NARRATIVES WITH YARN

and also unity

by miles

“If you get lost. . . ”

https://github.com/YarnSpinnerTool/YarnEditor

^ This is the yarn spinner editor!

https://docs.google.com/document/d/1nQaADIT3vfrH-mpeIzlyIFZxRBQA56bpMgSw5O4zLBs/edit?usp=sharing

^ this is my guide to writing in the yarn editor! I also have a section with every link I have.

https://github.com/YarnSpinnerTool/YarnSpinner/blob/master/Documentation/YarnSpinner-Dialogue/Yarn-Syntax.md

^this is *Yarn’s* Guide to Writing in the yarn editor! Includes online stuff!

https://github.com/YarnSpinnerTool/YarnSpinner/blob/master/Documentation/YarnSpinner-Unity/YarnSpinner-with-Unity-StepByStep.md

^ this is *Yarnspinner’s* primer for using Yarn + Yarnspinner!

Presentation Format

1. Open my demo & run the basic example 4-5
2. Look at the component parts of yarnspinner 6-8
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7. Create our Dialogue UI 14
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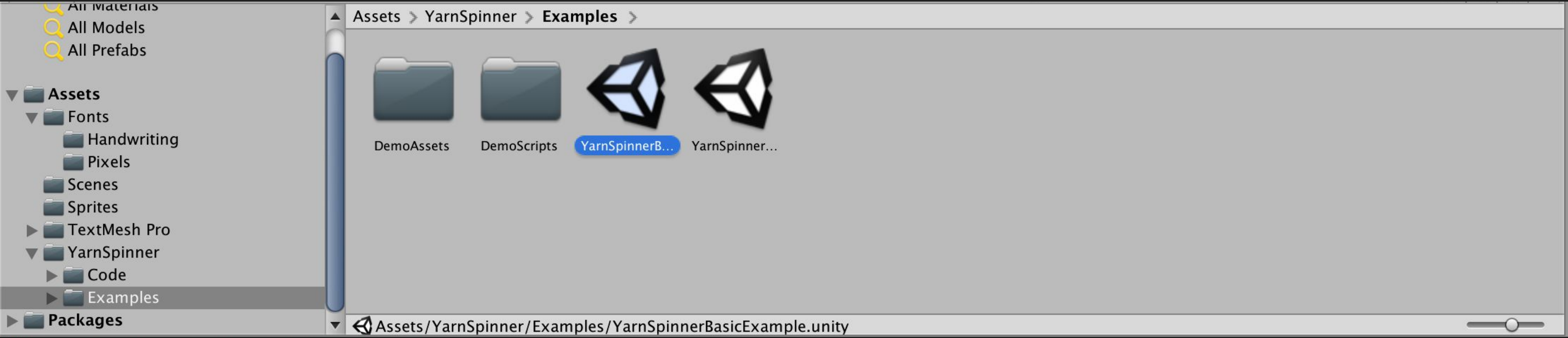
OPEN THE FILE



Assets/YarnSpinner/Examples/YarnSpinnerBasicExample.unity

Ignore the complex example [for now]

If you play it, you should see characters A and B talking

You are then given a choice

What you start with:

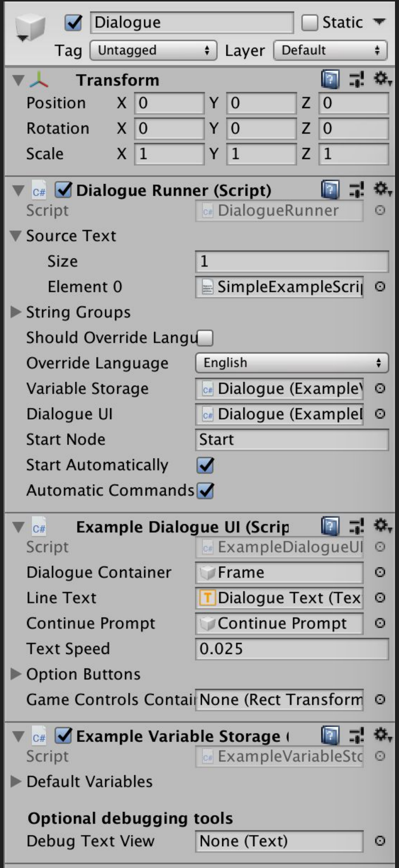
Basic Concepts

- Dialogue Appears
- You can click to advance it
- You can pick from a list of choices.

What is needed for that:

- Dialogue Runner
- Dialogue UI
- Variable Storage

Dialogue Runner



☑ Dialogue □ Static

Tag Untagged Layer Default

Transform

Position X 0 Y 0 Z 0

Rotation X 0 Y 0 Z 0

Scale X 1 Y 1 Z 1

☑ **Dialogue Runner (Script)**

Script DialogueRunner

Source Text

Size 1

Element 0 SimpleExampleScri

String Groups

Should Override Langu □

Override Language English

Variable Storage Dialogue (Example\

Dialogue UI Dialogue (ExampleI

Start Node Start

Start Automatically ☑

Automatic Commands ☑

Example Dialogue UI (Scrip

Script ExampleDialogueUI

Dialogue Container Frame

Line Text Dialogue Text (Tex

Continue Prompt Continue Prompt

Text Speed 0.025

Option Buttons

Game Controls Contai None (Rect Transform

☑ **Example Variable Storage (**

Script ExampleVariableSto

Default Variables

Optional debugging tools

Debug Text View None (Text)

This is an GameObject with attached scripts!

Source Text: the file(s) containing your yarn dialogue

String Groups: The group of JSON files to be used for this language [don’t always need this]

Variable Storage: from the other attached script

Dialogue UI: from the other attached script

Example Variable Storage: from the other attached script

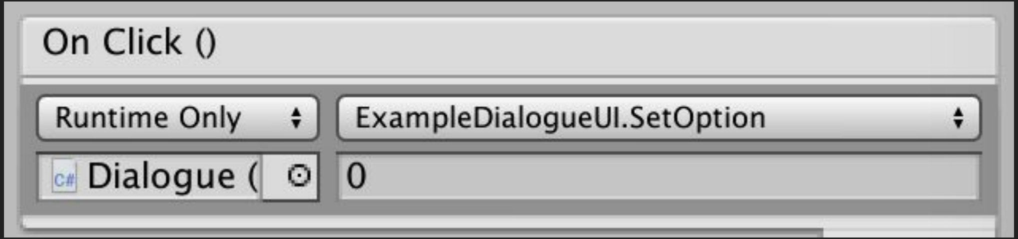
Dialogue UI

Where the parsed script gets sent for display - and how the text is displayed

Needs: RunLine, RunOptions, RunCommand and DialogueComplete coroutines

- Can also include additional UI features and custom options!

This also includes the button prompt!



On Click ()

Runtime Only | ExampleDialogueUI.SetOption

Dialogue (| 0

Variable storage

Yarn scripts can create and use variables to determine different user paths, and unity can use these variables to do different things

Path from Yarn to Unity - it could be used to set or get a variable in the written script

You cannot access arbitrary c++ variables - one way street

For our purposes today, we don’t need to go into it, but you can go in and customise!

It is a **singleton** - look into this if you are using multiple scenes!

Now to make our game!

Writing a Script

https://docs.google.com/document/d/1nQaADlT3vfrH-mpeIzlyIFZxRBQA56bpMgSw5O4zLBs/edit?usp=sharing
https://github.com/YarnSpinnerTool/YarnSpinner/blob/master/Documentation/YarnSpinner-Dialogue/README.md
https://github.com/YarnSpinnerTool/YarnSpinner/blob/master/Documentation/YarnSpinner-Dialogue/Complex-Dialogue-Tutorial.md

Yarn has its own syntax, and I have a document and a lot of links about how to write for it!

It’s a learn-as-you-go sort of thing, so I made a script based on the stanley parable

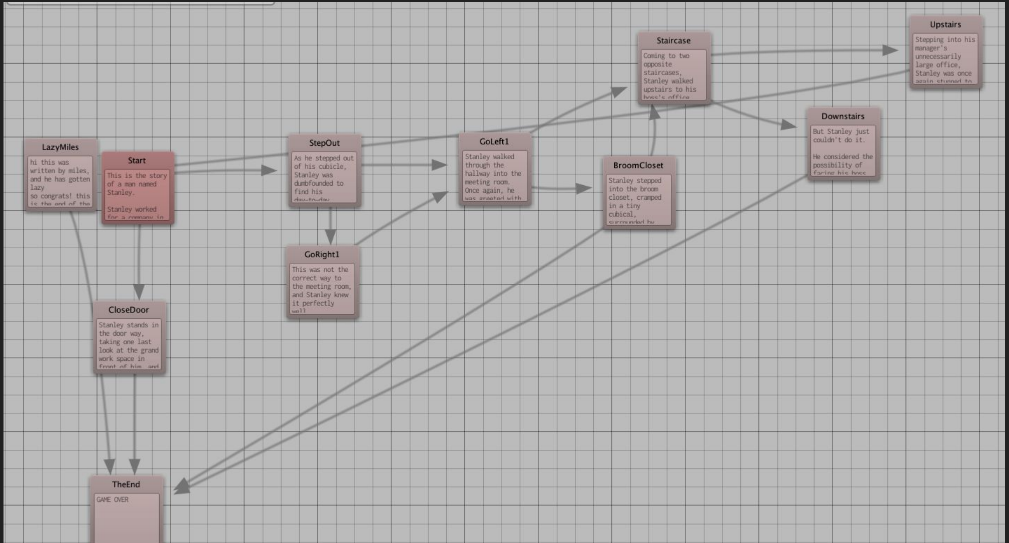
TOWNE CENTRE FAMILY PRACTICE
TELEZOFT
BUT HONEY YOU'RE ONLY GONNA GET MINIMUM THERE.
TEL ZOFT

Merino / Yarnweaver

https://github.com/radiatoryang/merino

I included this because it is super useful!

You can edit your scripts right in the editor!



LazyMiles: hi this was written by miles, and he has gotten lazy so congrats! this

Start: This is the story of a man named Stanley.

Stanley worked

StepOut: As he stepped out of his cubicle, Stanley was dumbfounded to find his

GoRight1: This was not the correct way to the meeting room, and Stanley knew it perfectly

GoLeft1: Stanley walked through the hallway into the meeting room. Once again, he

CloseDoor: Stanley stands in the door way, taking one last look at the grand work space in

BroomCloset: Stanley stepped into the broom closet, cramped in a tiny cubical,

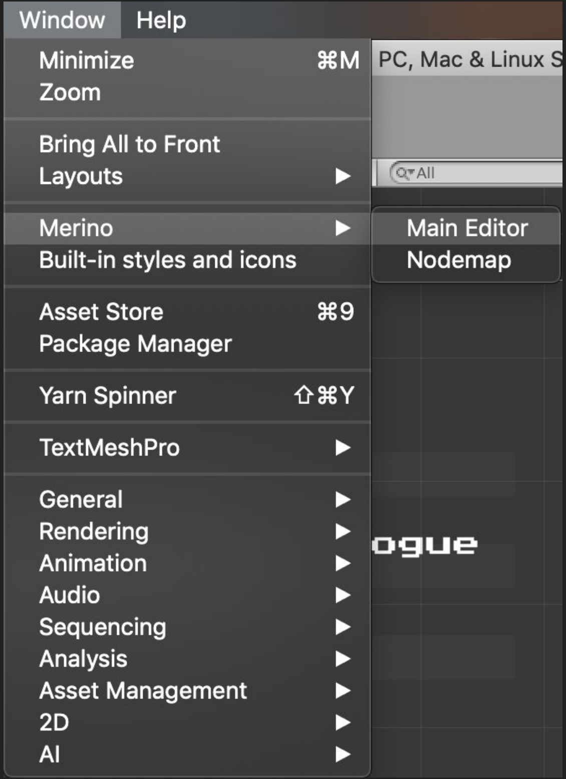
Staircase: Coming to two opposite staircases, Stanley walked upstairs to his

Upstairs: Stepping into his manager's unnecessarily large office, Stanley was once

Downstairs: But Stanley just couldn't do it.

He considered the possibility of

TheEnd: GAME OVER

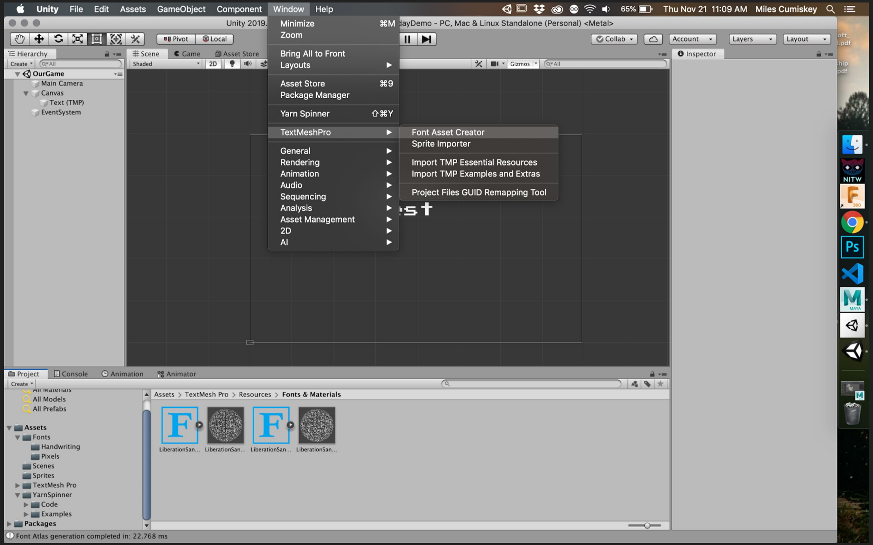


Text Mesh Pro

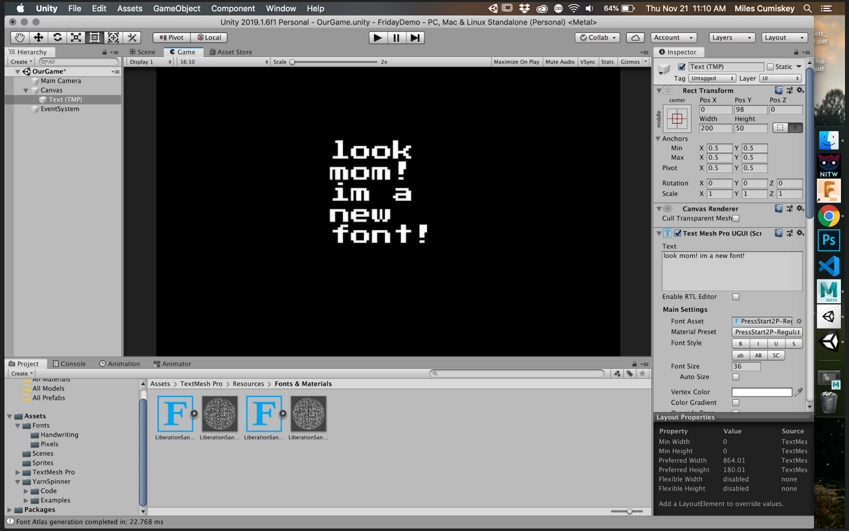
http://digitalnativestudios.com/textmeshpro/docs/font/

Window / TextMeshPro - Font Asset Creator

Select The font you want, hit 'generate' then save it in the fonts folder



Font Atlas generation completed in: 22.768 ms



Unity File Edit Assets GameObject Component Window Help
Thu Nov 21 11:10 AM Miles Cumiskey
Unity 2019.1.6f1 Personal - OurGame.unity - FridayDemo - PC, Mac & Linux Standalone (Personal) <Metal>
Hierarchy
OurGame*
Main Camera
Canvas
Text (TMP)
EventSystem
Inspector
Rect Transform
Canvas Renderer
Text Mesh Pro UGUI (Script)
Layout Properties
Project
Console
Animation
Animator
Assets > TextMesh Pro > Resources > Fonts & Materials
LiberationSan...

look
mom!
im a
new
font!

Text: look mom! im a new font!

Font Asset: PressStart2P-Re...

Material Preset: PressStart2P-Regul...

Font Size: 36

Font Atlas generation completed in: 22.768 ms

2D Particle System

Visual_Assets -> New Material

Put the ‘Confetti.png’ into the Albedo [] for the default material

Change Shader to Sprites -> Default

Creating the Particle System

Under the render drop-down, change the material to our confetti material

Go to Texture Sheet animation, set tiles to be 1 x 10 and Animation to be single row

From here, play with rotation + speeds for your ideal effect!

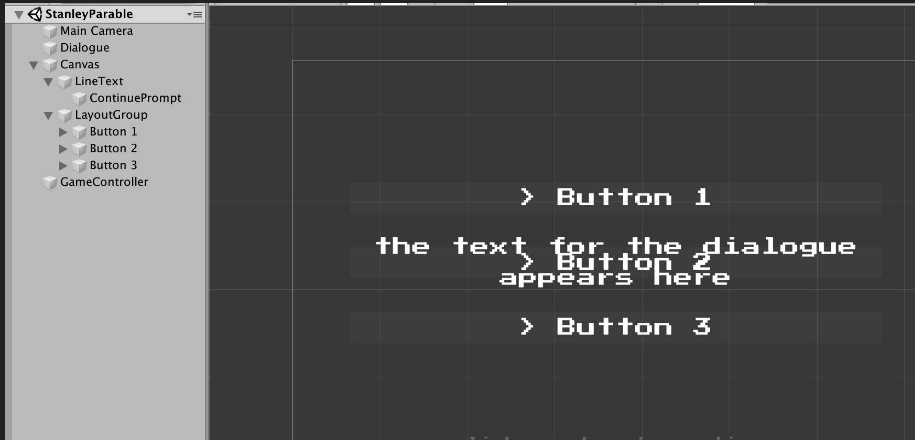
Our Dialogue System

For a basic game, we don't need to edit the dialogue much

- Change Text to TextMeshPro

You still want a gamecontroller

- This is what we will attach the Yarn Commands to



```
▼ StanleyParable
    Main Camera
    Dialogue
  ▼ Canvas
    ▼ LineText
        ContinuePrompt
    ▼ LayoutGroup
      ▶ Button 1
      ▶ Button 2
      ▶ Button 3
    GameController
```

Writing Commands

https://www.secretlab.com.au/blog/2017/11/14/how-night-in-the-woods-uses-yarn-spinner

Why do it?

- ➔ change things directly from the text [buying an item, setting a variable, shaking the screen, etc]

How to do it:

- ➔ Create a new C++ Script
  - ◆ `namespace Yarn.Unity.Demo`

Attach this script to your GameController to add it to your scene

Command Creates Effect

```
public GameObject SpaceParticles;

/// Create a command and call it "generateParticles"
[YarnCommand("generateParticles")]
//the yarn command's effect is on the function underneath it
//all parameters MUST be strings
//The yarn function is called with <<CommandName GameObject StringParameters>>
//ie this is <<generateParticles GameController space>>
public void generateParticles(string particleName) {
    //if the parameter is space
    if(particleName == "space") {
        //create the glitter prefab
        Instantiate(SpaceParticles, new Vector3(0, 0, 0), Quaternion.identity);
    } else {
        //do nothing
    }
}
```

How to use this in your game:

Open up the Complex Example

Shows a spriteswap command

Shows player movement and yarn script changes

NOW GO FORTH!

or ask questions we can do both