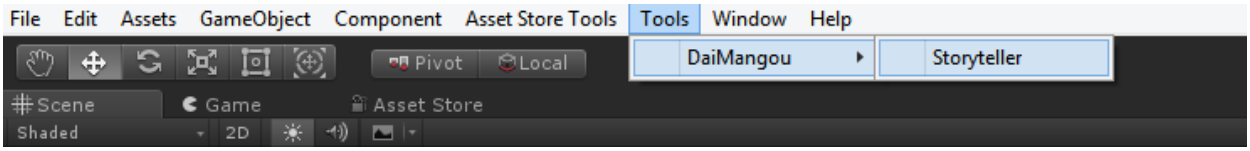
STORYTELLER USER GUIDE

INDEX

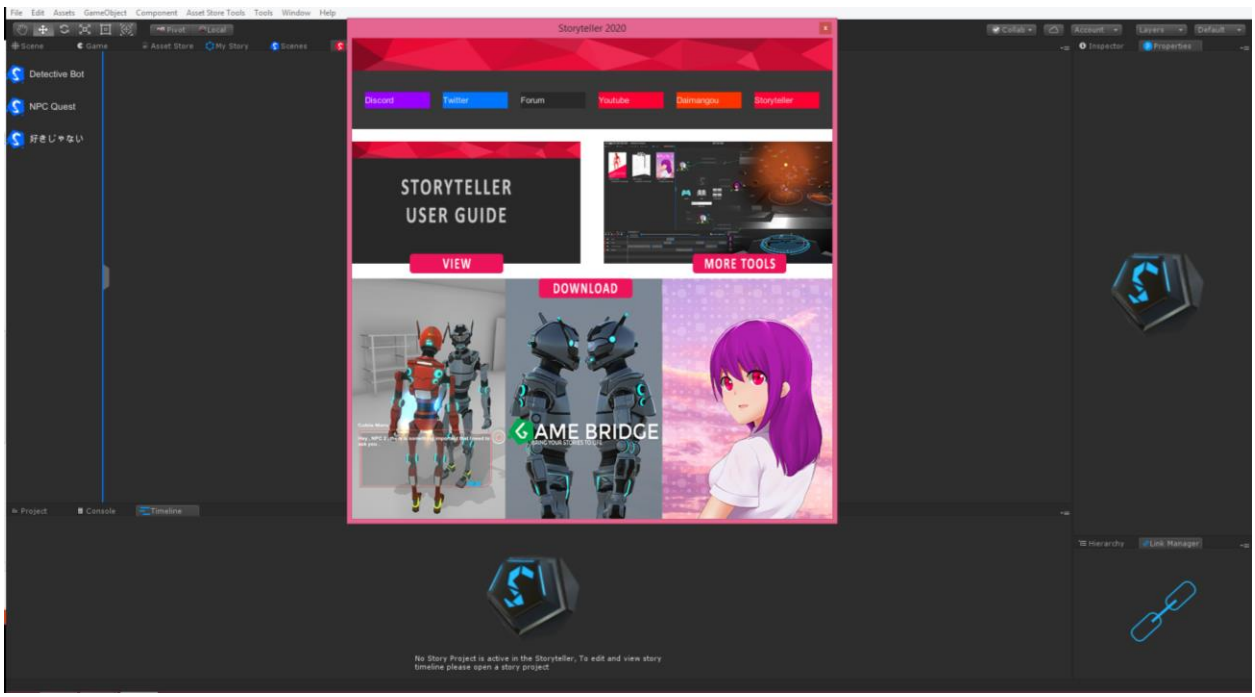
LAUNCH

- Starting Storyteller is simple
- Simply go to Tools > DaiMangou > Storyteller



FIRST VIEW

Once storyteller is launched you will see this layout. Each of these editor windows and their functions will be explained starting here.

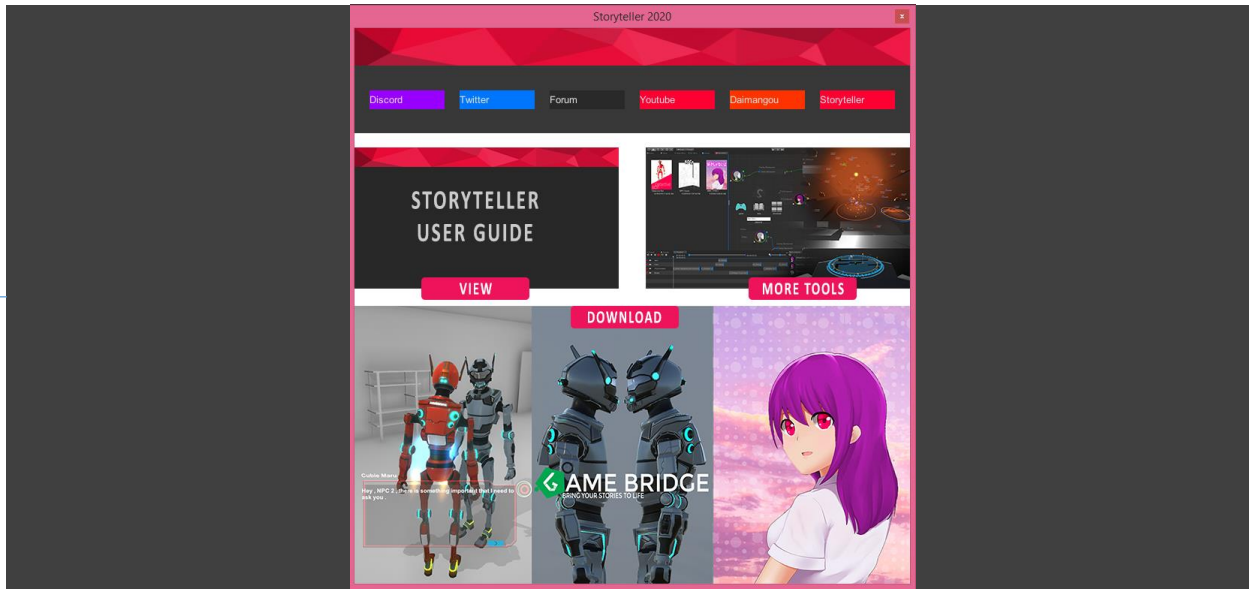


Various Editor Windows are docked throughout the Unity Editor for quick access as they are key editors.

THE WINDOWS

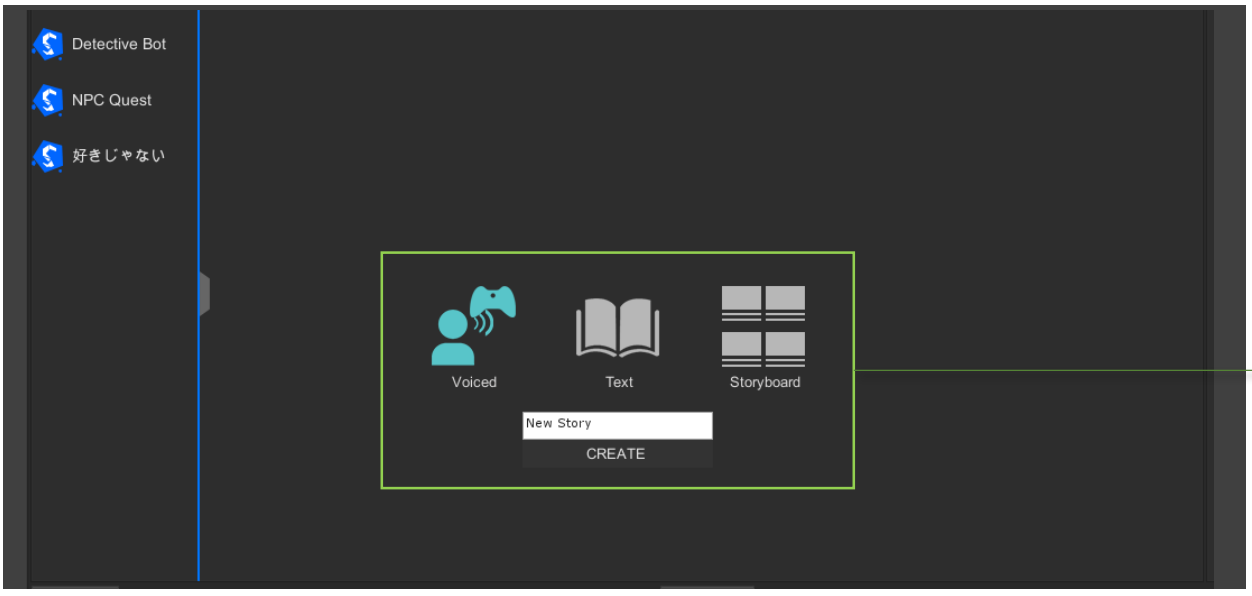
- Start window: Shows general version info and contains links to our external sites can communities.
- Storyteller Editor: the main interface where you will use nodes.
- Story Scenes Editor: Used for adding and deleting scenes.
- Properties Editor: For viewing the properties of any selected node and making changes to it.
- Link Manager Editor: Allows for special connection between similar nodes to be made.
- Timeline Editor: Uses for viewing and setting character interactions.
- Story Sample Editor. For sampling character interactions.
- My Story Editor: Used for detailing story, character ,scene and environment information.
- Templates Editor: Used for generating and creating reusable templates.
- Character History Selector Editor: For selecting a character evolution state to give to another character.
- Route Selector Editor: Used for selecting a route to be used by a time loop.
- Settings Editor: manages various settings for your story project.
- Object Selector Editor: For selecting audio clips.
- Find and Replace Editor" Finding and replacing cords in a scene or across multiple scenes.
- Cleanup Editor: Used to ensure that a scene is structured correctly.
- Exporter Editor: For exporting your story project a s HTML.
- Language Localization window: Used for setting up Localized datasets.
- Text To Node Window: Used to convert .txt files to storyteller nodes.

Start window



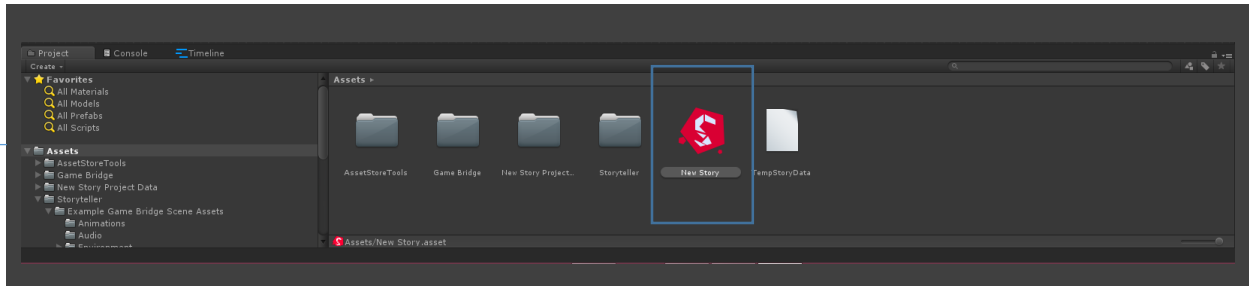
In the start window you will see buttons linking you to our various pages where you can view tutorials, see Storyteller Update info , locate this User info guide , Download storyteller and more.

Storyteller Editor

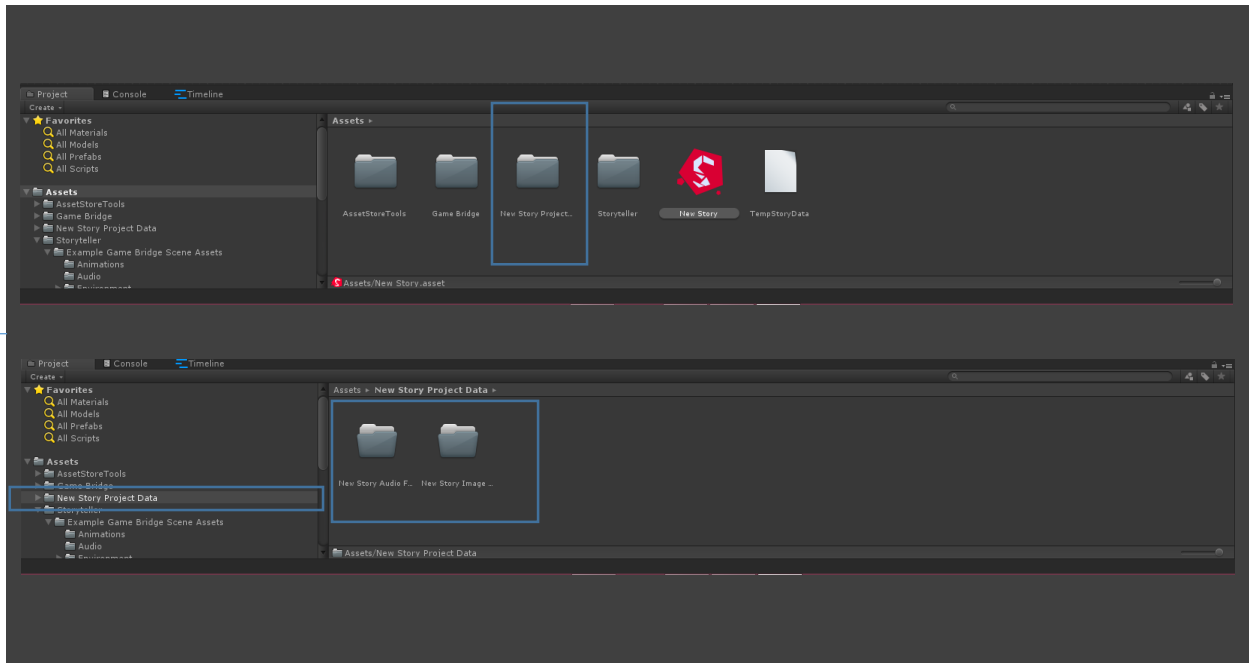


You will see this interface. In the middle of the screen you will see three UI buttons, Voiced, Text, Storyboard.
The one highlighted in blue is the type of project which will be created if you click the create button.

Voiced : This setting means that all nodes that some nodes that you create will have a focus on voiced dialogue, This setting can be changed in the Settings Window. You can also change individual nodes to accept text as you use them.

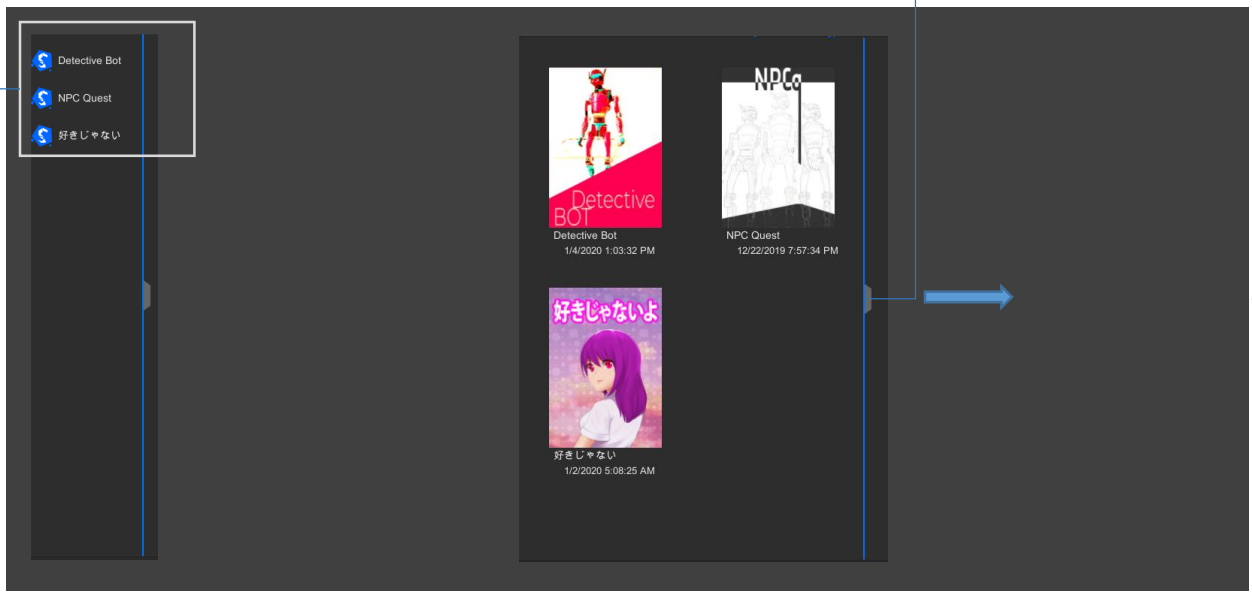


Whenever you create a new story a Story asset is created.

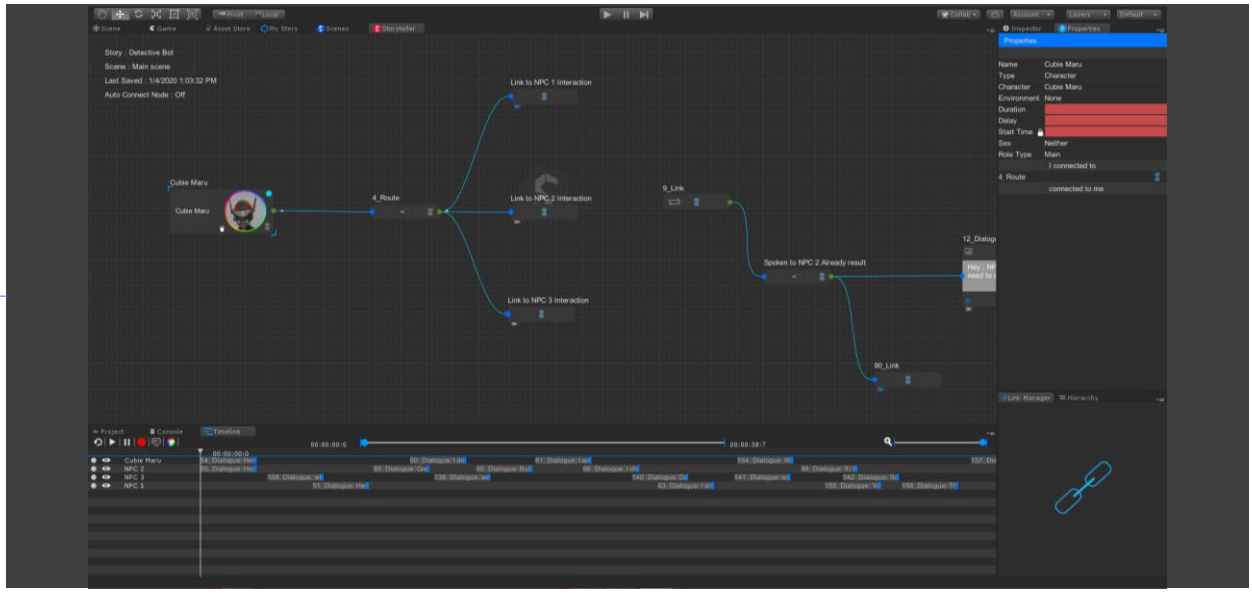


Followed by automatically generated data folders in which storyteller may store some data depending on your settings.
One of the generated subfolders will store audio clips and the other will store images used throughout your story, with the exception of cover images and storyboard images which depending on a maintained link to the source of the image.

To the left of the Storyteller Editor window in the sidebar you will see all available projects listed. Detective Bot, NPC Quest and **好きじゃない**. There are all example storyteller projects. If you are using this guide as a tutorial, do not open any projects yet. You are able to open and one of the three example projects by double clicking on the blue icon. To rename any one of them ;double click on the name. You may also gab the tab on the right side of the sidebar and drag it out to view a more detailed overview of available projects

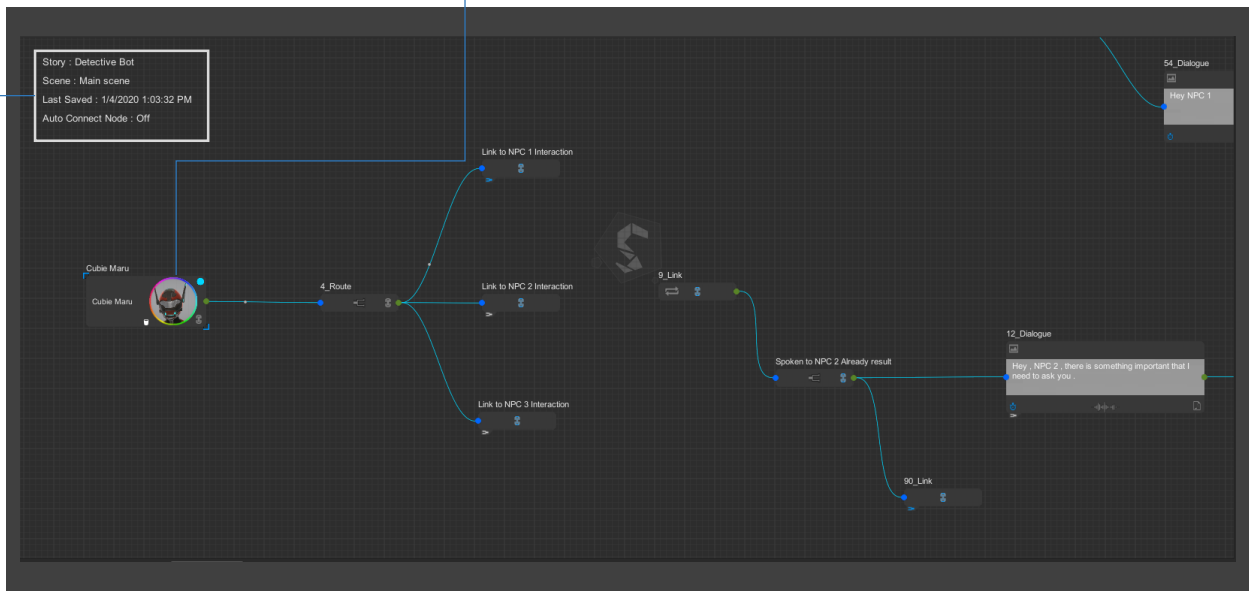


Once you expand the sidebar you will see details such as the last edited date and the cover image for the story. If you have just imported Storyteller then you will see images with a red question mark (?) This is because the path where the image exists on your machine is different from where it existed on the machine which set it. Your first task is to open a project and set the cover image. All necessary images are already in your project. In this User Guide we will open up the Detective Bot Project.

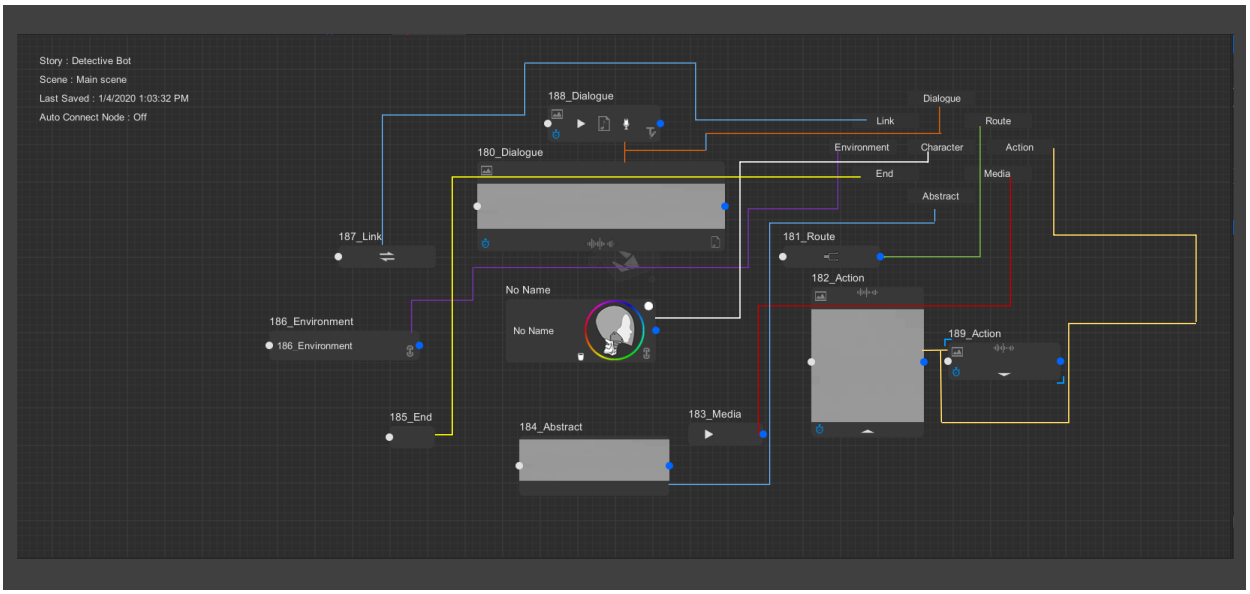


With the Detective Bot project open you will see your interface look the way it does in the image above. Your focus is the Storyteller Editor Canvas. The window at the bottom is the Timeline Editor and the one docked next to the Inspector is the Properties Window.

To the upper left you will see details of the current scene we are in. Storyteller projects can contain any amount of Scenes and you use the Scene Editor to add and remove scenes.
Again if you are doing this for the first time then you will likely see a red question mark image where there is a picture of a character in the image below. You may double click on the red question mark and navigate to Storyteller > Example Story > Detective Bot Project Data> Detective Bot Image Files. There you can select a image.



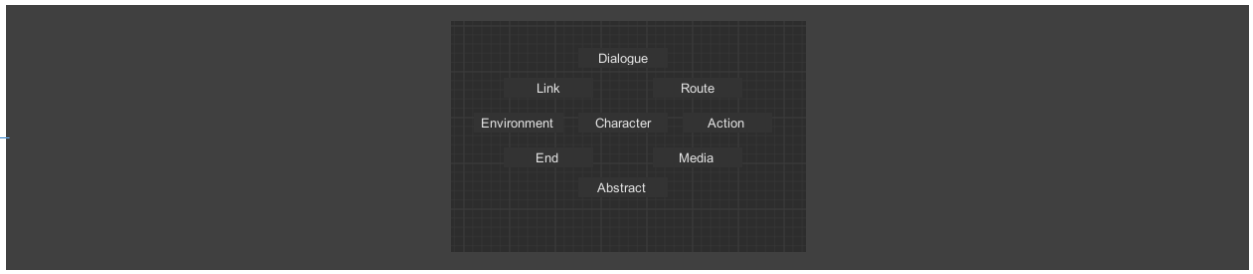
You may freely pan in the canvas by pressing the middle mouse button while dragging or by using alt + right click. You may freely zoom using mouse scroll wheel or trackpad.



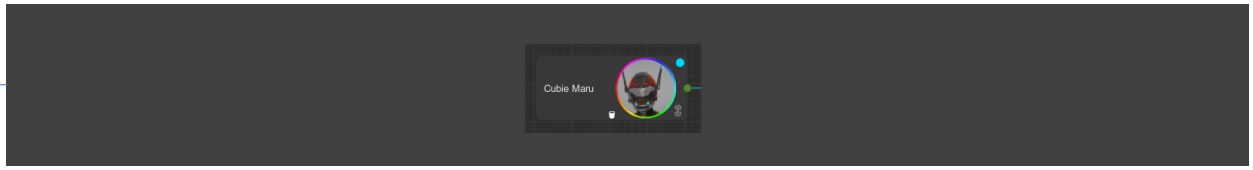
Here you see all the node type which exist in storyteller and you can also see that the Action and Dialogue nodes can be displayed in two ways.

There are only nine (9) node types . Of the 9 node types you will be using six (6) frequently.
The 9 node types are
Character, Dialogue, Action, Route, Link, End, Abstract, Media and Environment.

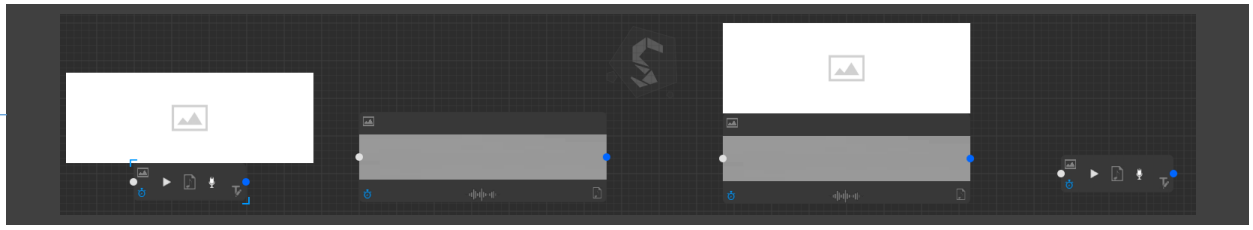
The 6 you will use most frequently are , Character,Dialogue,Action,Route,Link,End



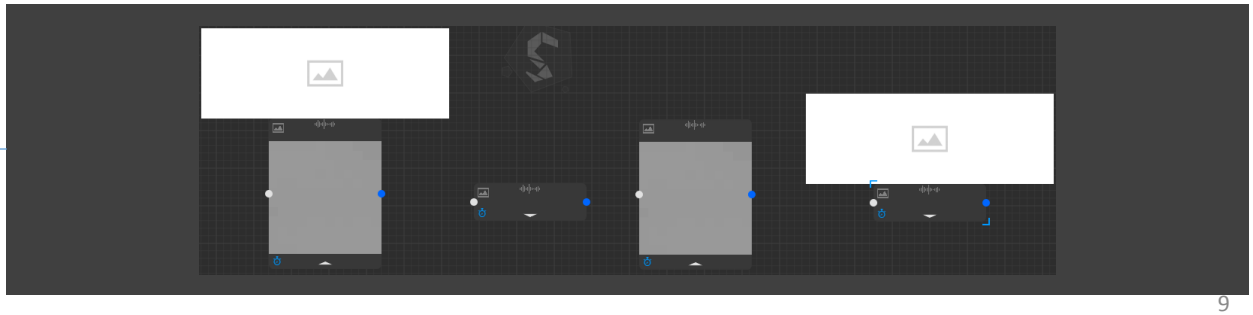
Character: Used to represent a character and MUST start every new chain of dialogue and actions, you can see this in the timeline . Character nodes can be linked to other character in a different or same scene. Each character can have any amount of evolution states which are usable in game and throughout your story. Color IDs (chaining colour) can also be set for characters when you click the colour circle.



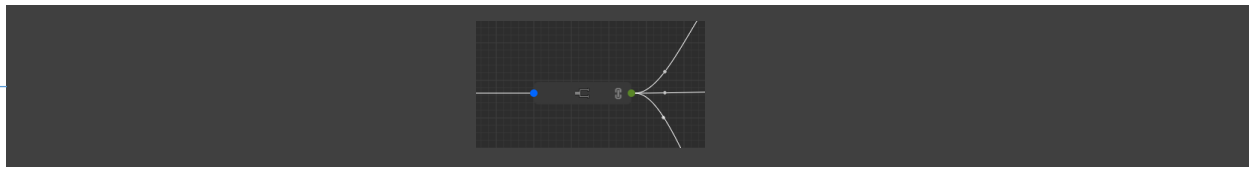
Dialogue: Dialogue nodes have two modes, a mode for voiceover and Text mode. In Text mode you can enter text into the node , set sound effect. In Voiceover mode you can do a live voiceover recording directly in the node. In both modes you can click the small picture icon in the upper left of the node to open the storyboard image area, in the storyboard image area you can click the + button to make the image area larger and the – button to make it smaller, you double click the image area to search and select a storyboard image. Sound effect clips in your project are added by double-clicking on the waveform icon in the bottom center of the node and selecting from a sound effect in the Object Selector.



Action: action nodes also have a storyboard image area system and allow for sound effects clips to be used. Action nodes are used to represent an action via text or sound effect.



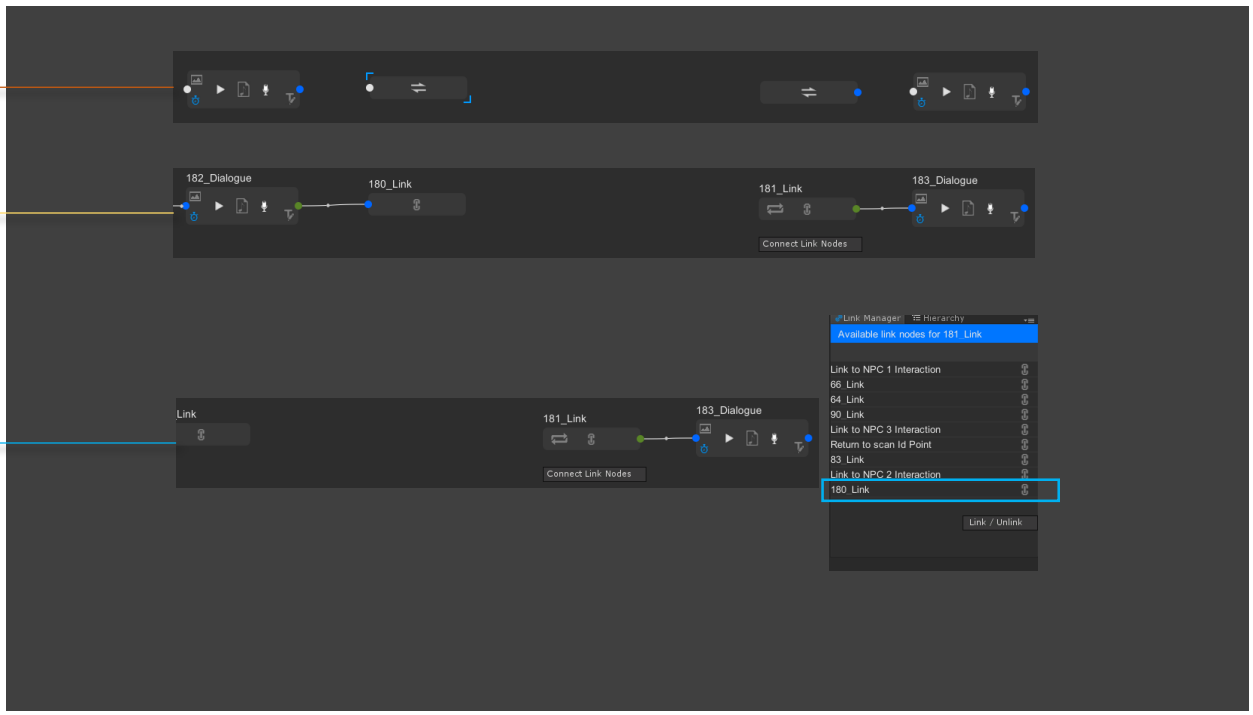
Route: Nodes are used to create branches in dialogue. Route nodes can be linked to other route nodes and even linked to route nodes in other scenes. What this means is that any change in a branch of dialogue can change the story of your entire project if you choose. This makes Route node perfect for use in games with multiple branches of dialogue.



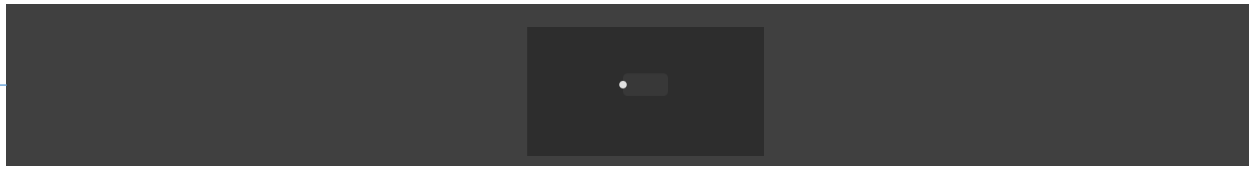
Link: On the surface , link nodes may seem simple and boring but are far more powerful. Link nodes are usually used to simple connect nodes at distances so that the canvas does not look messy and is easy to follow. A link node can become a node with an input or output (the circle things on the node. Out put on the right, input on the left) by simply double clicking the icon in the middle of the Link node.

However Link nodes can be used in with Route nodes to create time loop systems which you can use to move your story backward through time at x amount of times and then exit via route. You can use the Time loop Template to see this in action.

- You will need your two link nodes, one as input an one as output.
- The must first be connected to nodes before you can link the link nodes.
- Click the link icon on the link node with the output. The link manager window will now open. At this point you must select the correct link node to connect to. In this case we want to connect to 180_Link so we click the link icon next to 180_Link in the link manager. To disconnect it , click it a second time

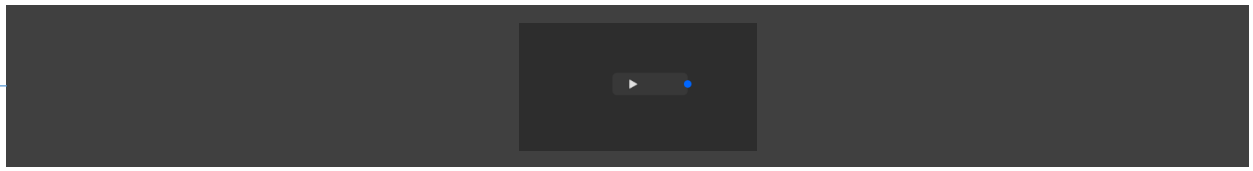


End: This node is used to signal the ending of a chain of events and can also be used to transition to a new scene in Storyteller.

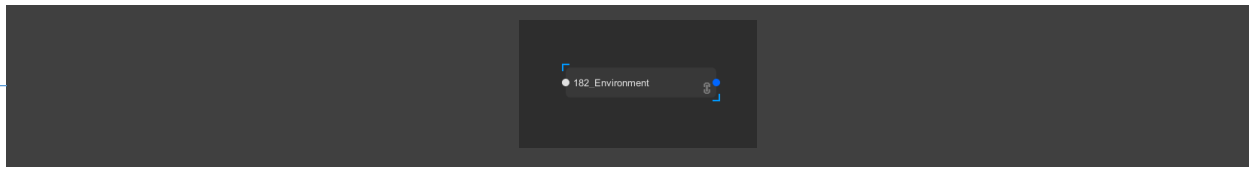


Abstract: This node is use only in cases where you wish to outline some information visually. This node is not used in game , shown in the timeline nor uses time. It will only accept text.

Media: This node is used to trigger playbacks of one or more chains of events. This mode can be connected to any node where you wish to begin sampling playback from. You will se the playback in the timeline and Story Sample Editor.

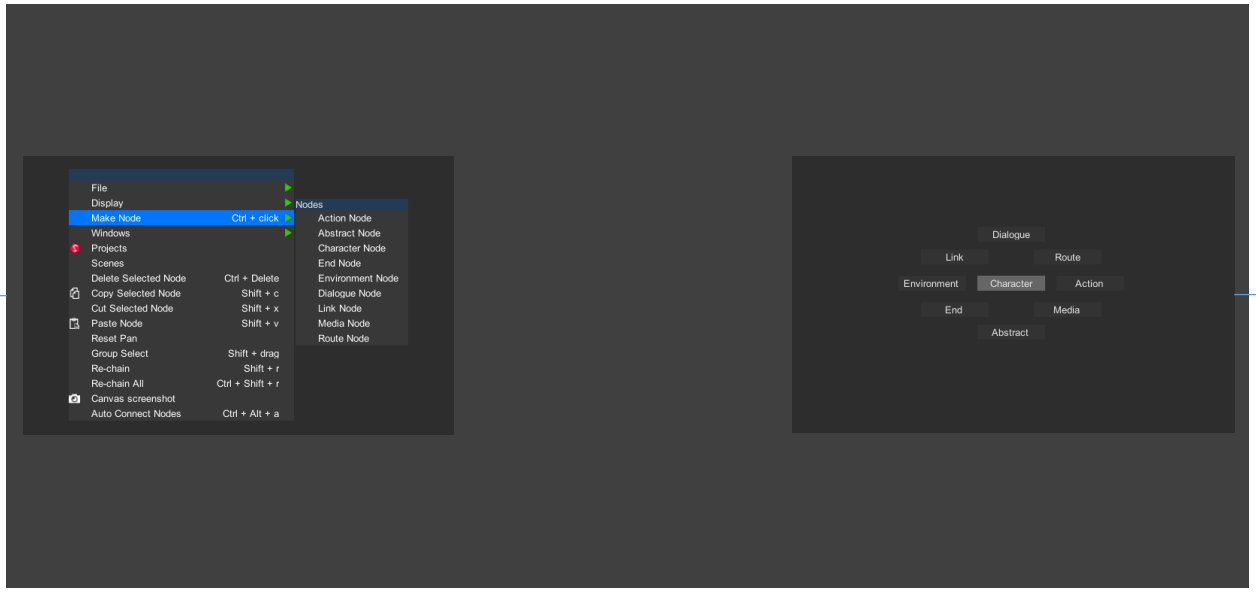


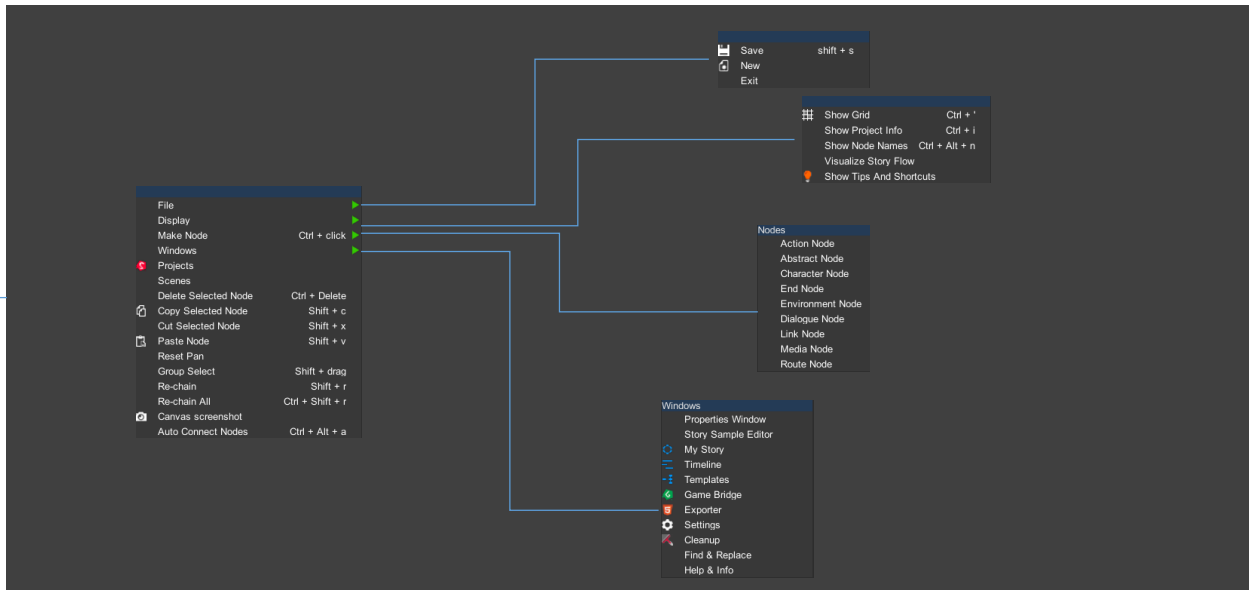
Environment: This node is used to outline where a chain of events is taking place and can be used throughout a story to outline environment changes. This node only accepts text and us used as a guideline in active game development to identify where environments should change and what an environment should be.



In the Storyteller canvas there are two ways of creating nodes.

- Ctrl + left click
- The Context Menu. Right Click the canvas



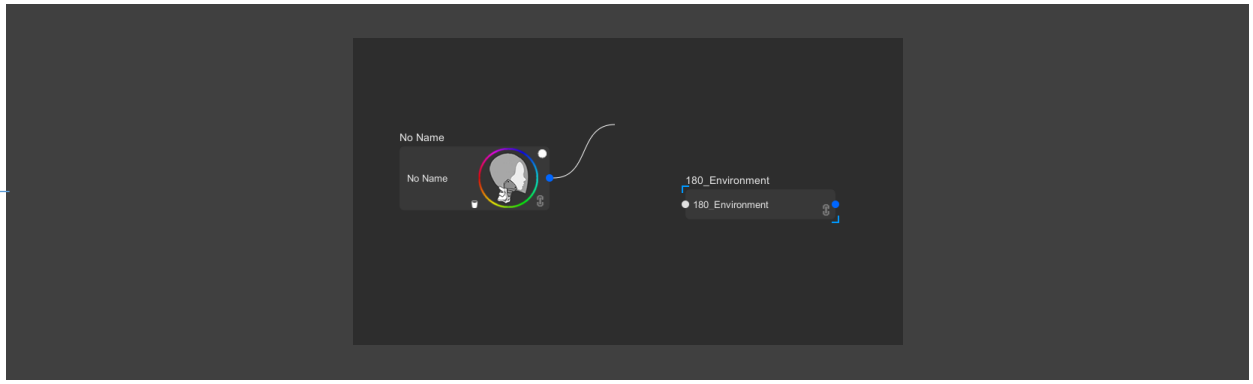


As you see in the above image there are four other menus which can be expanded from the main context menu.

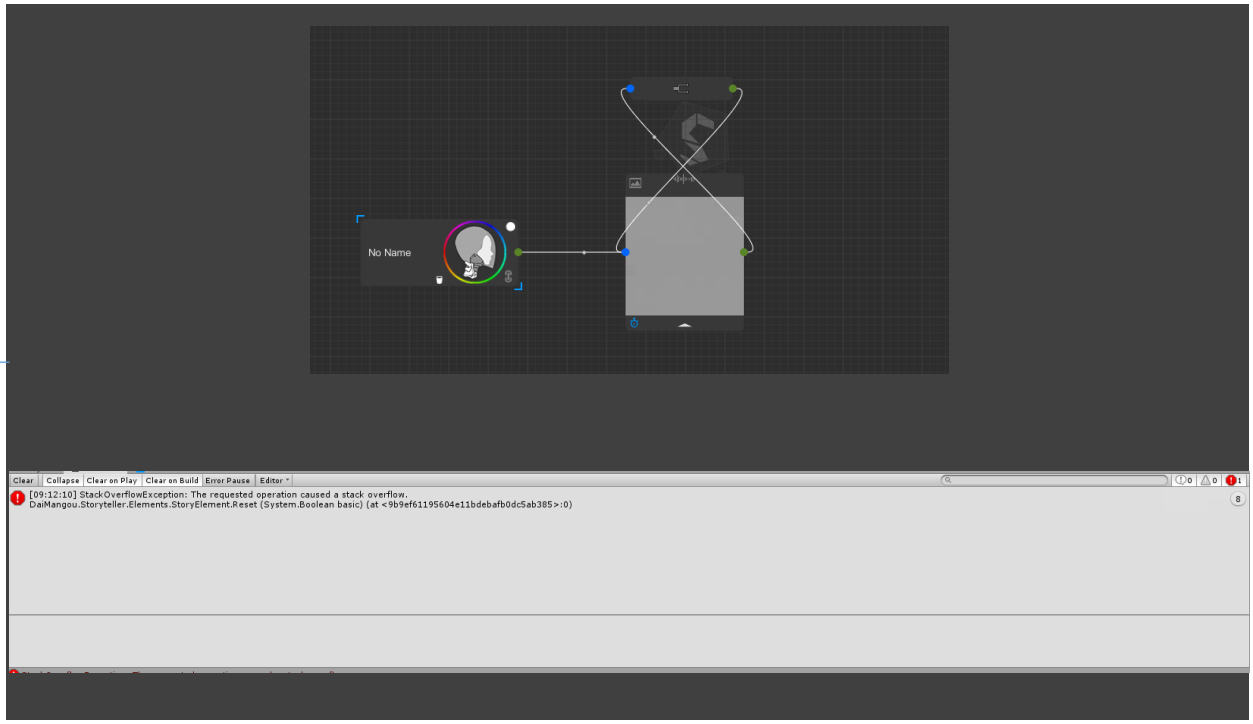
In File> you can save your story project, create a new project or exit the current story project.

In Display> you can toggle showing the canvas grid, showing the project info in the upper left, showing the nodes names above the nodes, toggling visualize story flow and showing the Tips popup on the canvas.

To connect nodes , simply click on the output are of any node and click on the input area of the node you wish to connect to. To cancel a connection simply press the escape key on your keyboard (esc)

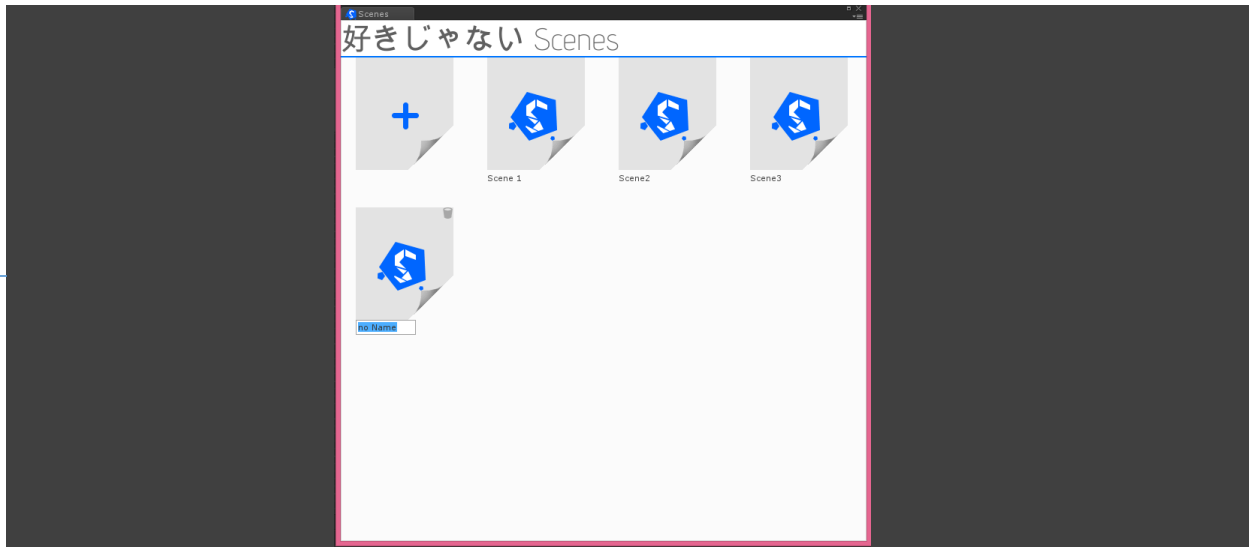


Storyteller warns and prevents against incorrect node connection attempts like Infinite loop connections as shown in the following image. An infinite lop is created when you take a node connector and connect it directly to a previous node when flows its data back in to the connecting node. Only time loops must be used to connect to previous nodes.



Scenes Editor

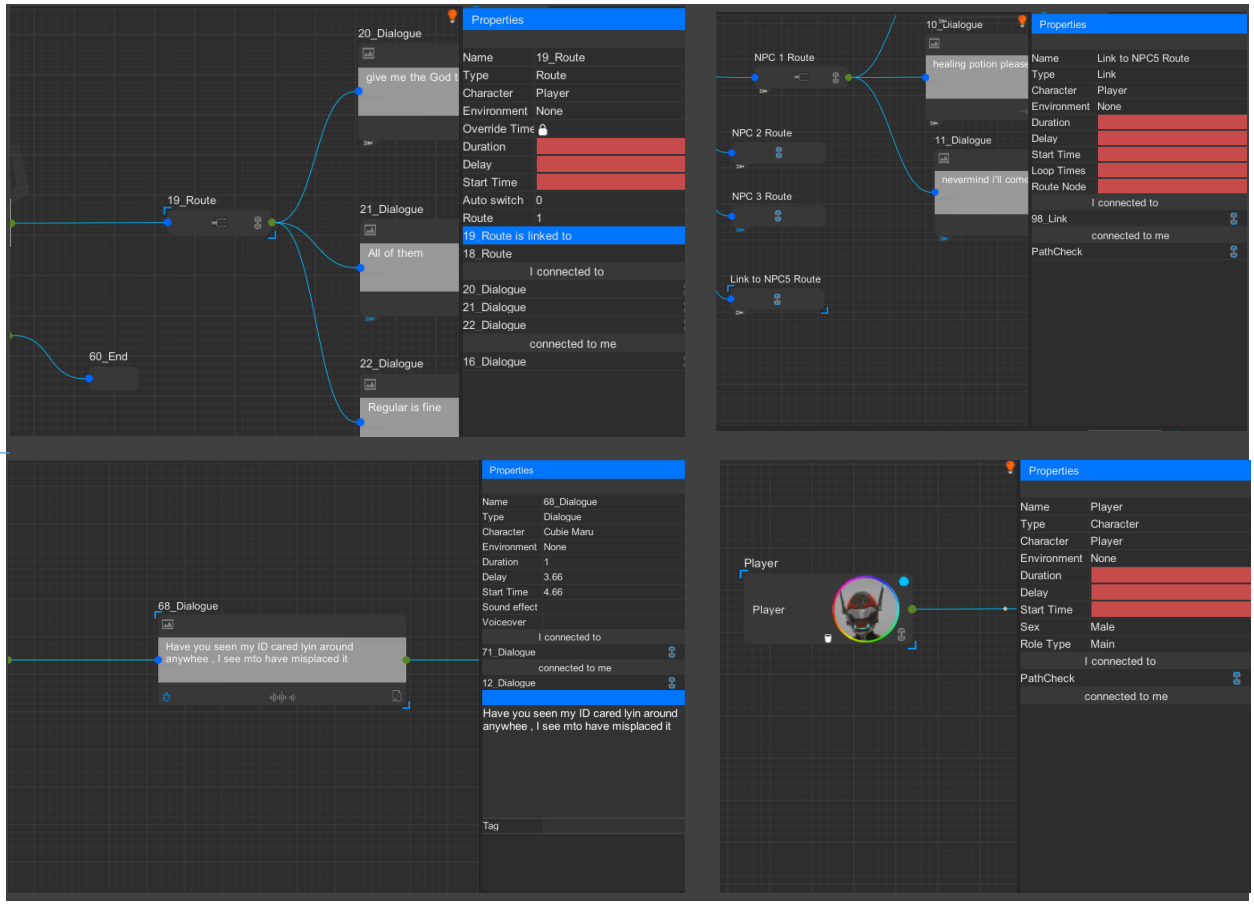
As was mentioned. A story project can contain any amount of scenes. You can add and remove scenes using the Scenes Editor.



In the scenes editor you click the blue + button to add a new scene and when you hover over a scene icon you will see a bin icon , if you click the bin icon the scene will be deleted, you can rename a scene by double clicking on the scene name then setting a new name.

Properties Editor

Whenever you select a node in the canvas , you will see details of the selected node in the properties window. What you see in the properties Window depends on the type of node that you have selected. As shown in the two images below.



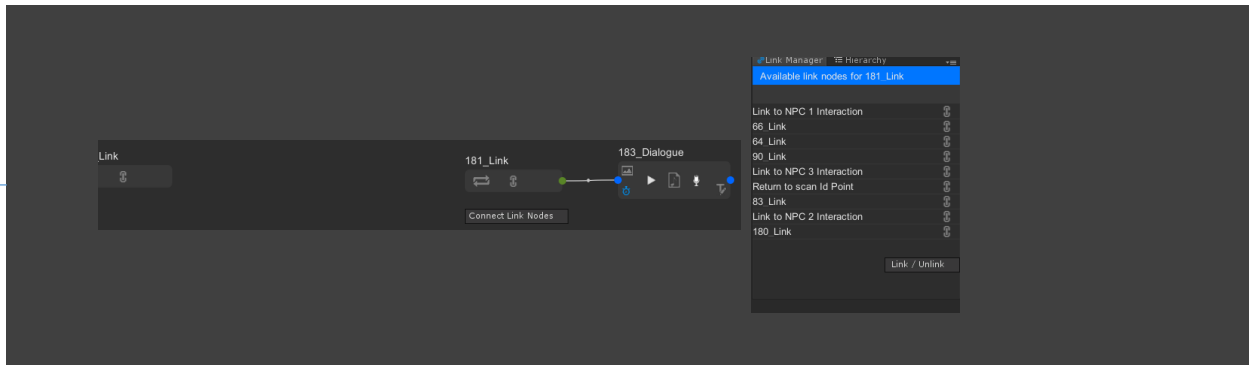
Link Manager

The link manager is used to link together similar nodes so that they share data.
Character nodes, Link nodes, Route Nodes and Environment nodes are the only nodes that use the link manager so create special connections.

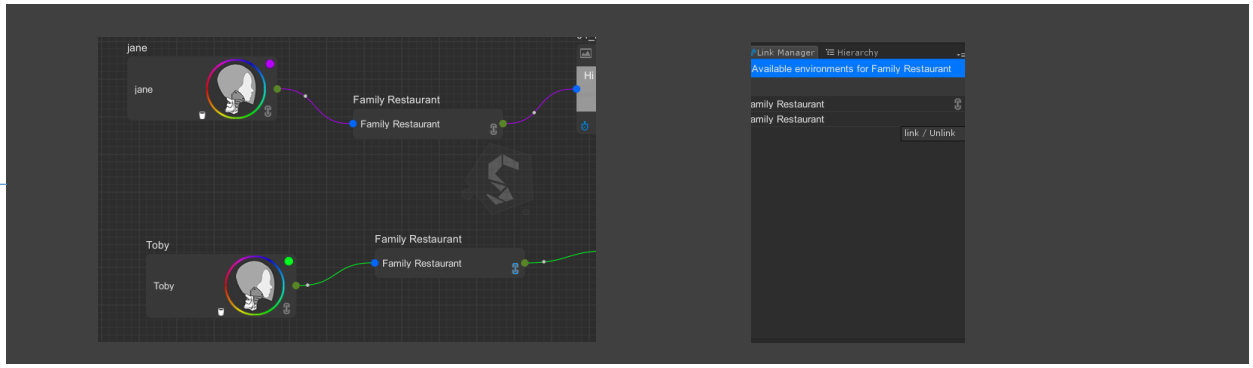
As shown here, the link manager is used to create out Link node connections

One node can have multiple other nodes of the same type connected to it via the link manager. This means that one single node can provide its data to multiple other nodes of the same type across multiple scenes.

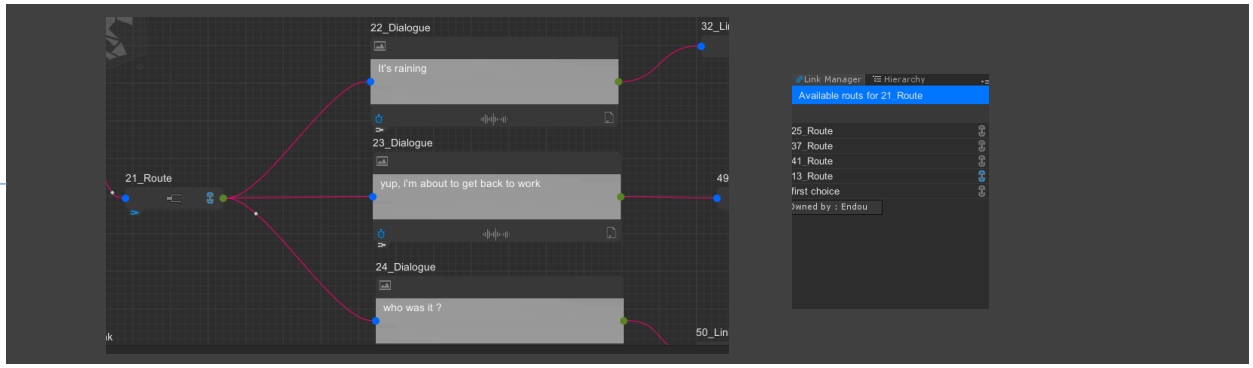
Character, Route, Link and Environment nodes use the link manager to share data in their own unique ways as is explained below.



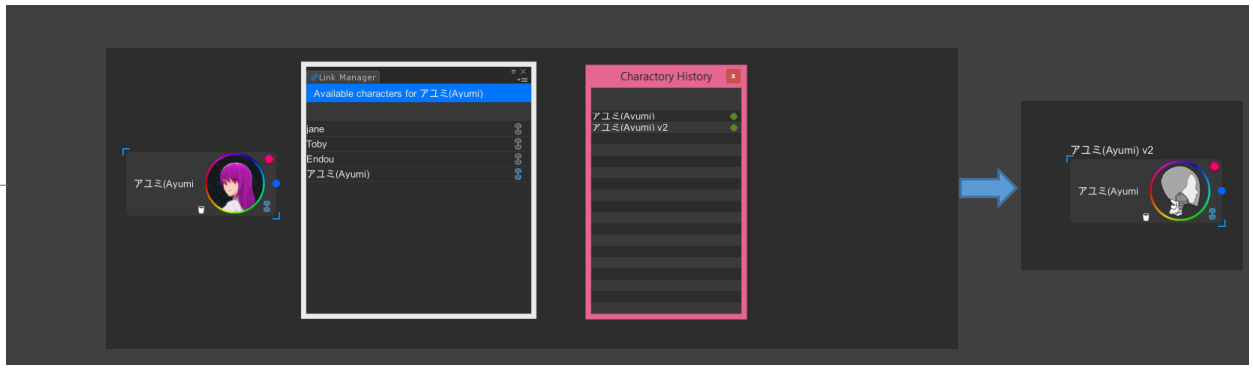
As you know , link nodes connect via the Link Manager to simply allow for an invisible connection to other link nodes to maintain a clean project.



Environment nodes are connected via the Link Manager to share data on an environment so that environment data can be reused throughout an entire story.



Route nodes are connected vis the Link Manager in order to allow one master route to control the routes of other nodes across a scene or multiple scenes.



Character nodes are connected via the Link Manager in order to allow for the linked character to have access to the parent characters character history and evolution states. This means that if your character have evolution states then your linked character can become any of there evolved characters.

In the example above , the character Ayumi has two evolution states, Ayumi and Ayumi 2 in her History and Evolution. We created a new character and linked the new character to Ayumi via the link manager and then in the Character history editor we linked Ayumi2 to the new character so that she becomes Ayumi 2.

This is explained in more detain here where we talk about the My Story Editor , History and Evolution and here Character History Selector.

Timeline Editor

The timeline is used to set your character interactions. Storyteller uses time to order interactions and each node uses time. In the properties window you will see a start time and a delay time. Start time indicate the precise time at which the dialogue or action happens and delay states the difference in time from the last dialogue or action

Setting these interaction is just a matter of placing one timeline node block in front of the other so illustrate that a block of dialogue or action happens before the next one.

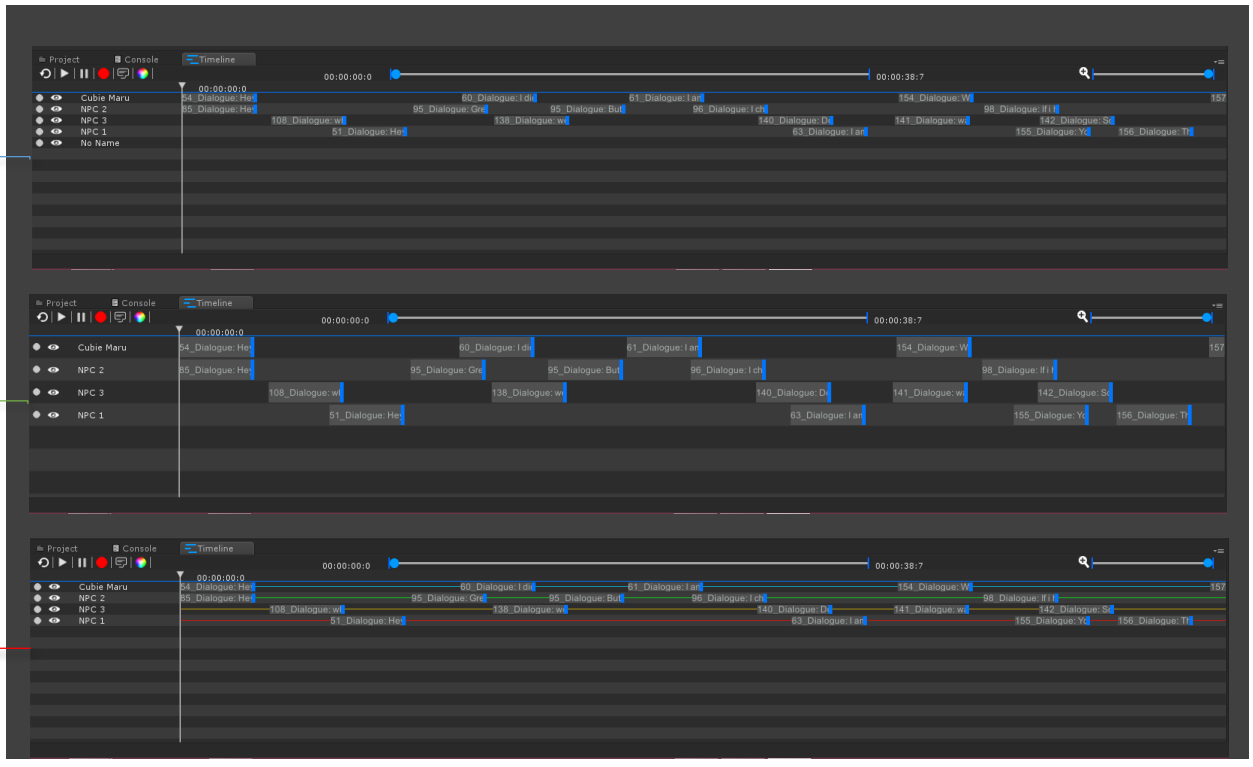
As you slide timeline node blocks around in the timeline you will see the start time and delay time of the node change in the Properties Window. You may also set start time and delay from in the properties window or from the node directly.

For all nodes you select, you will see what it is connected to and what is connected to it. You can clock the blue link icon to disconnect nodes.

- Timeline node with regular style

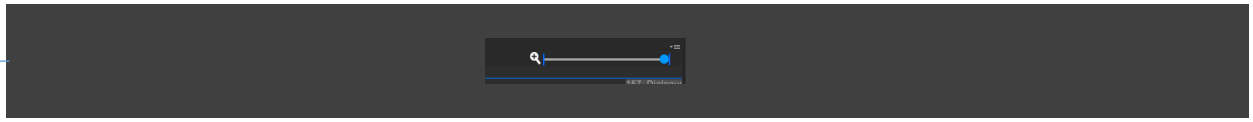
- Timeline with Large Style. This can be set in the Settings Window

- Timeline with regular style and chaining colour visualization. This helps you to farther identify which character is which.

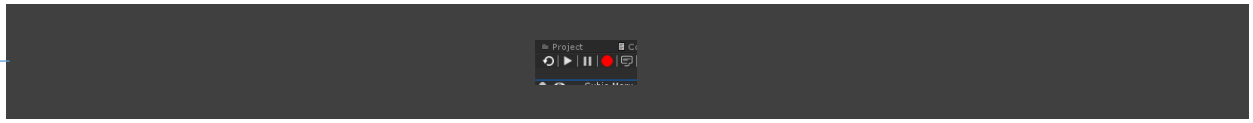


You can pan across the timeline using the pan slider

Zoom in and out of the timeline by using the zoom slider

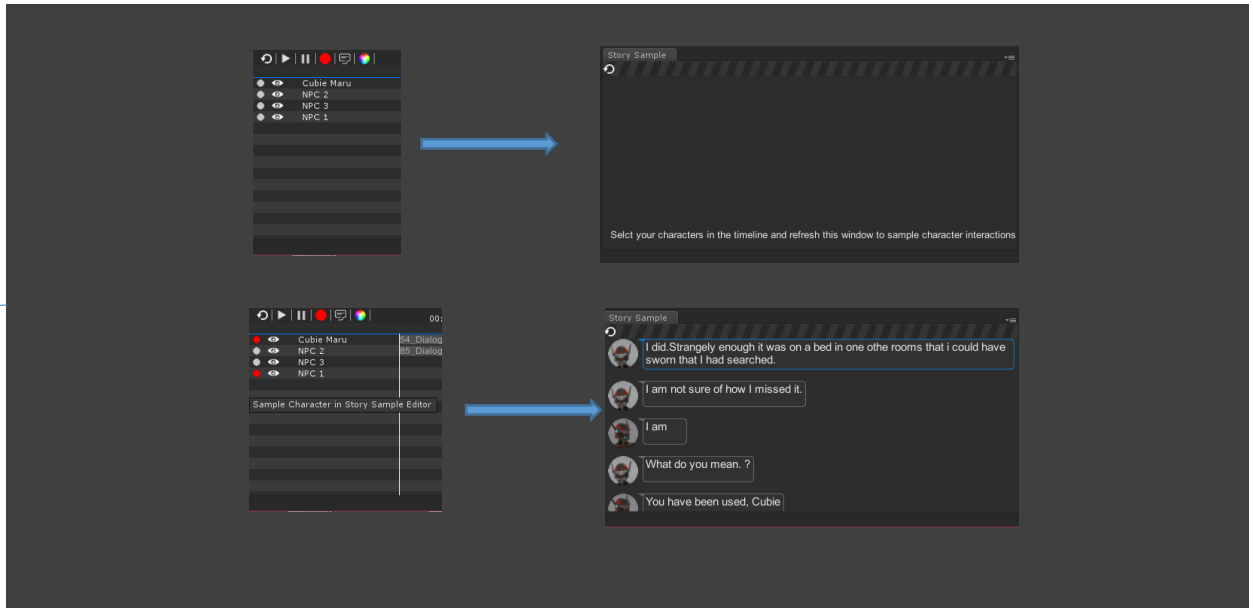


You can sample character interaction by using the Story Sample Editor after pressing the Play button.



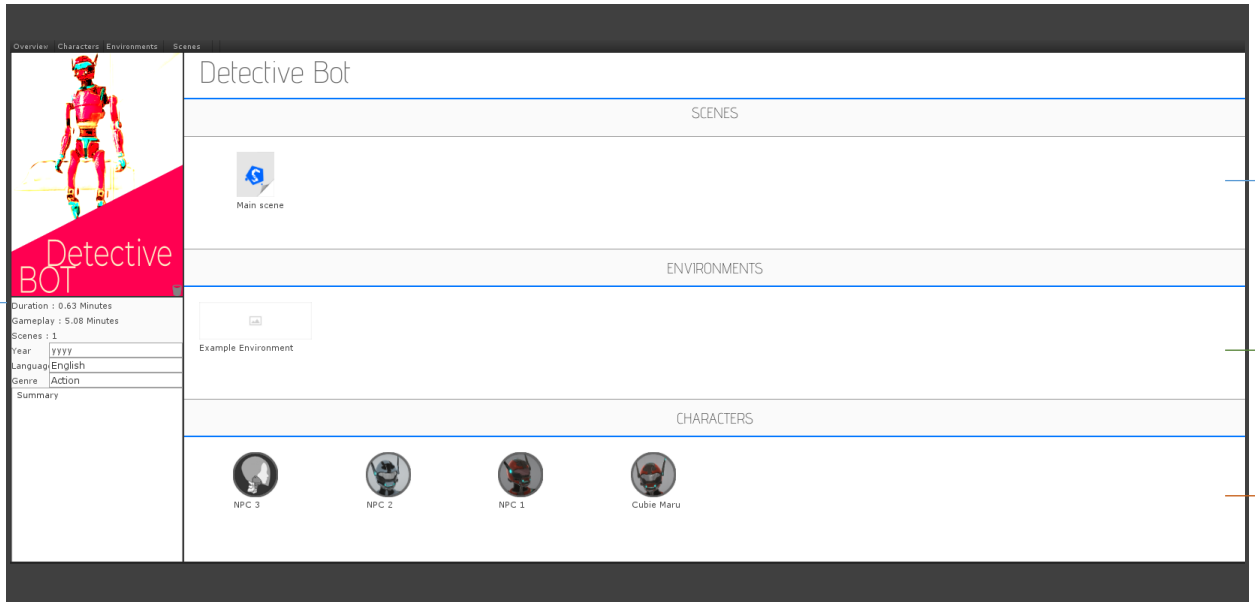
Story Sample Editor

The Story Sample editor can be open by clicking the story sample editor button the timeline, it is next to the red stop button. You must then select the characters whose interaction you wish to sample. You can do this by clicking the gray circle next to the character name in the timeline and then clicking the refresh button in the Story Sample editor. You can also display storyboard images with text by turning on “Show Storyboard Images” in the Settings Window.



The My Story Editor is where you set details about your story, characters ,environments and scenes. The data you set in the My Story editor will be used in the Exporter so generate your exported story data.

Some of the data you set in the My story editor will be used when you export your story for se in game as well.

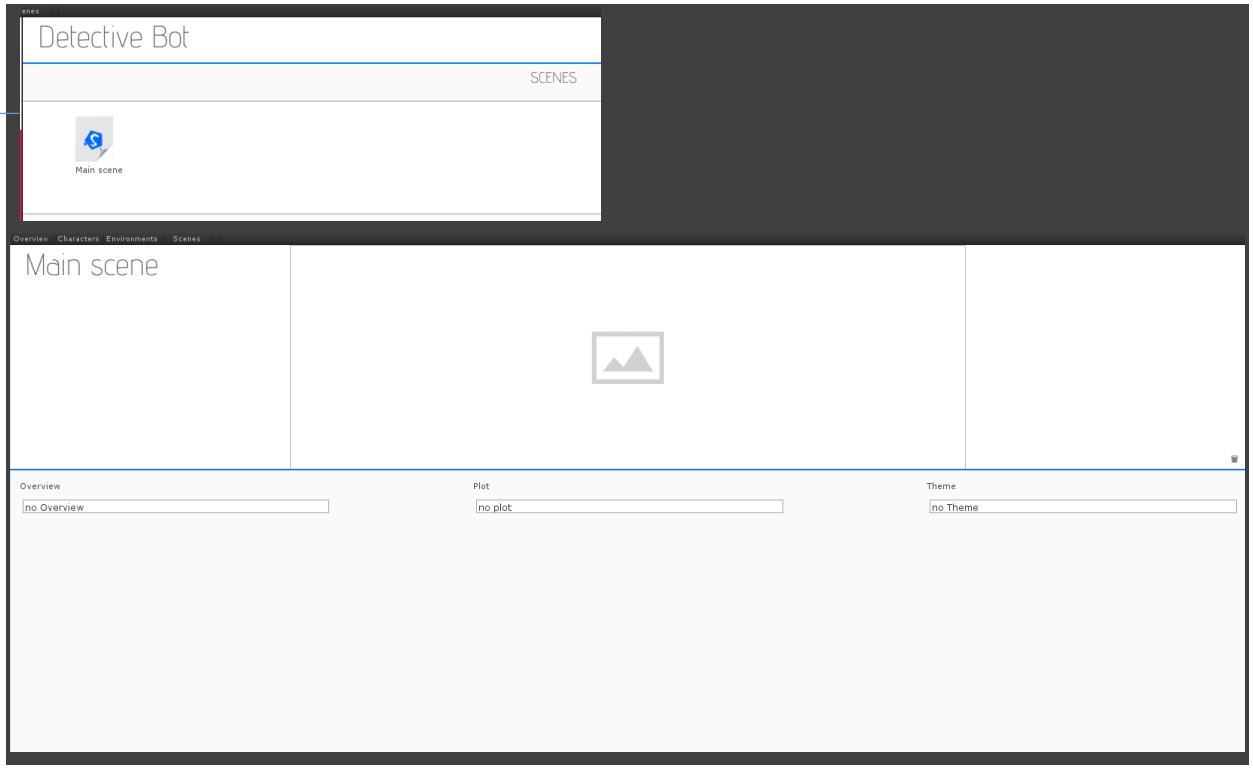


On the main page you will see sections where you can set a project cover image. Double click the cover image area and search for a image to use as a cover image. Images will be cropped and set.

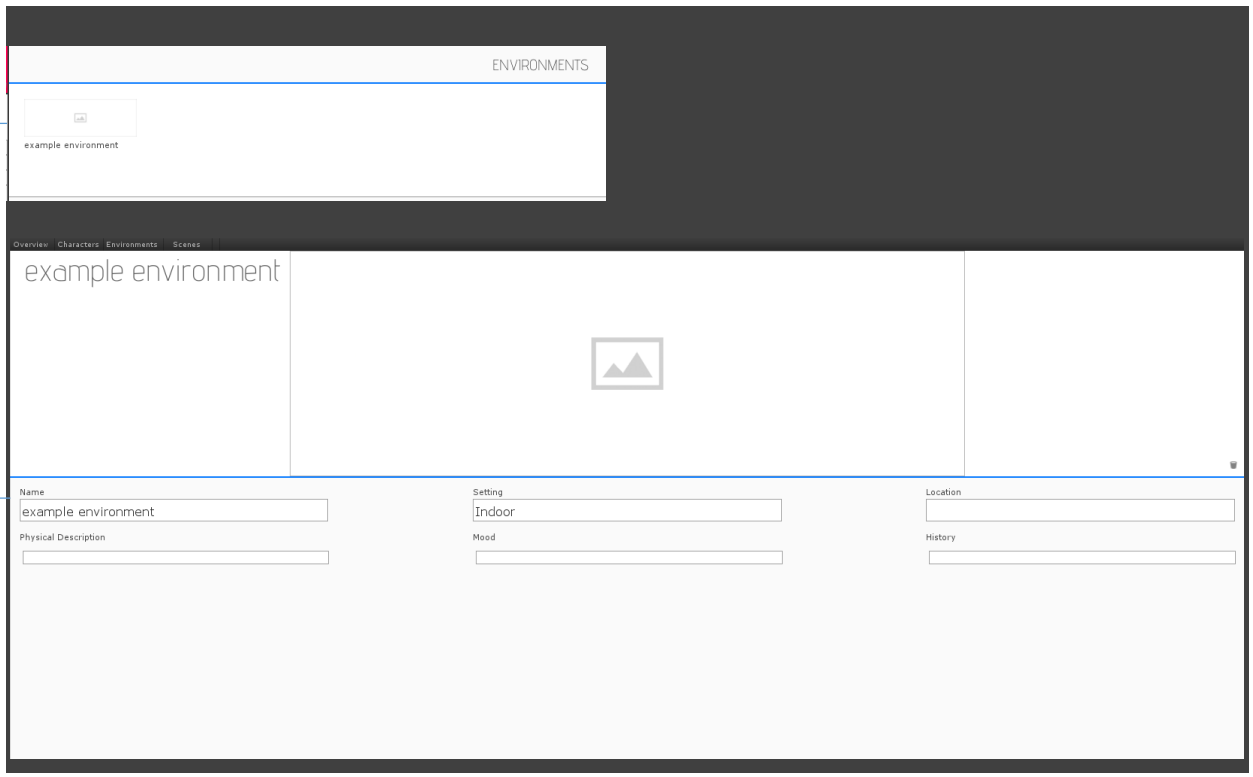
You can select from a list of scenes , and you will be taken to the scenes tab where you will be able to edit your scene information. As you add new environments they will appear here and linked environments will appear as one environment

Select from a list of environments to edit environment data. As you create new environment nodes they will be added to this area. Environment nodes which are linked will appear as one

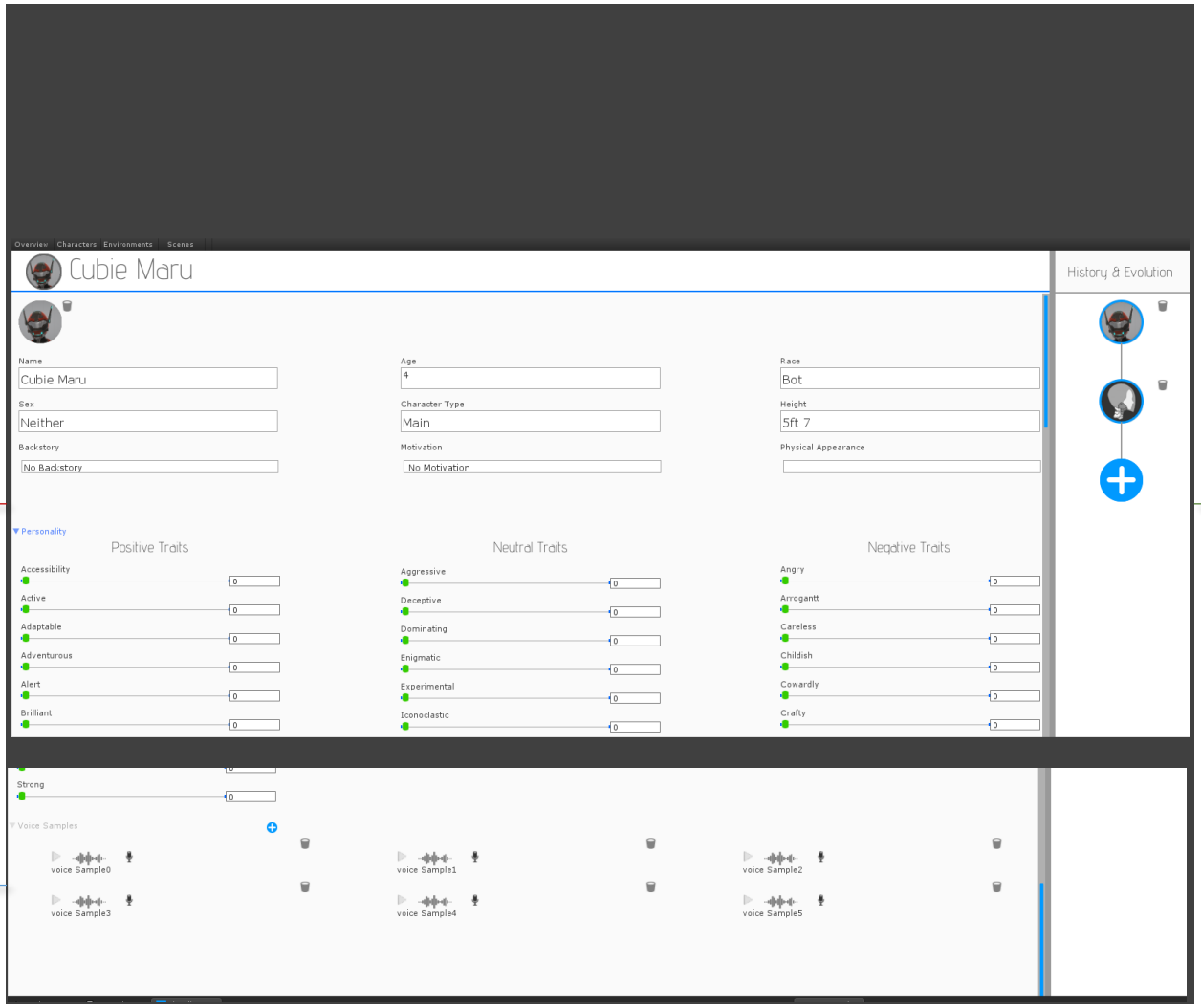
You can also select from a list of characters that exist in the story and edit that characters data.as you add new characters, they will appear in this area. When characters are linked the linked character will disappear from this area.



If you select a scene , you get taken to the Scenes tab where you can set a cover image for the scene , detail an overview, Plot and theme of the scene.



Selecting an environment takes you to the environment tab where you can also se an environment cover image, environment name, Setting, Location, Physical location, Mood and History



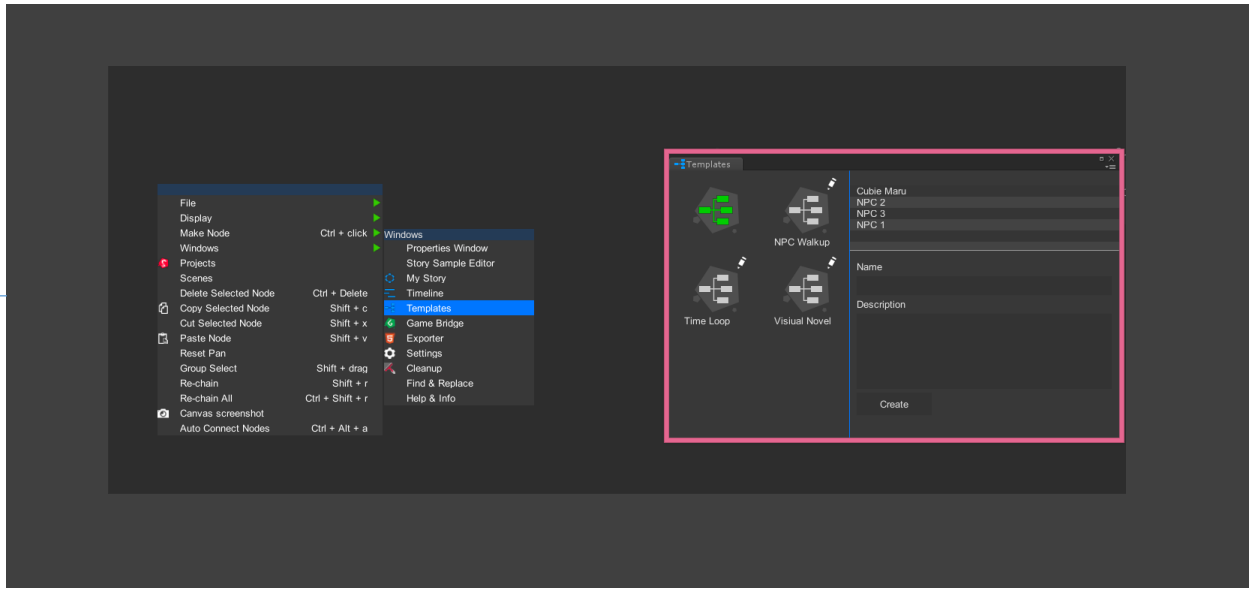
Selecting a character takes you to the character tab . This is where you can also set a character image by clicking the character image area once, delete a character image by clicking the bin icon. Set character age, name, race, sex, character type, height, backstory, motivation and physical appearance.

You may also set up your characters personality by setting values for personality traits which fall into there categories, positive, neutral and negative personality traits. There personality trait values can be used in game if you so choose.

Under the personality section you may also set voice samples for your character. You can either double click on the waveform image to choose from an audio clip or do a live voice recording directly in the editor by double clicking on the microphone icon.

In the far left of the My Story Editor you will see the History and Evolution Section. Click the blue + button to add a new character evolution state. With each new state your make give that character a completely an updated character bio. This allows you to add depth to your character and never lose track of your characters in a story.

Templates Editor



You open the templates editor window by going to (Open Context menu)>Windows >Templates.

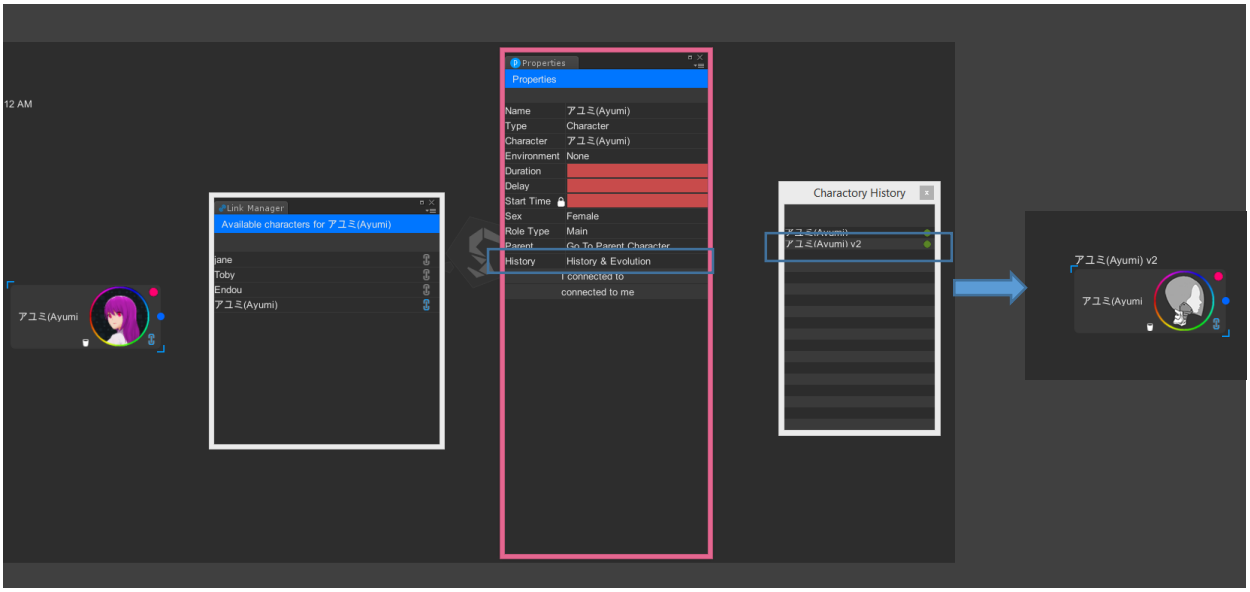
Once the window is open you will see three templates , NPC Walkup, Time Loop and Visual Novel.

So into the storyteller scenes and add a new scene. Click the scene to enter it. Then double click the Time loop template to generate the template in the scene. Templates will only be generated in new scenes.

To generate your own templates, select a folder where you want your template to be created, then in the templates window you will see a list of characters that exist in the scene you are currently in, click on the characters whose nodes data you want to include in your template. Give the template a Name in the name area and a description in the description area then click create. The template will be generated in the folder you have selected. Make sure that you are not currently selectin any other files in the project window else the template will not be created.

You may edit a template name and description by clicking the pen icon. To exit edit mode click the green button to go back to template creation mode.

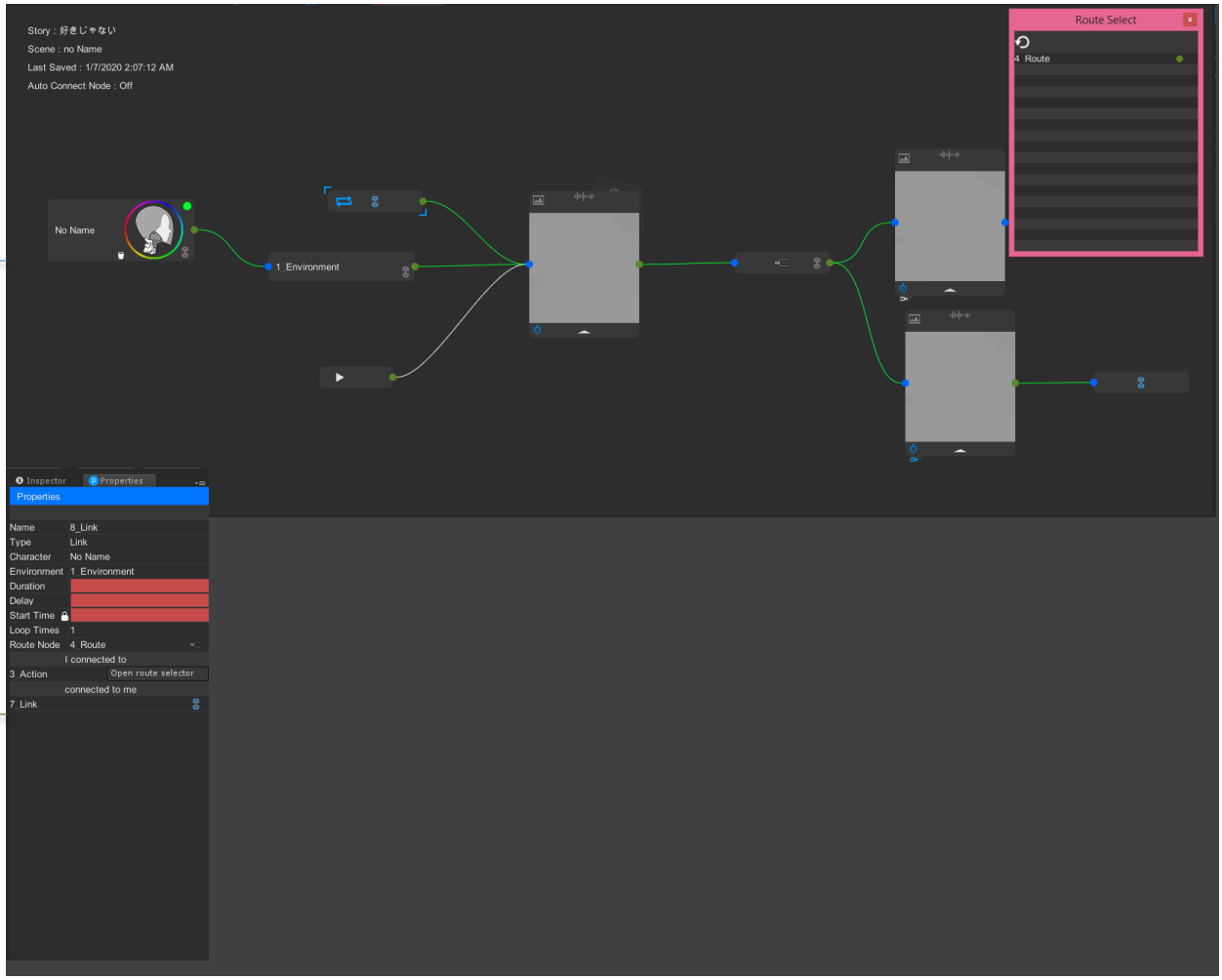
Character History Selector Editor



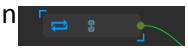
As is described here a character evolution state can be linked to another character to make that chanter represent that evolution state.

In the example above , the character Ayumi has two evolution states, Ayumi and Ayumi 2 in her History and Evolution. We created a new character and linked the new character to Ayumi via the link manager and then in the Properties tab, we click on “History and Evolution”, the history and evolution window will open and show is a list of evolution states for our character which we can choose from. In the Character History window we click Ayumi 2 to link Ayumi2 to the new character so that she becomes Ayumi 2.

Route SelectorEditor

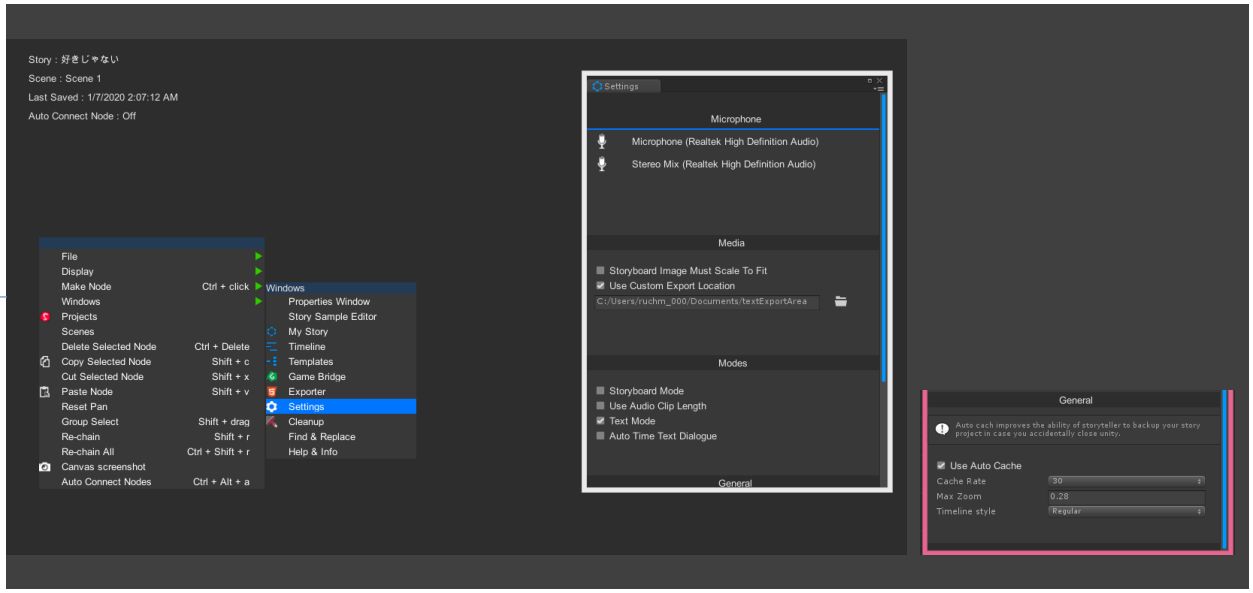


Now that you understand how to use Templates, we will look at an example of setting up a time loop using route nodes and link nodes and the Route Selector Editor. And the Time loop template generated in a new scene

Selecting the node with the blue loop icon  allows you to see details of the node in the properties window.

Because this node is now a allowing for time loops , selecting the link icon in the properties window will open the Route Selector editor. Here we select the route node which will serve as our exit point out of the loop after we loop through time once as shown in the properties window at Loop Times.

Settings Editor



The settings window is opened by opening the context menu then going to Windows> Settings.

In the Settings window you can select from a list of microphone built in and connected to your machine. The microphone which you select will be the one use to capture your voice recordings.

Under microphone settings you will see Media settings. You have the option of choosing for storyboard images to scale to fit or scale to fill the storyboard image area. You can also set a custom data export location, this is where your exported HTML story will be placed. If you choose not to use a custom location then the export will be in the current stories folder.

Next you will see the Modes setting. Here you can toggle between storyboard mode and text mode. When storyboard mode is on, all created action and dialogue nodes will show their storyboard area by default , else if it is not on then it will not show the storyboard area.

If text mode is on, the text area will be shown by default, else they will not show by default when action and dialogue nodes are created.

The Use Audio Clip Length setting tells each node that has a voice clip or sound effect to use the voice clip duration as the duration value of the node.

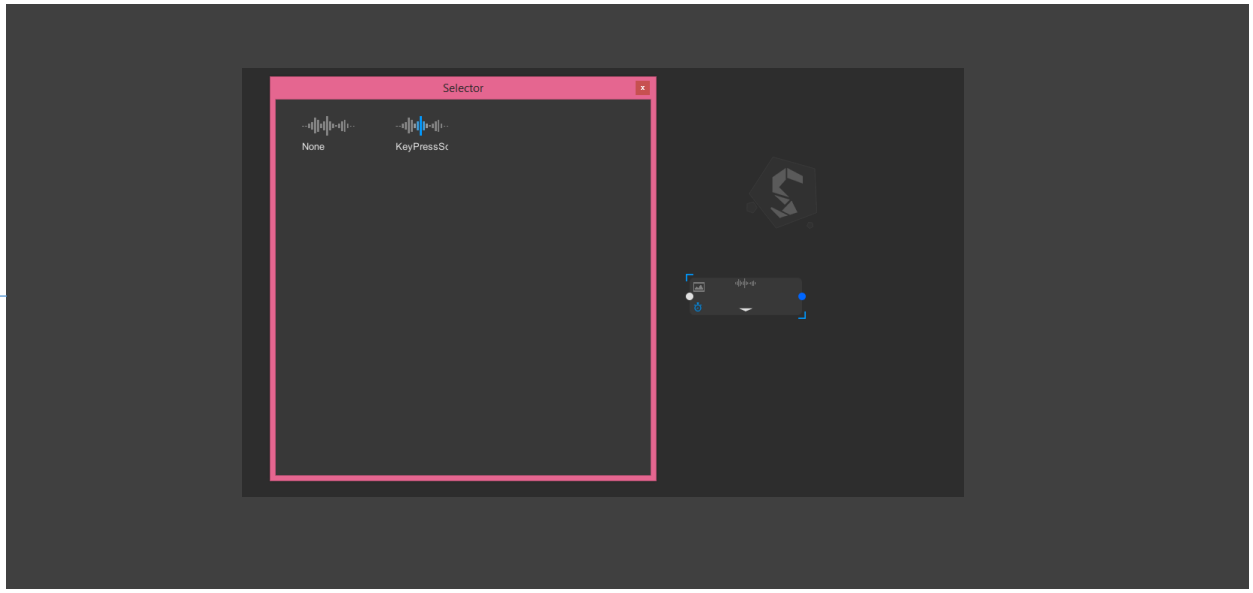
Auto Time Text Dialogue approximates duration playback of a node based on word count , this is an early function of the BETA which will be removed.

Finally we have General settings. Here you can turn on or off Auto cache, this setting improves the ability of storyteller to backup your story project in case of an accidental close. Setting a smaller cache rate further improves this but will make to system be a bit slower.

You an also change the max zoom of the canvas so you can zoom out less or more .

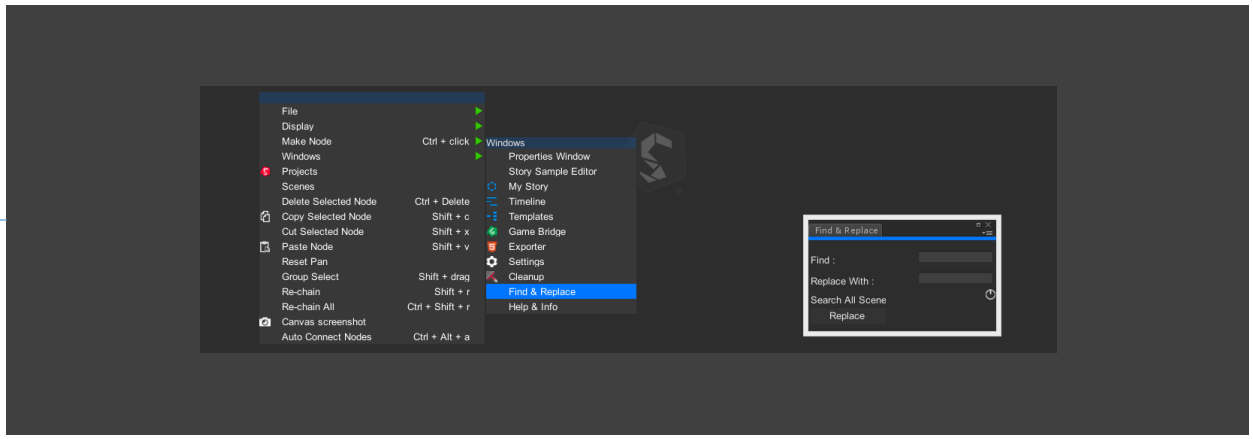
And finally , in Timeline Style you can choose between Large and regular, this just allows you to adjust size of content in the timeline to suit you better.

Object Selector Editor



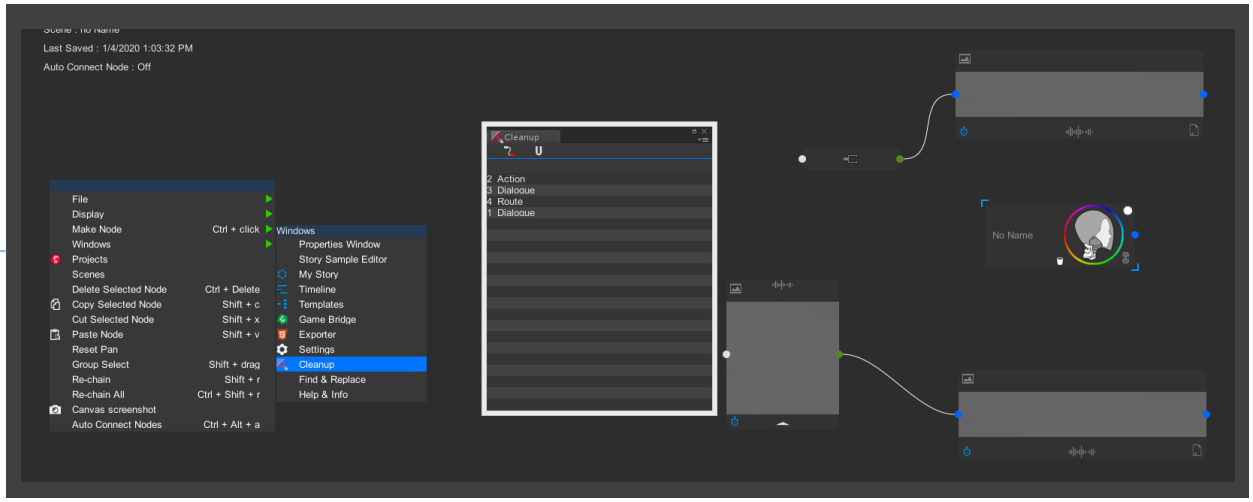
The object selector allows you to select audio clips which exist in your unity project. Whenever you click on a waveform icon on a action or dialogue node , the Object selector will open and you can select an audio clip.

Find and Replace Editor



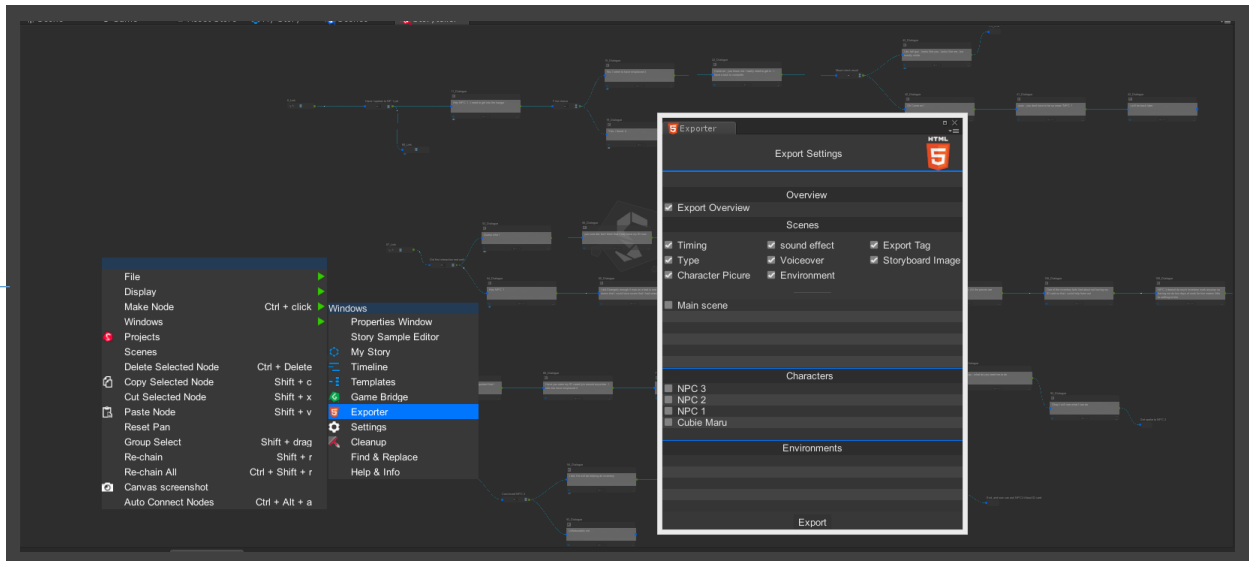
The Find and Replace window is opened by opening the context menu then going to Windows> Find & Replace. This is your standard find and replace system which will find a word and replace that word in your current scene or across all scenes

Cleanup Editor



The Cleanup window is opened by opening the context menu then going to Windows> Cleanup. One the window I open you can click any on the two icons the one with the U icon will check for unused noses such as the ones in the scene which have no character node feeding data to them. The other will check for illegal connections and allow you to break those connections.

ExporterEditor

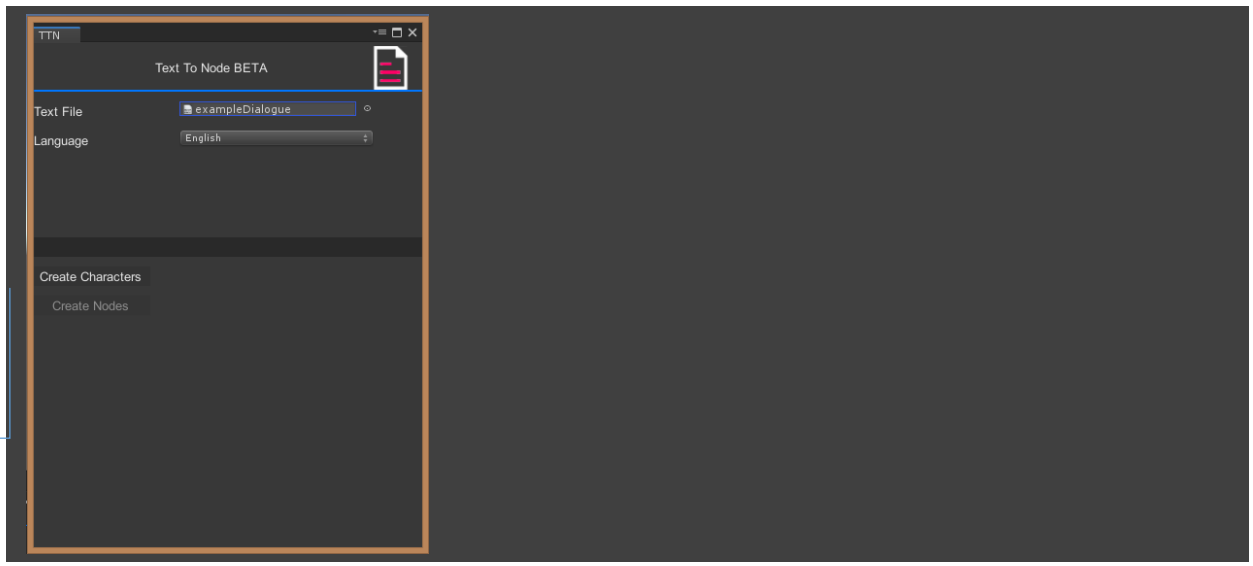


The Exporter window is opened by opening the context menu then going to Windows> Exporter.
At this point the content you see in the exporter will not be confusing to you. What you are looking at are all the things in your story which you can choose to export into an HTML file which you can then view online. Please view examples of exported HTML stories on out Unity Forum post. You can go to the post by clicking the Forum button in the Start window.

Language Editor

To add a new language. Simply click the “Add new language” button. Set a language name and a Country code. Here you will see how to access this data using c#.

Text To Node



If you have preexisting text containing character dialogue then you can turn that text into Storyteller ready nodes which can then be using in game.
Select he text file you want to convert, Just make sure to structure your story/ dialogue like this.

{ } start and end a dialogue
[ ] character name

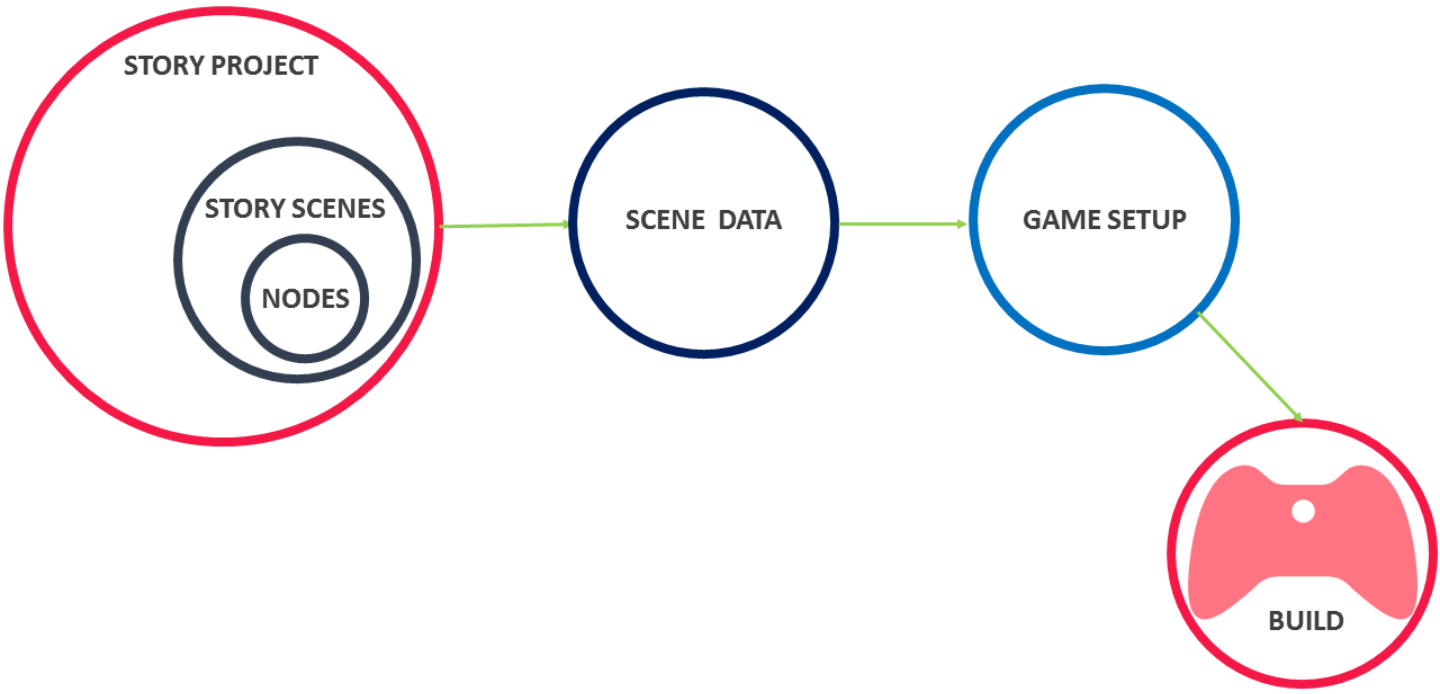
{[Tom] Hello everyone how are you doing today.}
{[Tom] I need to talk to you for a few minutes}
{[May] Sure, no problem}

Choose the language that your story is in.
click Create Character
click Create Nodes.

Game Bridge: Using Your Story in Game

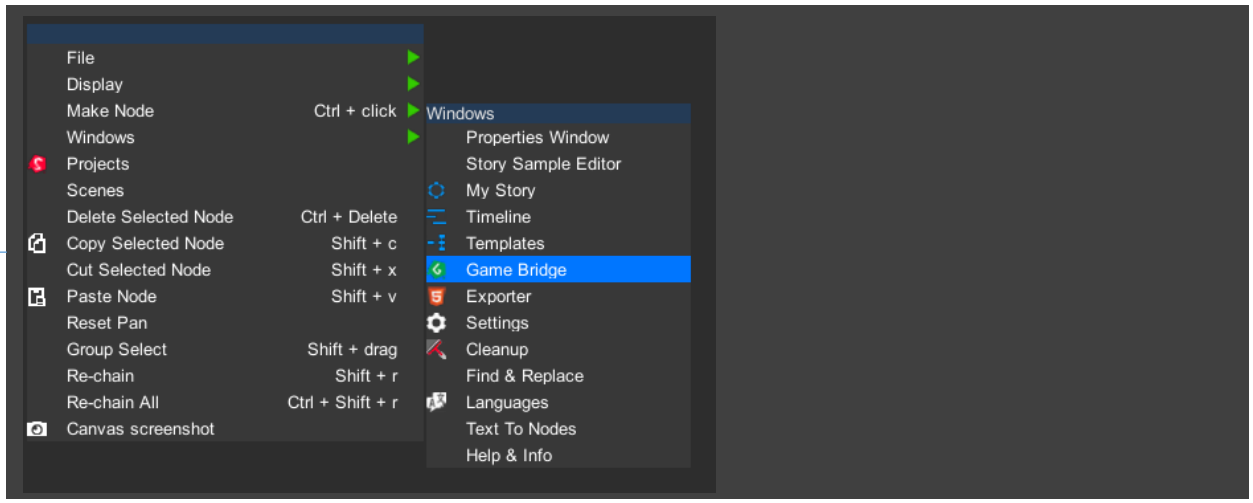
Game bridge is the Production component of Storyteller and allows you to take the things you make in Storyteller and use them in game via Game Bridge.

All the information on the following pages will walk you through getting started with using your storyteller data in game, using Game Bridge , Dialogue component and Character component.

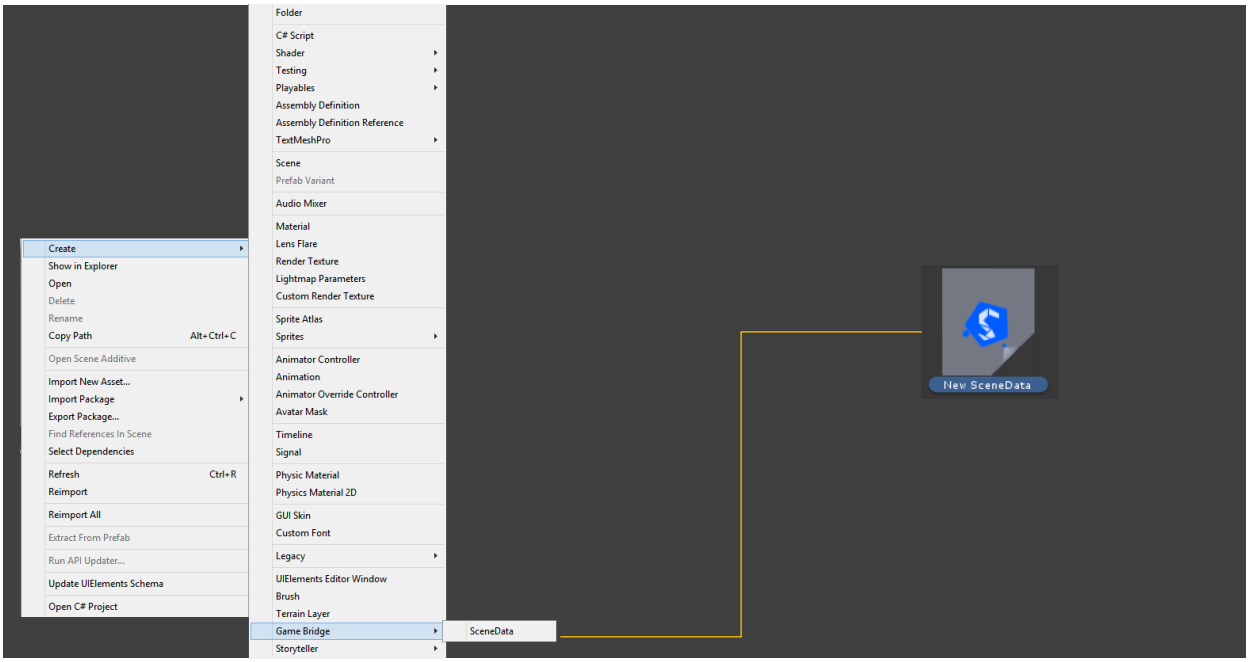


Pushing your story to game bridge

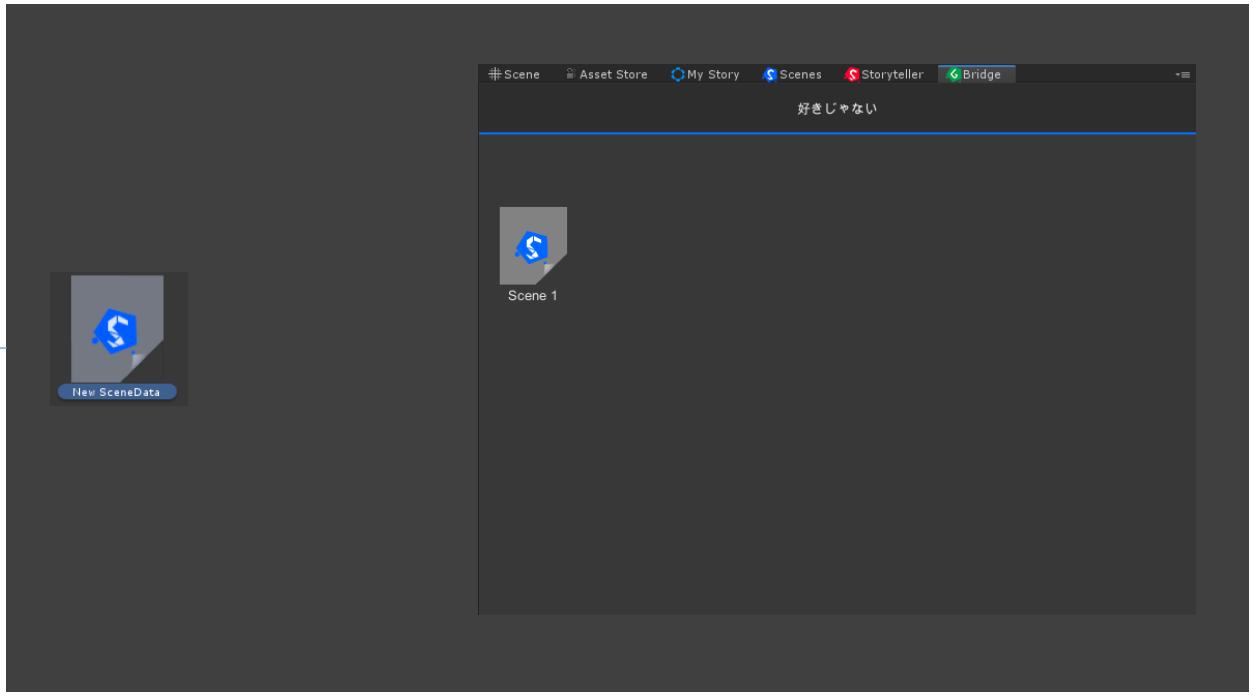
Game bridge is the Production component of Storyteller and allows you to take the things you make in Storyteller and use them in game via Game Bridge.



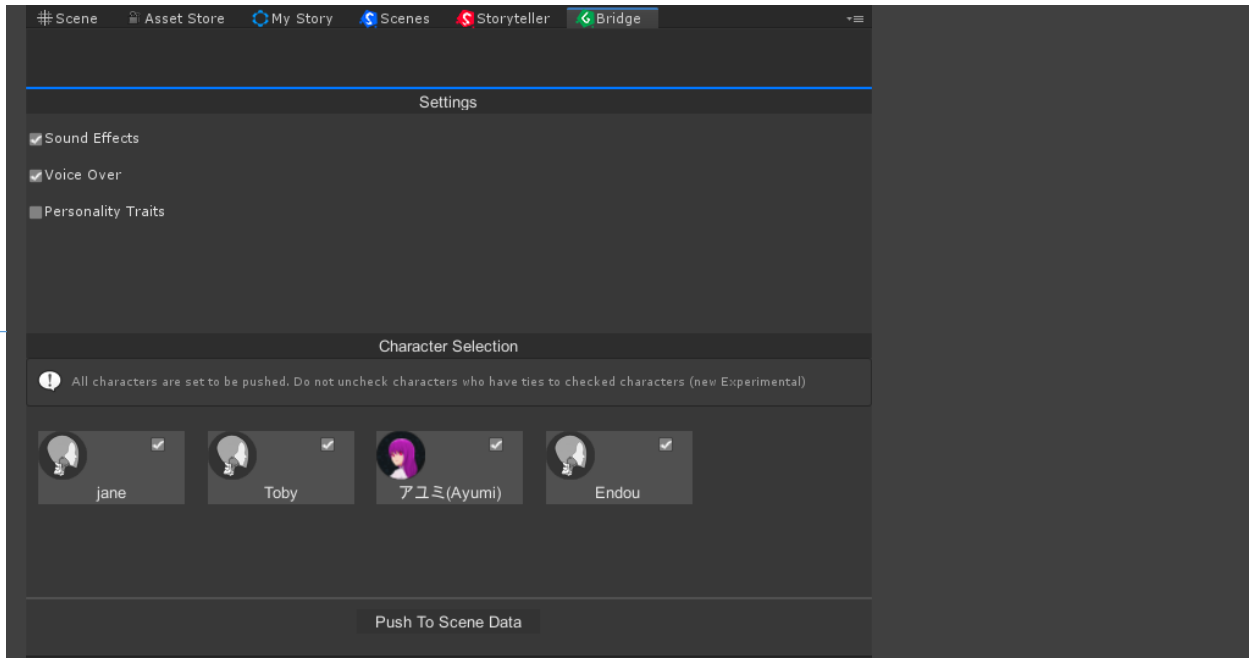
To launch the Game Bridge Window. Open the Context Menu in Storyteller by clicking the canvas and go to Windows > Game Bridge.



Now you want somewhere to actually put your storyteller data so that it can be used in game as a standalone dataset. We will create a Scene Data Asset. Right click inside the project window and go to Create > Game Bridge > SceneData. Name it whatever you want to name it.

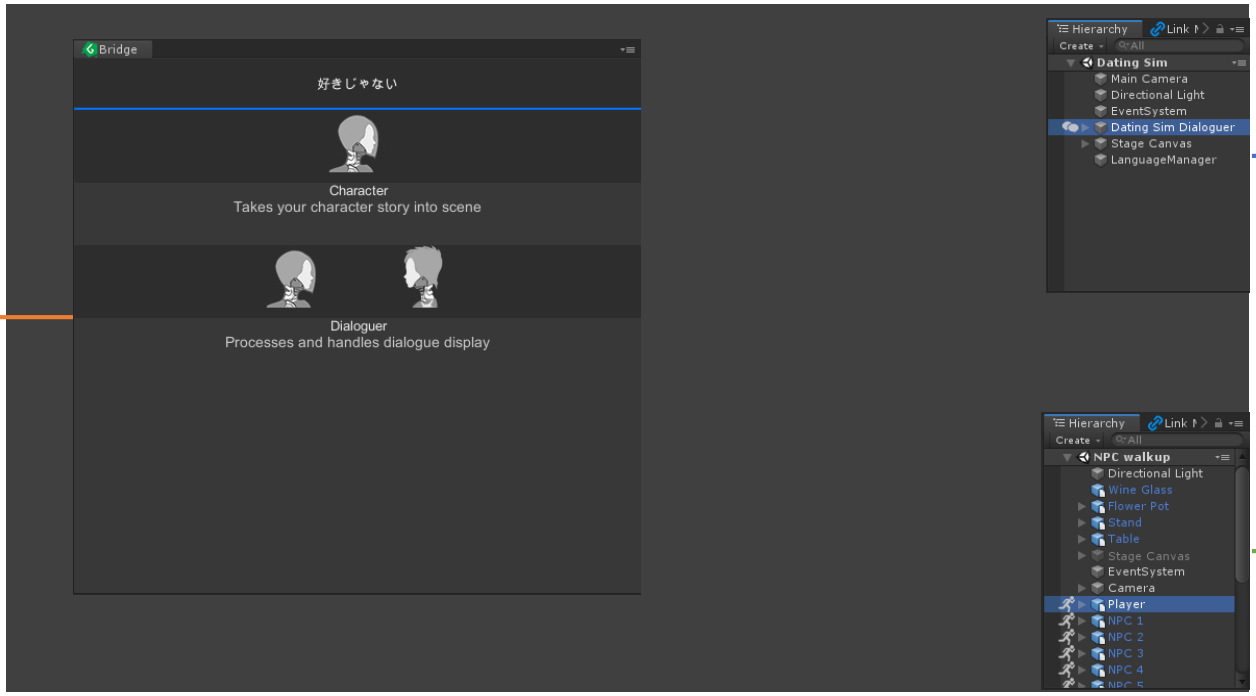


With you SceneData asset selected, go to the Game Bridge windiw and you will see all the avalible scenes in your tory listed. Click on the Scene which you wish to have pushed to the SceneData asset.



Once you have selected the scene you want, you will see a list of all the characters that exist in the scene and options for what type of content to push over into the SceneData. Pushing personality traits is turned off by default. Sound effects , voice clips and all characters are set to be pushed by default. Once you have made your selection. Press the “Push To Scene Data” button

If you update your story you just click the push button and your new data will update the SceneData.



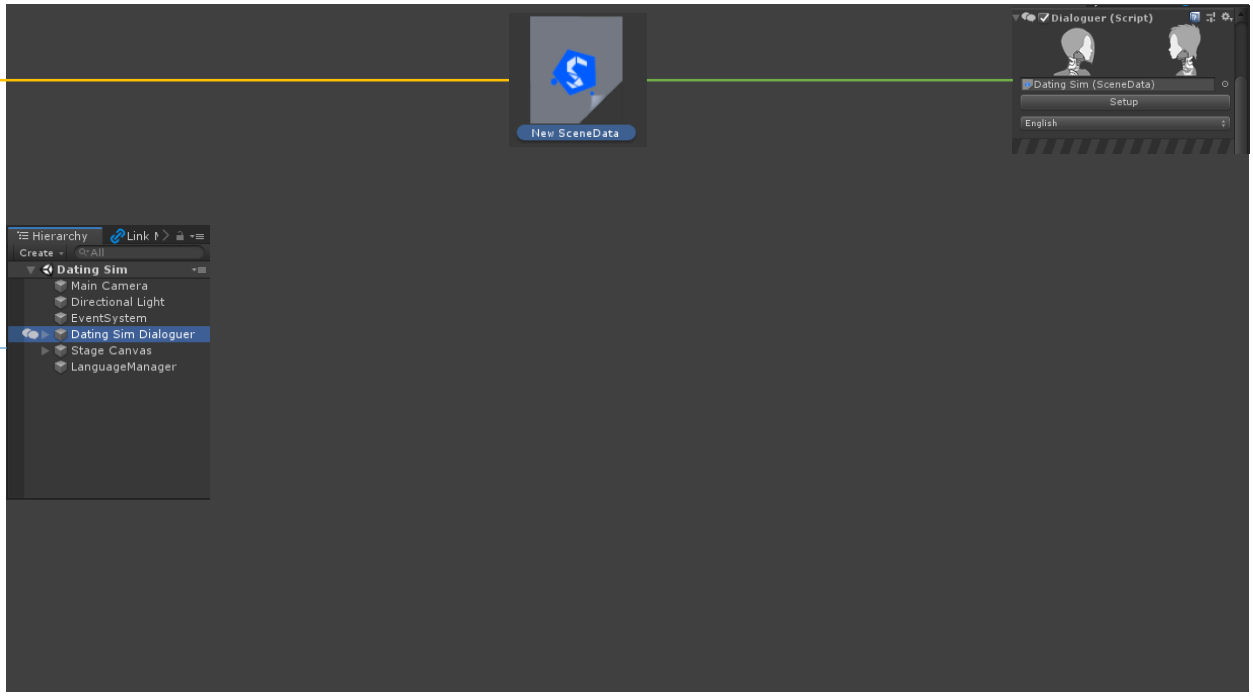
Depending on the type of interactions you wish to achieve you will use either a Dialoguer or Character component.

Dialoguer components are place on a single gameobject and are used in setting up interactions between characters like you would see in a visual novel type game where all interactions are set in stone.

A character component is used when there is no set interaction order between characters. Like when interacting with NPC or cutscenes.

If you are adding a Dialoguer component, you must select an existing gameobject which you wish to place the Dialogue script on and then select Dialoguer in the Game Bridge Window.

If you are adding a character component to characters then you must select the characters you wish to add Character components to and add them individually. Each character component with interact with each other at runtime.



Now that you know how to push storyteller data into a SceneData asset and assign a character and dialoguer component to a character. The first thing that you need to do is to create any UI you want, if you are using Unity 2017 – 2018 then you will have to use the default Unity UI , if you are using Unity 2019 or newer then you must Use TextMesh Pro.

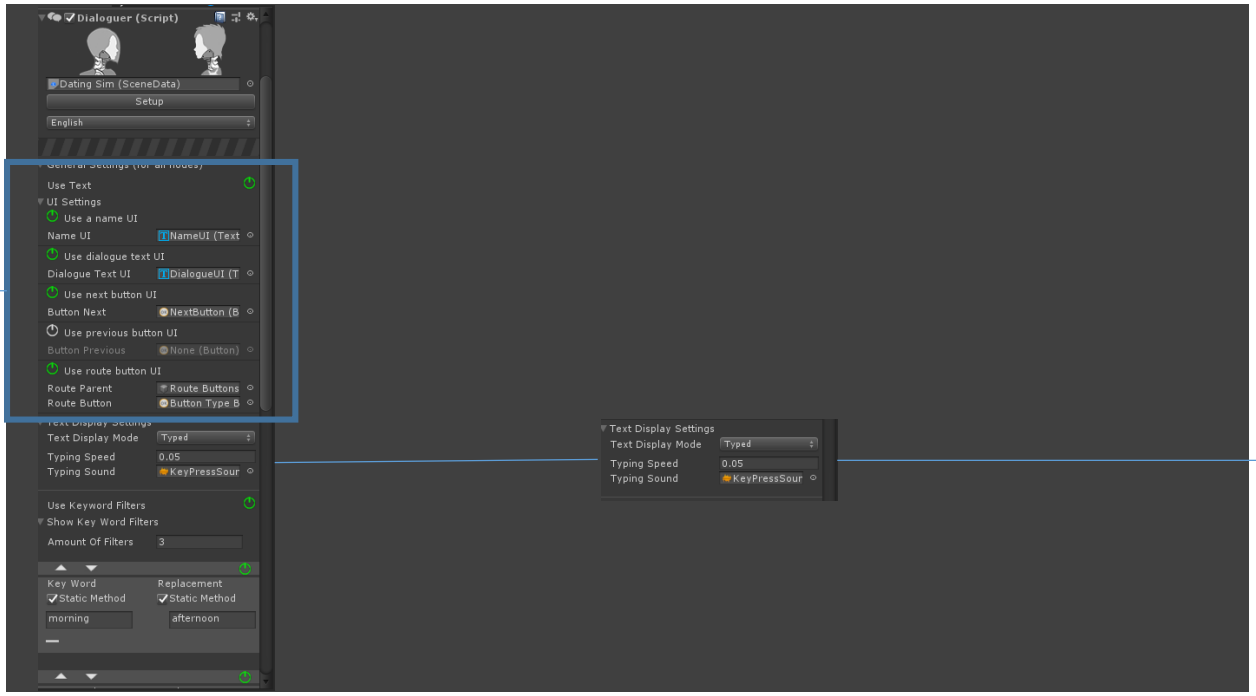
You also do not need to use any UI if your game doesn't require it.

We will proceed assuming that you are using UI. We will be looking at the Dating Sim scene as out first reference for setting up and working with the Dialoguer component.

Select the gameobject that has the Dialogue component attached to it and look at the inspector. Make sure that your Storyteller canvas is also in view.

Assign the SceneData to the SceneDataArea in the Dialoguer.

Select the main language of your game and then click the "Setup" button

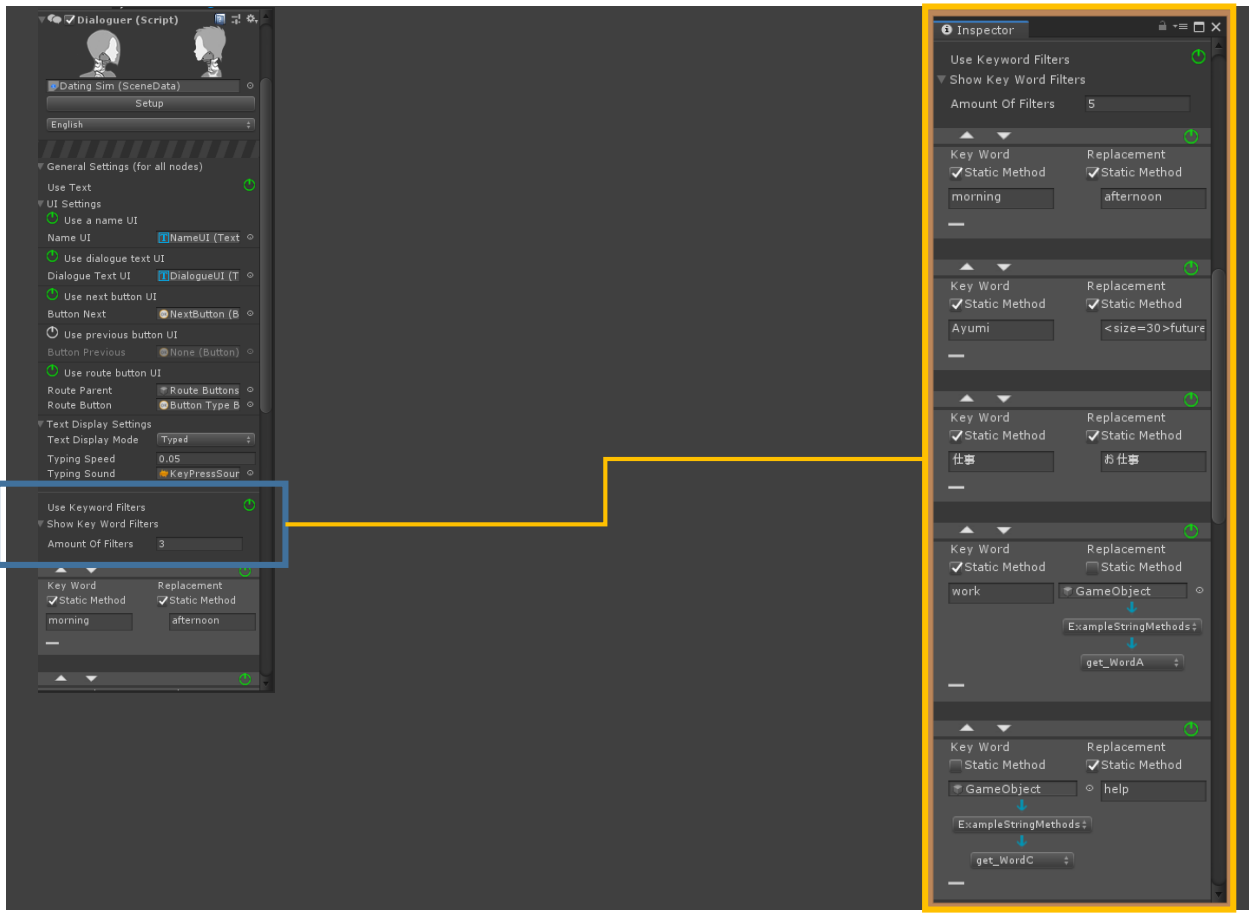


You must now assign your UI , an UI where you can display a name, dialogue, forward and back button. You must also assign a prefab button to the Use route button area. The “Route Parent” object area is for the gameobject which will be the parent of the route buttons which are instanced in a grid form. (please look at the example scene to see the setup in detail)

If there is a UI type that you do not need to use then you can click the green power button to turn any UI off.

In the Text Display Mode settings , you can choose to have your text be typed out at a specific rate or instantly displayed.

It will be helpful to you to scroll to the bottom of the inspector and turn on “Show Help Messages”

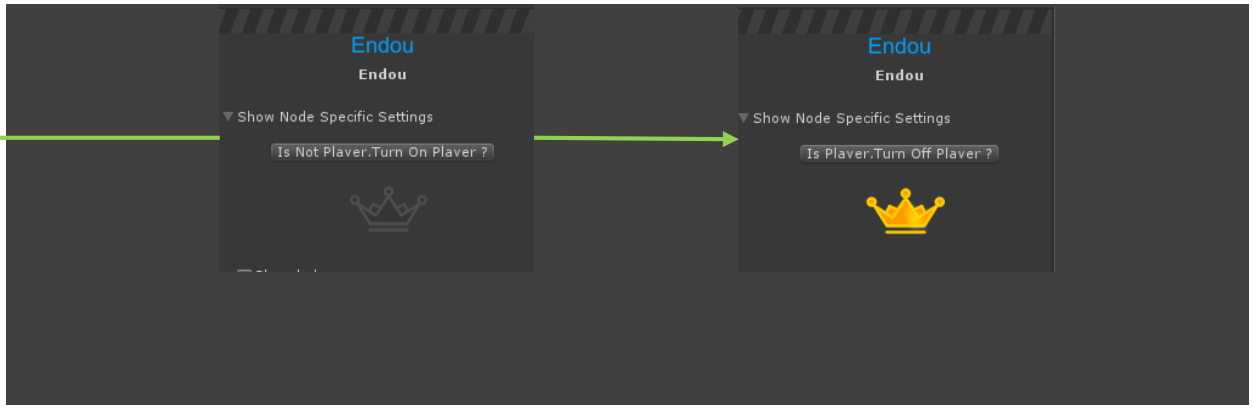


Keyword Filters allow you to change text in dialogue at runtime, allowing you to **replace** :
static keyword with dynamic replacement
static keyword with static keyword
dynamic keyword with static keyword
dynamic keyword with dynamic keyword

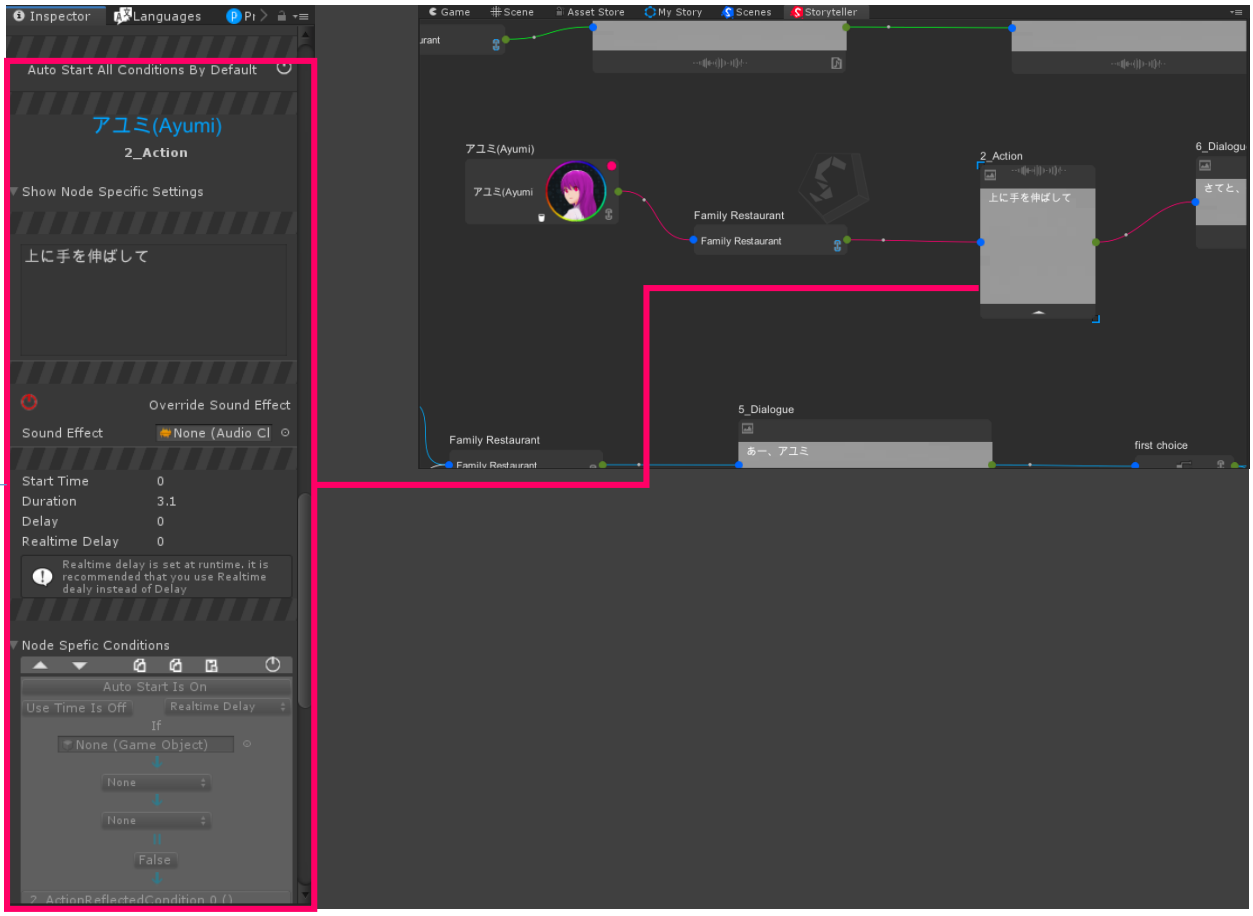
Your keyword filters can of course use html markup <b> <color=> etc

Under the Keyword filters settings you will see option for Using voiceover and using sound effects. You can turn them on to work generally across all nodes in game or turn them off and have specific nodes play audio.

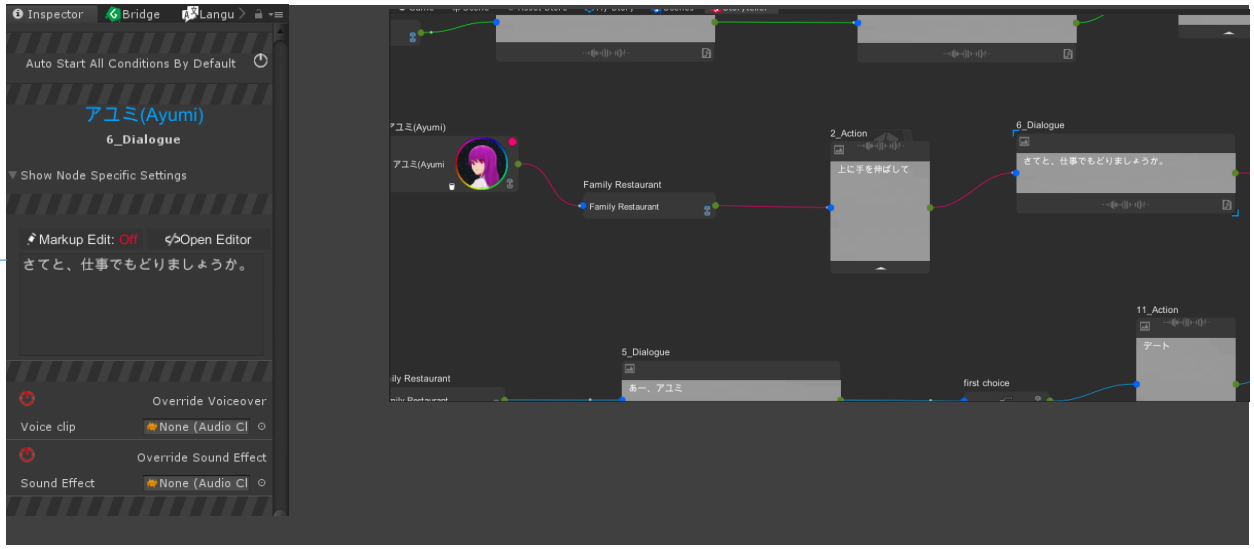
Both can be set to automatically start, this is best left tuned on if you are not playing trough events in succession



The next step is to identify which character in your story is your player, select your player in your storyteller canvas and scroll down in the inspector and click the “Is Not Player, Turn On Player” button. You should only have one player.



Depending on the type of node that you select, the data you see in the inspector will change. This part of the workflow is partially visual scripting to allow for you to give every node its own function in game. The data you edit in the inspector does not change your Story data, only your SceneData is changed.

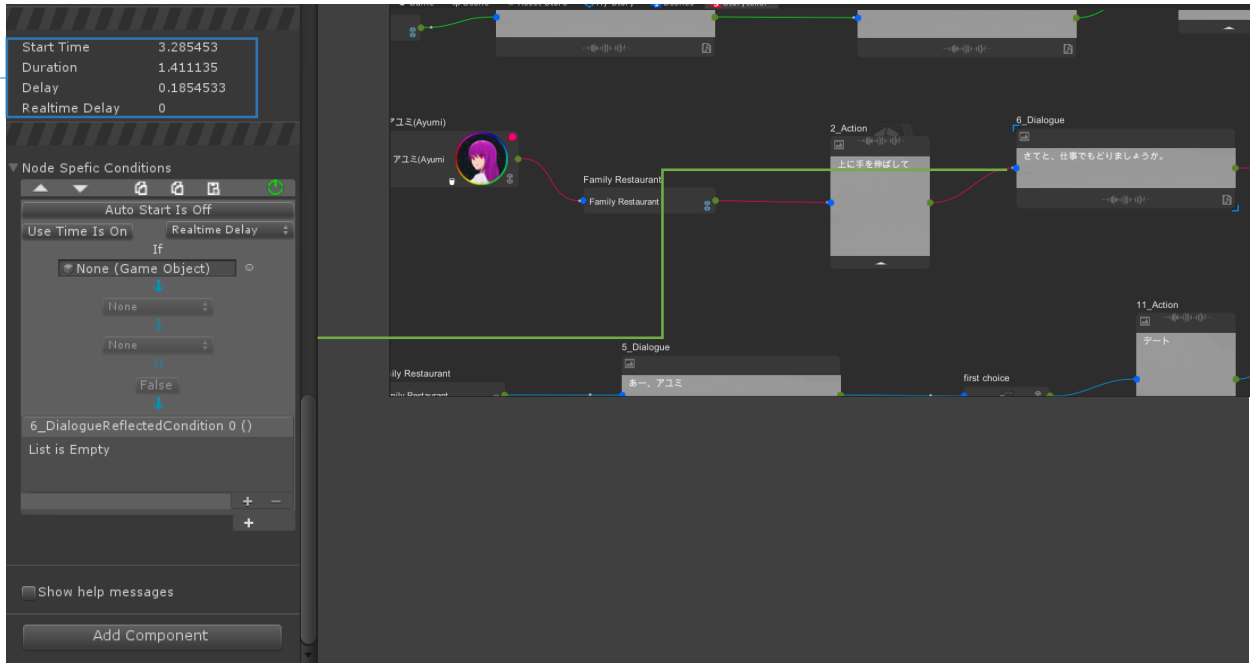


When you select a Dialogue node you will see that you have the option of turning on the Markup Edit and accessing the Markup Editor. So **you** <color = red>can</color> *do things* <size = 20>like this</size>.

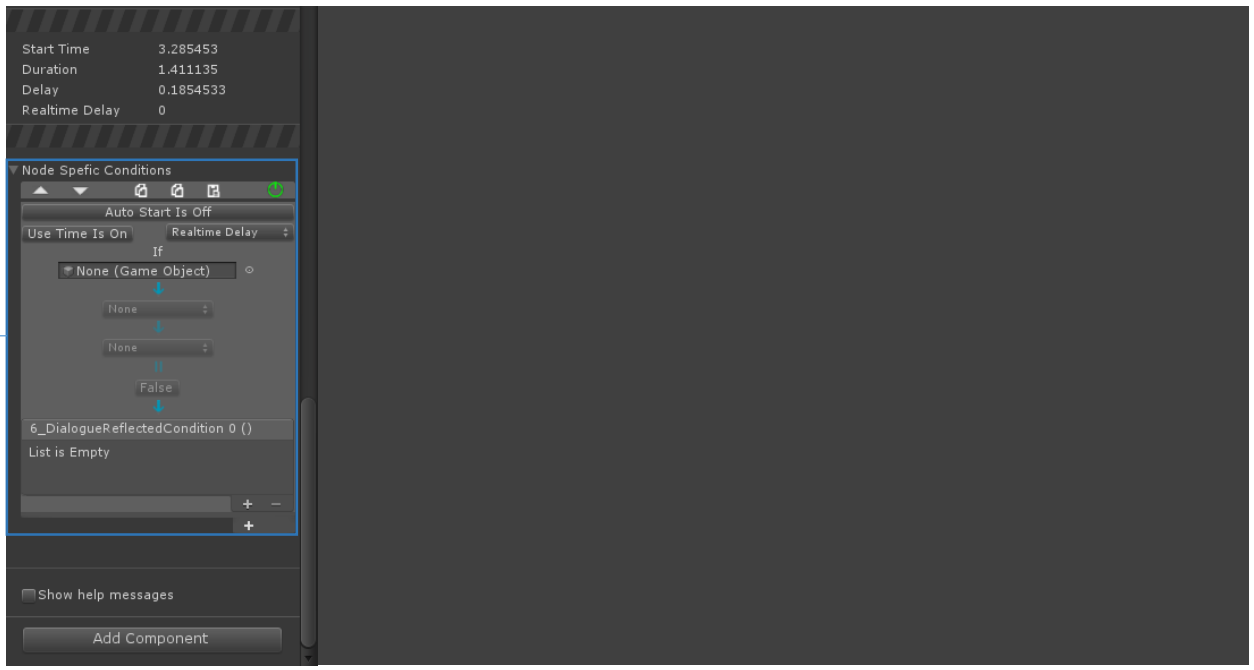
You can *do things* like this

If your node has a voice clip or a sound effect then you will see them displayed in the voice clip and sound effect section.

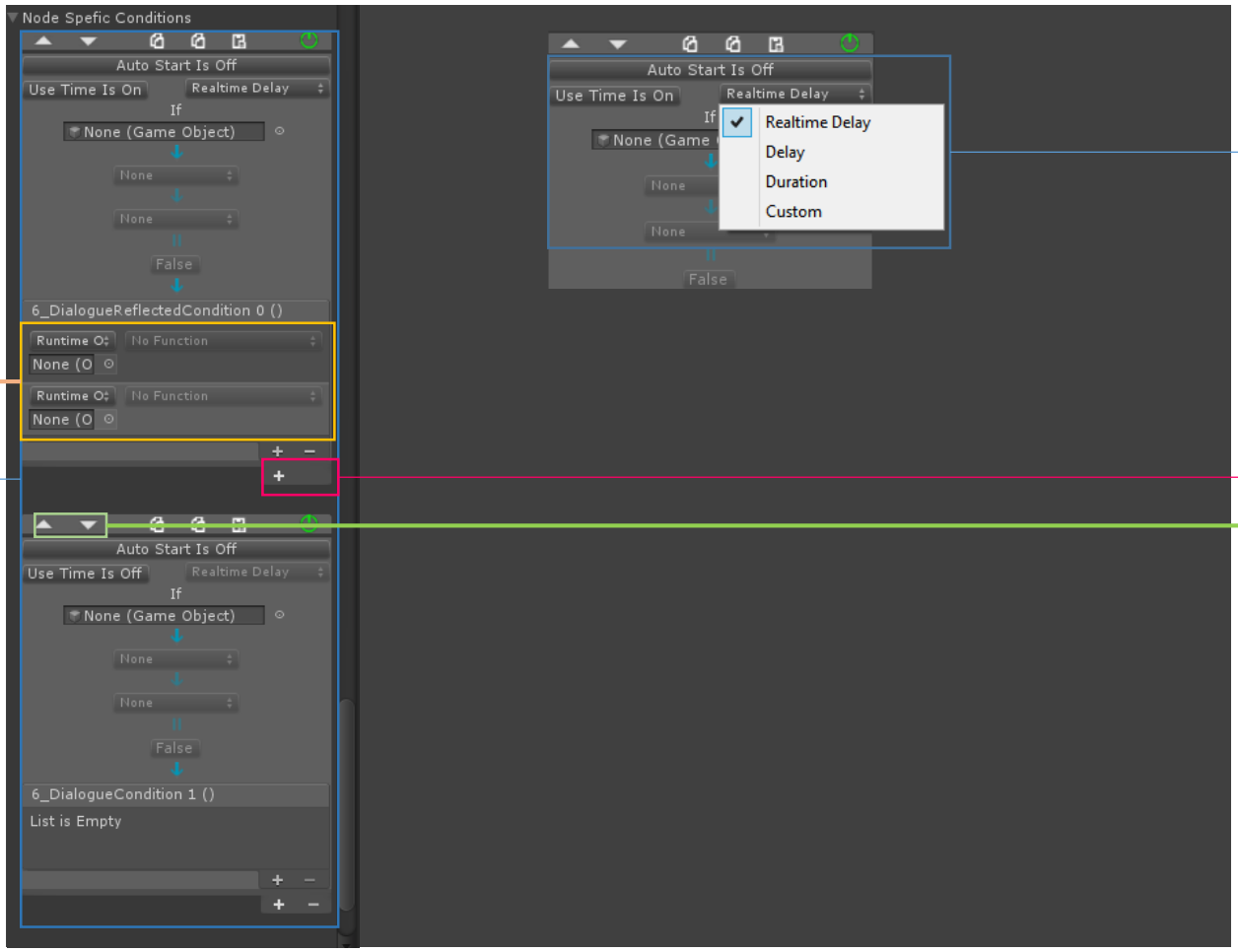
Currently the only overrides for the voice and sound effect are to not use the audio , however you can still replace the audio clips and as usual the data in the actual node in the storyteller canvas will not be lost.



You will see the Start time, Duration and Delay times of the selected node. Realtime delay is generated at runtime and the time between the current event and a future event. It is the recommended time value that you use in Conditions, which are explained next.



Conditions are the most important functions when working with the Dialoguer or Character component. They are able to trigger any function and are responsible for the triggering and processing of many internal events necessary for interactions in game.



The execution order of conditions are from first to last.

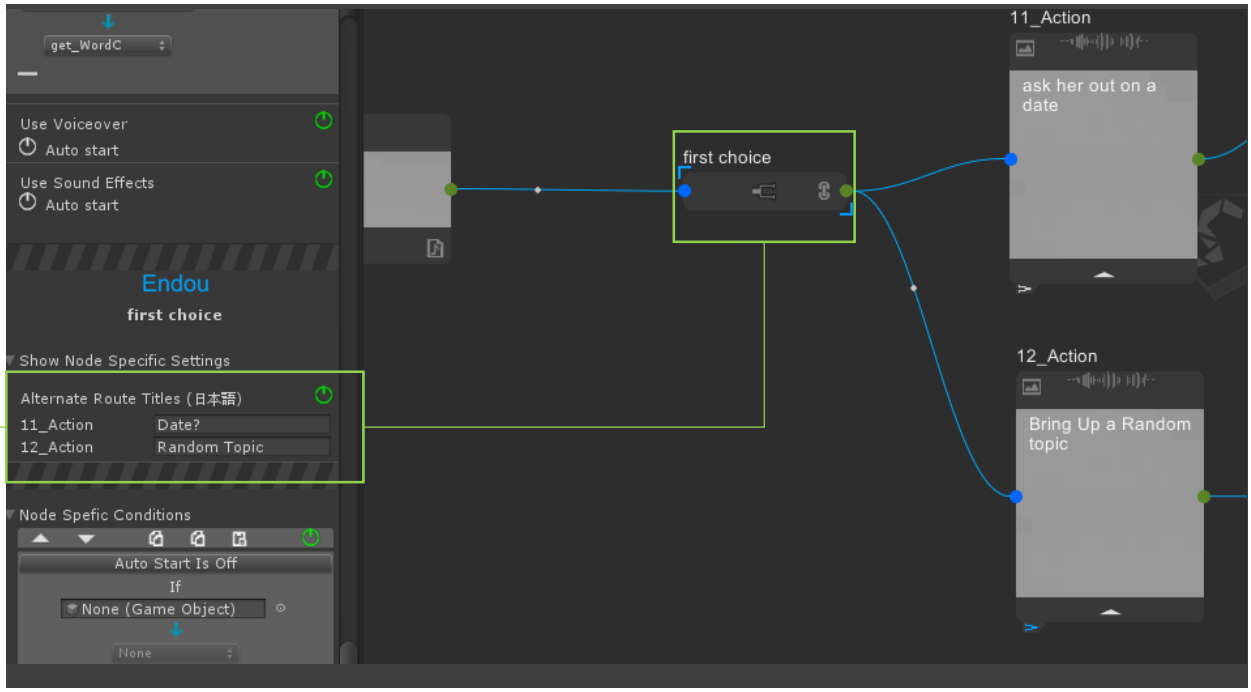
Each condition can use any amount of UnityEvents, these unity events can can be triggered through a variety of ways.

You can add and remove a condition by clicking the + or – button.
When you add a condition , it is placed directly under condition whose + button you clicked

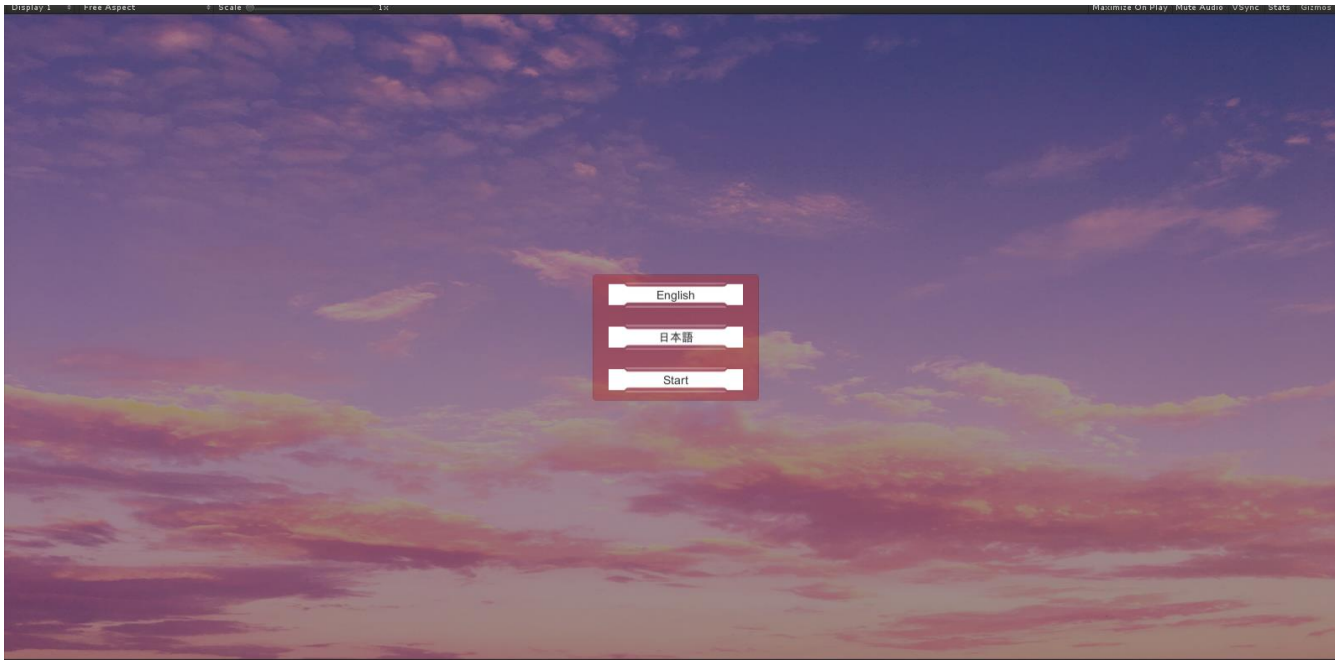
You can move conditions up are down by clicking the up and down arrow

You can set a condition to Automatically start OR start based on time. The time you use depends of what you wish to achieve

You can use conditions to turn on other conditions, or stop conditions that are already running

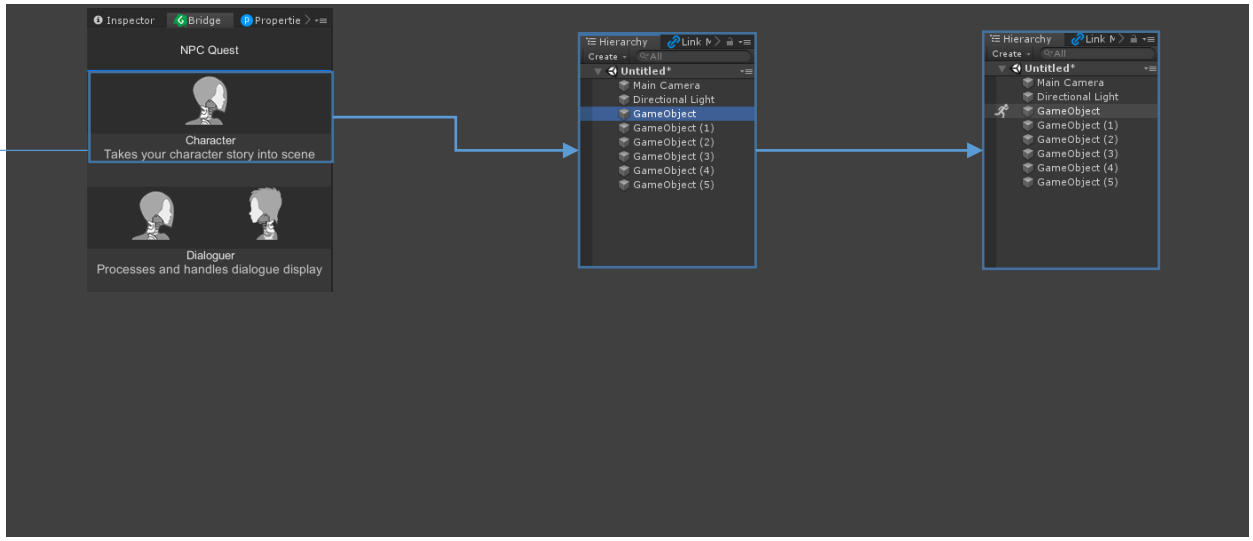


When we select a route node, we will see an option in the inspector for using Alternate Route Titles. Route Titles are just the names that will be displayed as choices that your character will make if you choose to use UI and display options.

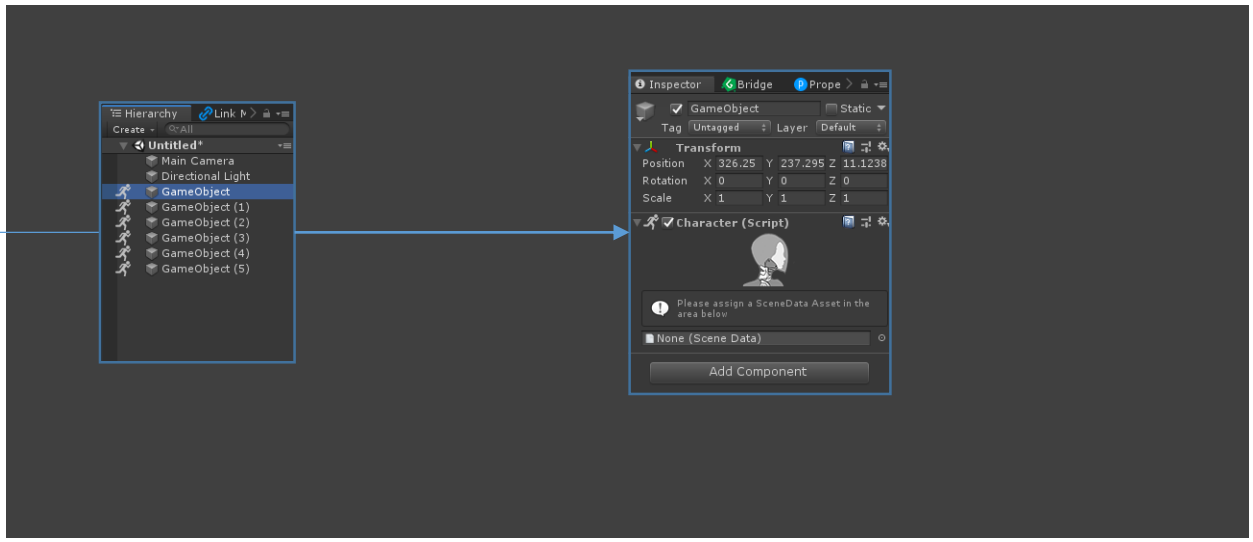


That covers setup and general use of the Dialoguer Component. Next we look at the Character component

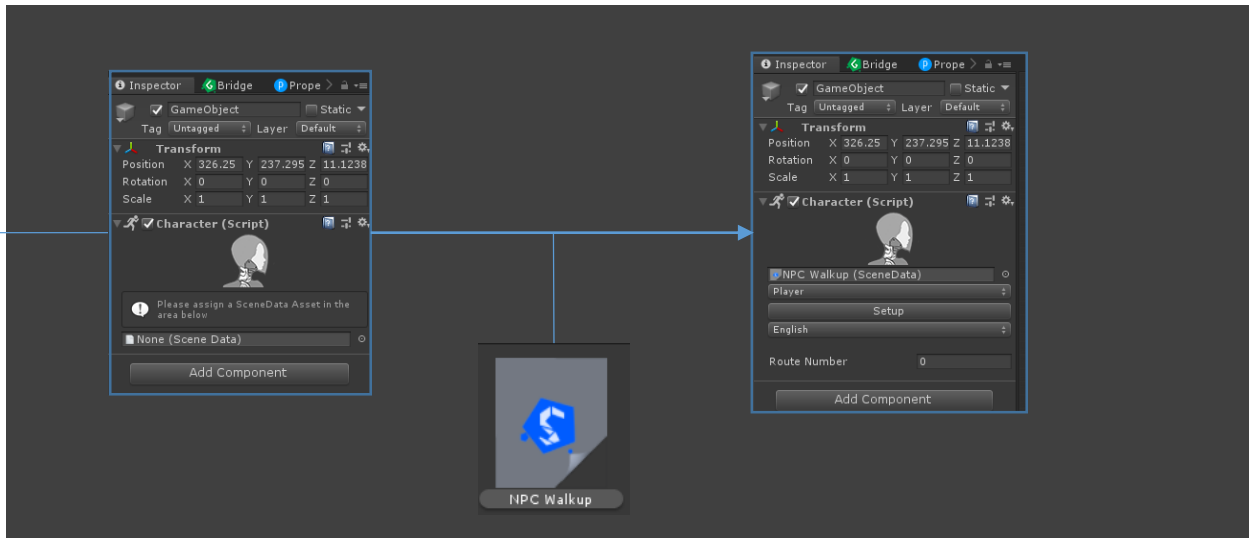
Open the Quest Story and open a new scene.



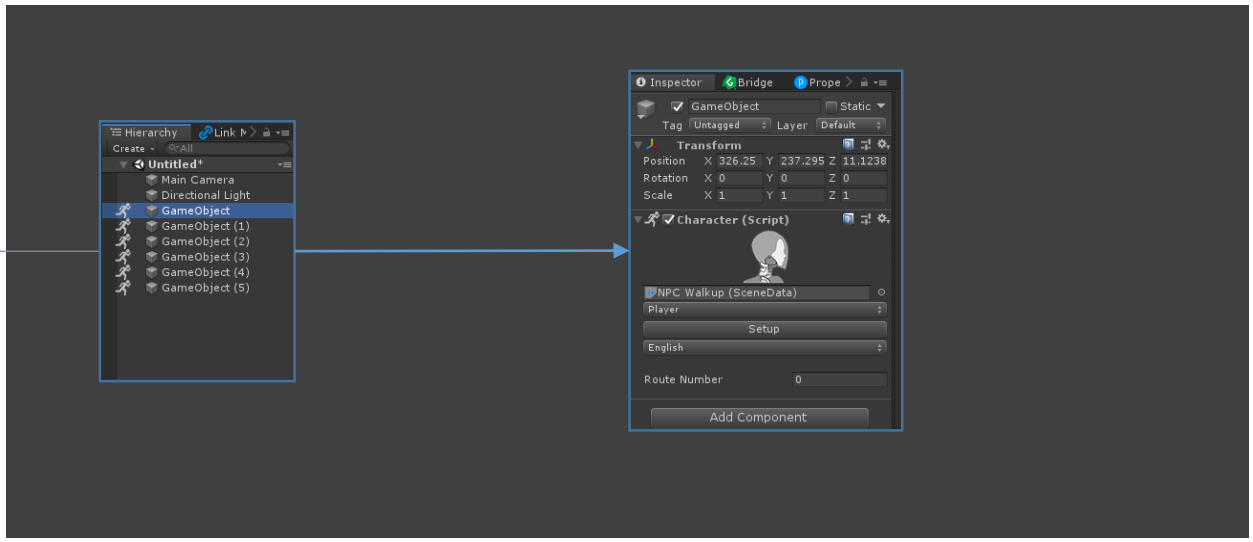
There are six characters in the NPC Quest story. So you will need to create six gameObjects and you will then use GameBridge to assign Character components to each of the six gameobjects . Add character components to the remaining 5 gameobjects.
If you already had preexisting characters in your scene then you would simply assign a character component to each in the same way.



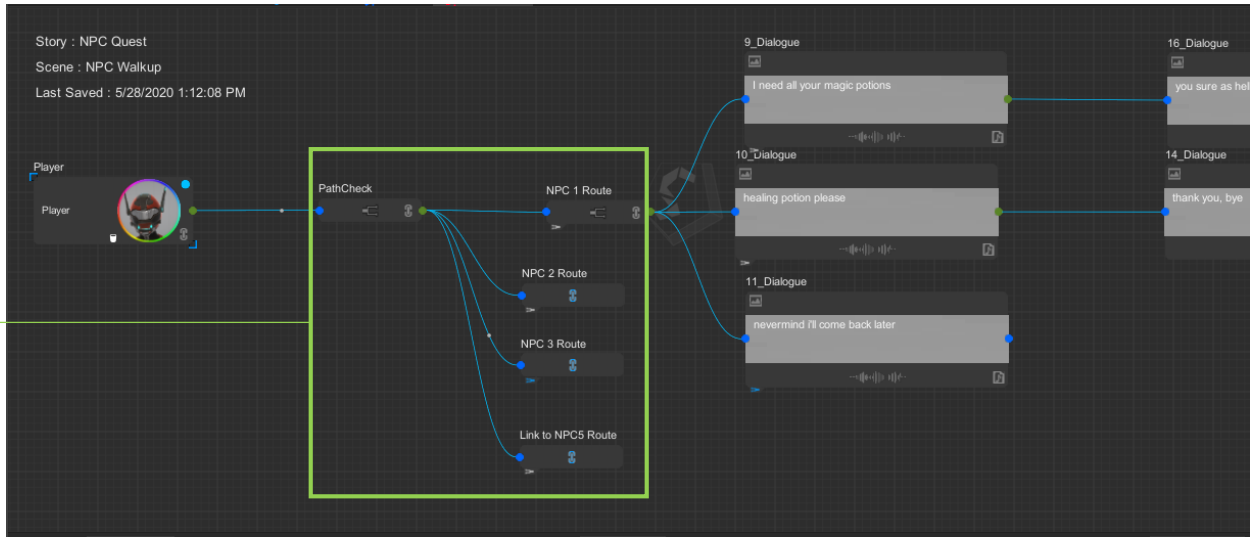
We will now begin setting up the character that will be our player character.
Select a gameobject that you assigned a character component to and make sure the inspector in in focus.



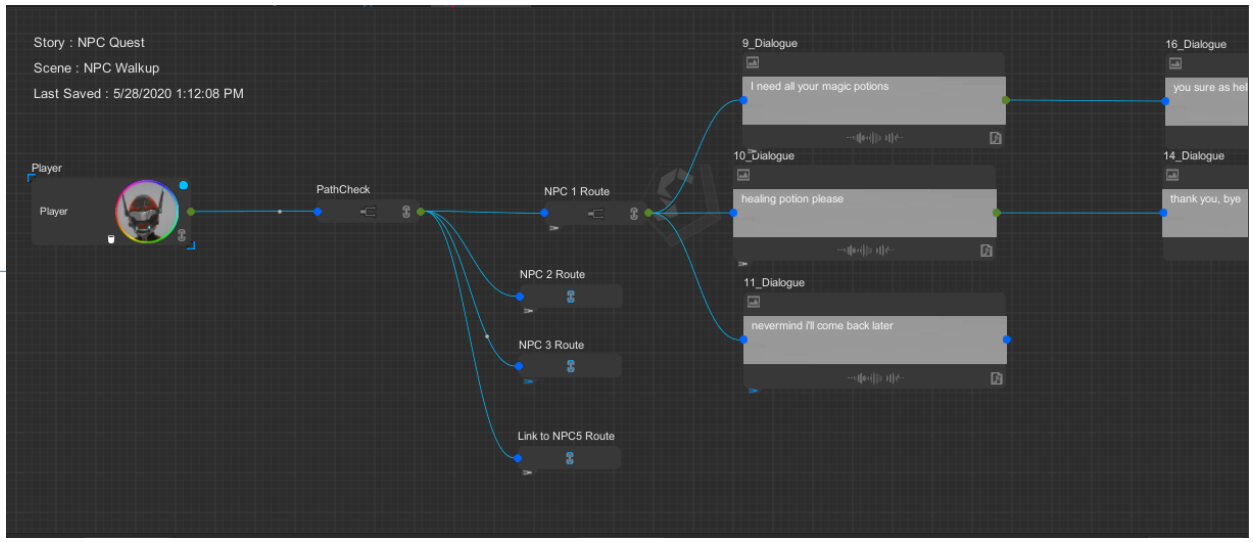
There is already a preexisting SceneData asset containing the NPC Quest story data. Find th NPC Walkup SceneData in the project window and assign it to the Scene Data area of the character component. You will see the the UI of the Character component change . And Unlike the Dialoguer , you must understand which character you are working with and some other minor details which will be covered on the next page , before you click the setup button.



We will now begin setting up the character that will be our player character.
Select a gameobject that you assigned a character component to and make sure the inspector in in focus.



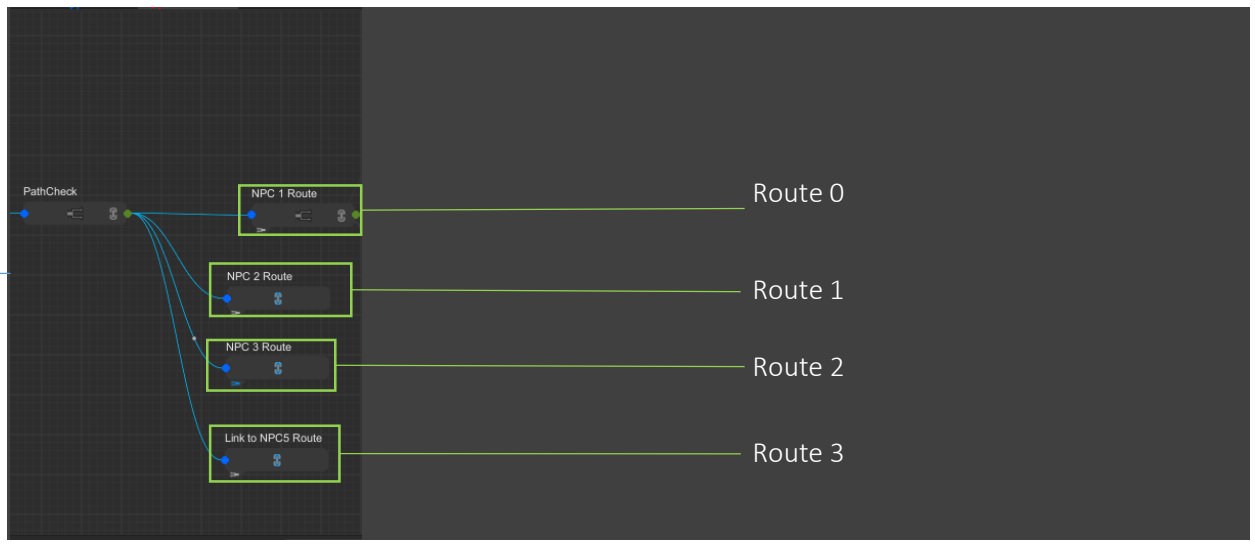
Looking at the Player character in the story, and generally based on you designing your story/dialogue you know who is your main character and how your story flows. In the case of the NPC Quest story. We see that we have a Route node named Path Check and then four other nodes attached to it. All leading to dialogue with other characters.



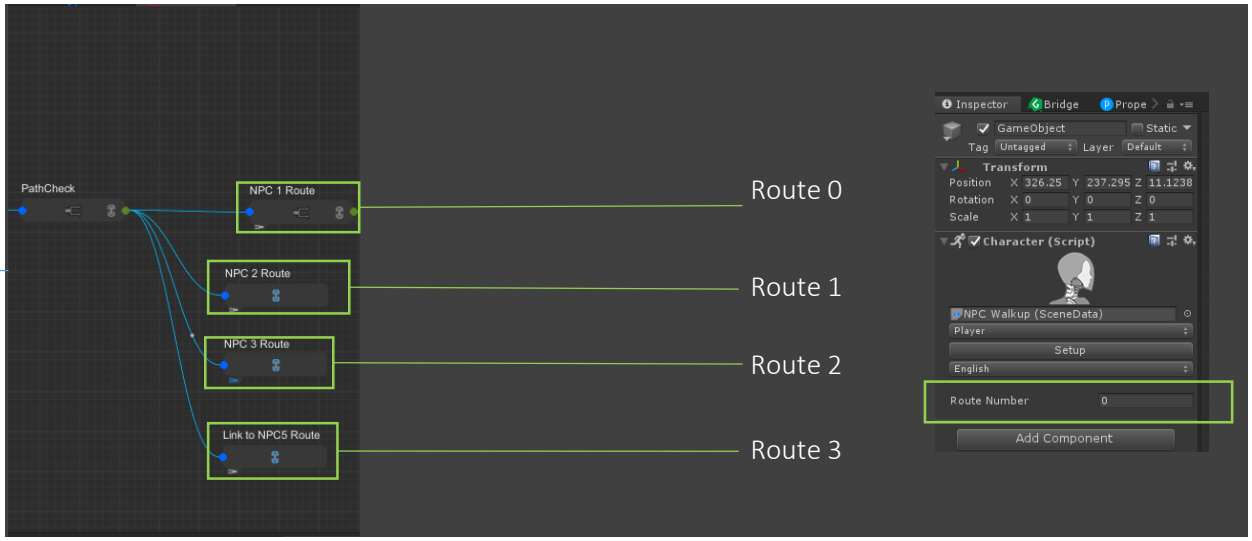
Since you now understand how conditions work and how route nodes are used, you will understand the next steps we will take.

The " Path Check" route will be setup so that whichever character (NPC) we choose to speak to, a condition will trigger a conversation with that NPC .

As you notice, Path check is linked to NPC1, NPC2 , NPC3, and NPC5 dialogue but is not linked to NPC4 dialogue. This is because NPC4 is a background character in this scene, designed to show that you can speak to any character even if you do not plan any dialogue with that character and also that NPC4 is able to jump into a conversation at any point , kind of the way a real person would in real life.



All the nodes that the " Path Check" route correspond to a Route value.

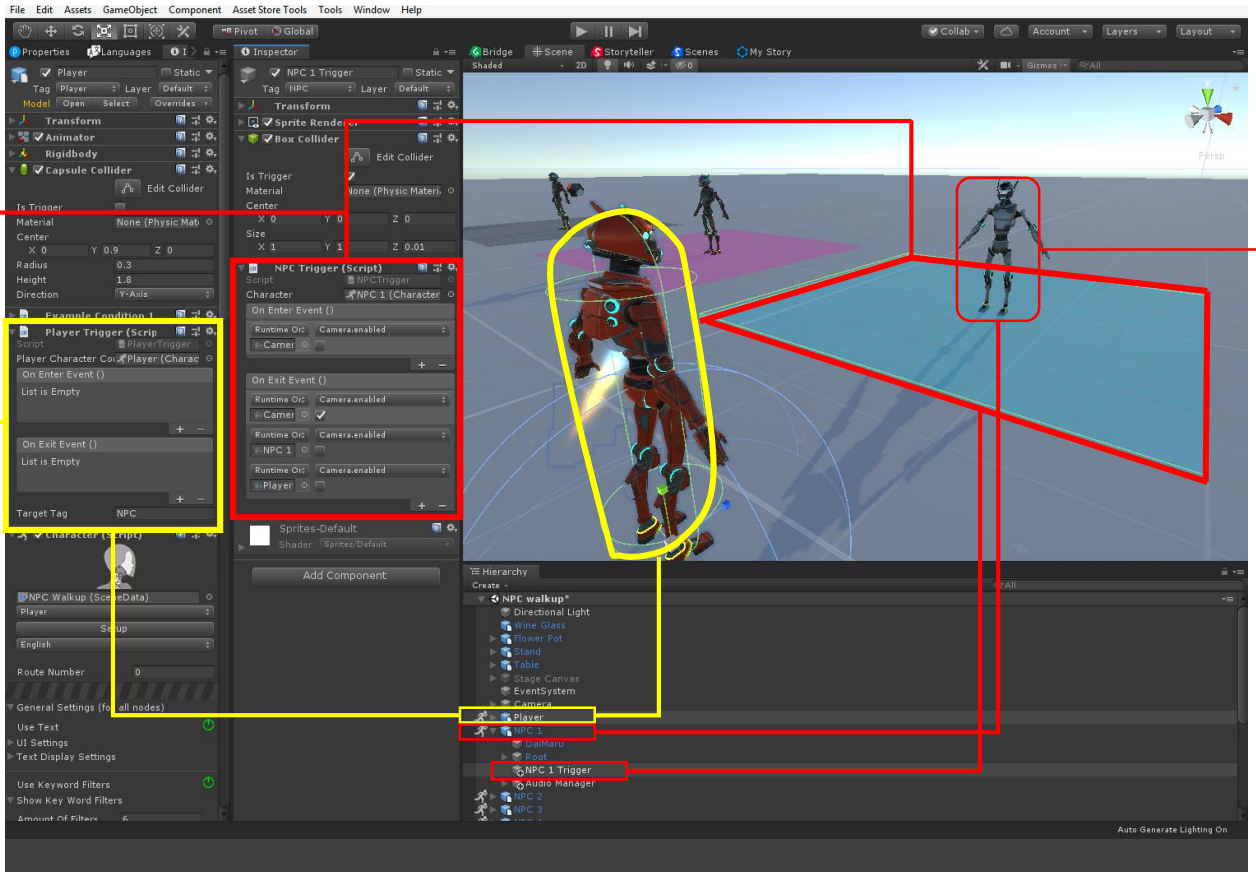


Set the “Route Number” of each character component to match the route value which the NPC dialogue data is on.
The player and NPC4 are not on any route so their Route Number must remain as 0.
Set the main language for each and then press the setup button on each character component

Now that all your character components have been setup. Go ahead and design your UI and assign the UI to the UI section of the Character component on the player character only. this is because your player character will be the one in control of the game processes.

Remember to also set the Player character “is player” 

Now add a Player Trigger script to whichever object on your character which has a collider, preferably a collider which is large enough to come into contact with a collider on your NPC. A NPC Trigger script will be placed on a gameobject with a collider on the NPC character. This is shown on the next page.



Player trigger is on the Player gameObject since it already has a rigidbody and collider

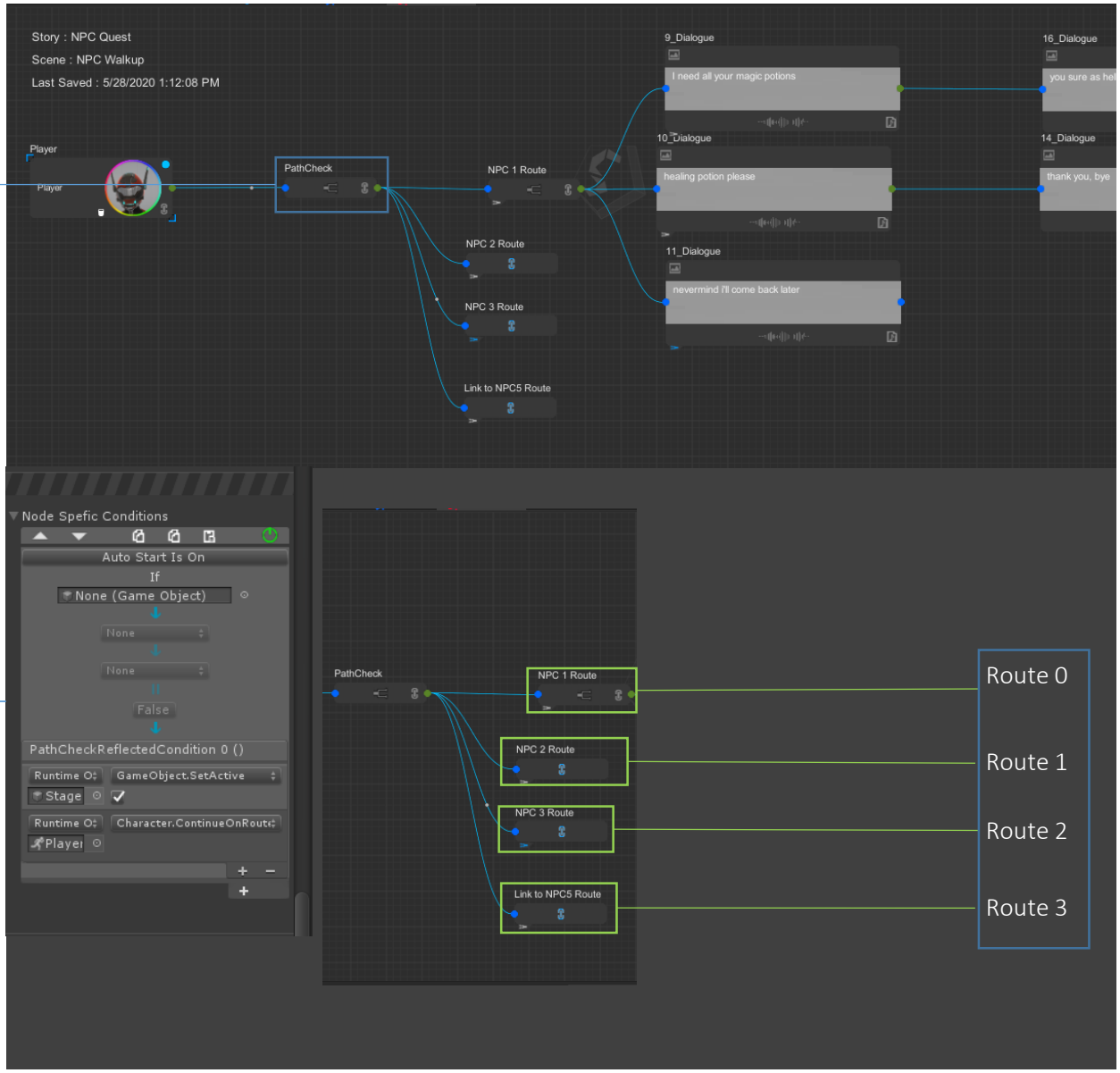
NPC Trigger component is on a gameObject with a collider placed at the feet of the NPC character as a child object

The Character component is on the NPC character itself.

The gameobject which you have attached a NPC Trigger component to , must be given a tag. This tag will be used only an interaction is being triggered. The tag used in this example is “NPC”.

On the player trigger component , write the name of the tag in the “Target Tag” area.

As you have noticed , both the Player Trigger and NPC Trigger components have a OnEventEnter() and OnEventExist() event , you can use there to trigger any function when you enter a trigger area to interact with a character and when you leave a trigger area.



This final step concludes the process for this scene.
The Path check route node is going to use conditions to determine which NPC to begin a conversation with. You may observe the condition setting in the inspector.

How this condition works is that if the player walks into the NPC trigger area the condition will set the UI to active and then the condition will tell the Path Check Route node to go to the route to execute a internal function named ContinueOnRoute. So if you walk into the NPC trigger on a character with a route value of 2 then ContinueOnRoute will put generate the dialogue for the player and NPC2.

This concludes the walkthrough of using the Dialoguer component and the Character component.

Thank you very much for your support. It is very much appreciated.

If you have any questions regarding this User Guide or Storyteller , Please send an email to daimangou@gmail.com

END