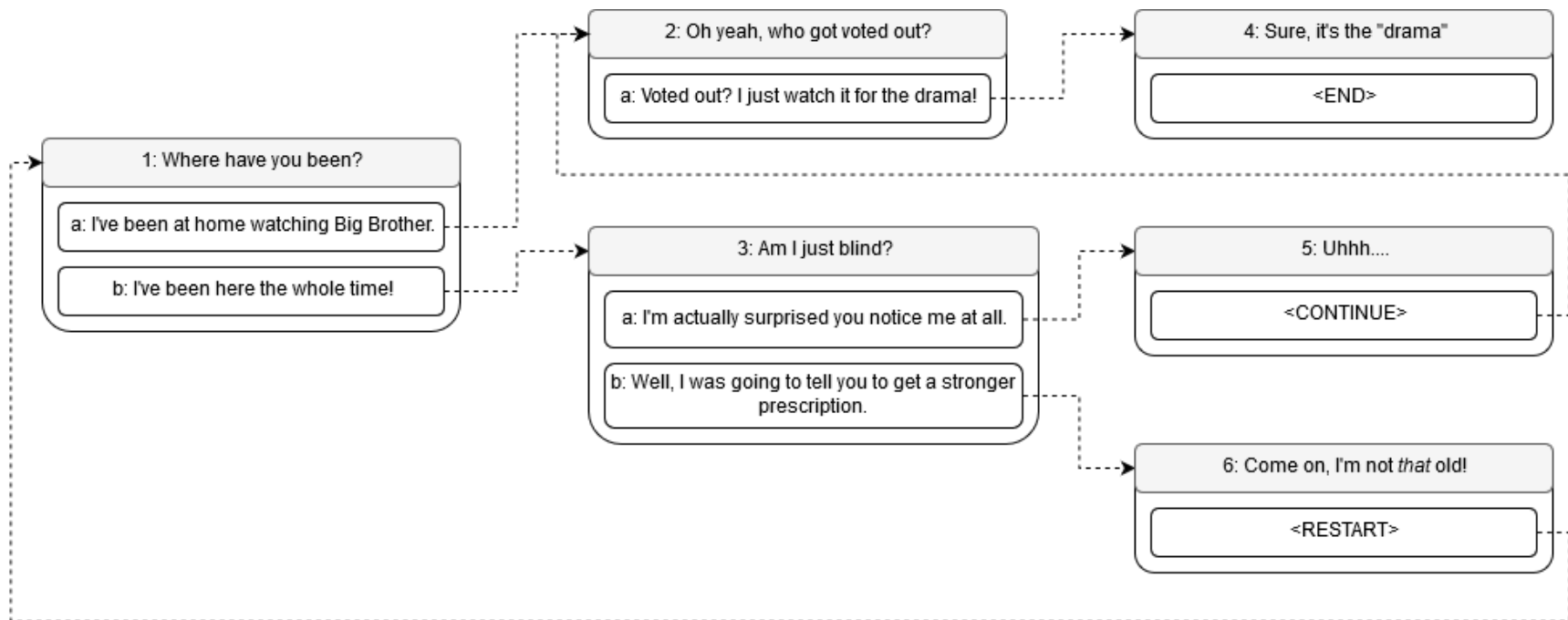If you would like to write your editor tools in another engine, SDK, language, or otherwise, I am open to other possibilities. Please send me an e-mail and we'll discuss alternatives.

Figure 1: Example - 3 Response Branches