

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-mpelzlylFZxRBQA56bpMgSw5O4zLBs/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!

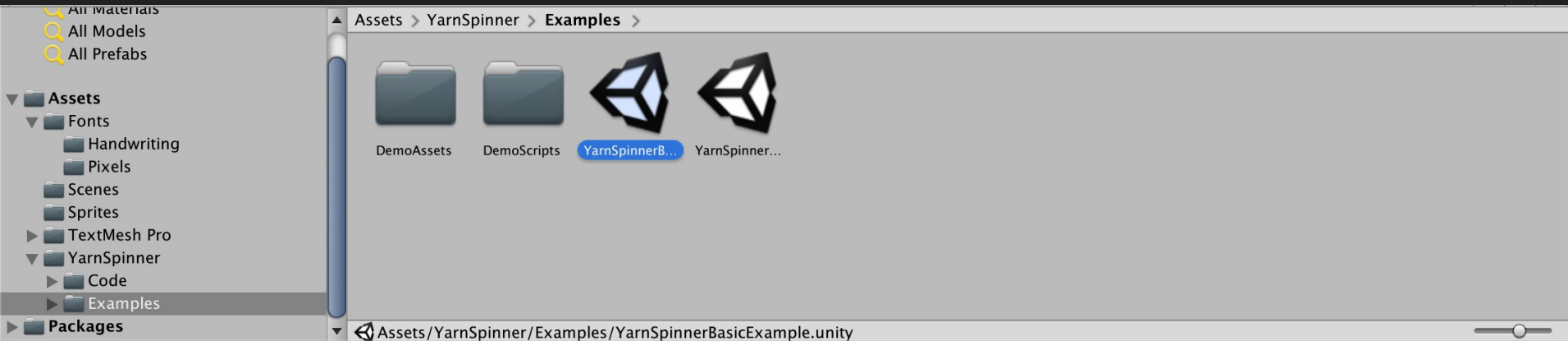
<https://github.com/YarnSpinnerTool/YarnSpinner/blob/master/Documentation/YarnSpinner-Unity/YarnSpinner-with-Unity-StepByStep.md>

^ 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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8. Create a Command that generates our
Particles and add it to the script 15 -6

OPEN THE FILE



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:

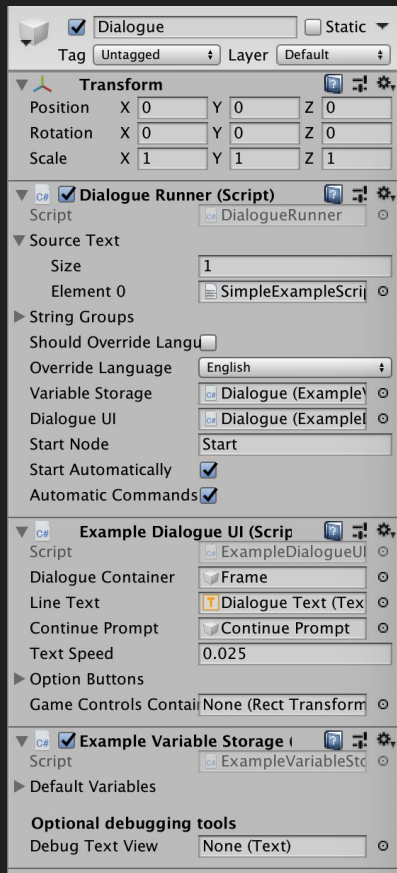
Basic Concepts

- 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



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

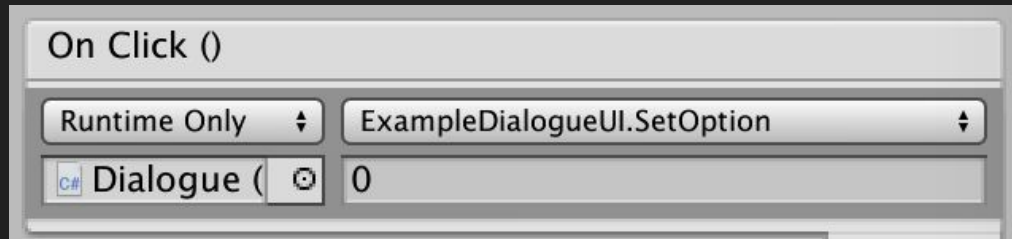
Dialogue UI

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

Overrides the: `RunLine`, `RunOptions`, `RunCommand`, `DialogueStarted`, and `DialogueComplete` coroutines

- All exist in `Yarn.Unity.DialogueUIBehaviour`
- Can also include additional UI features and custom options!

This also includes the button prompt!



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!

Now to make
our game!

Writing a Script

<https://docs.google.com/document/d/1nQaADIT3vfrH-mpelzlylFZxRBQA56bpMgSw5O4zLBs/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

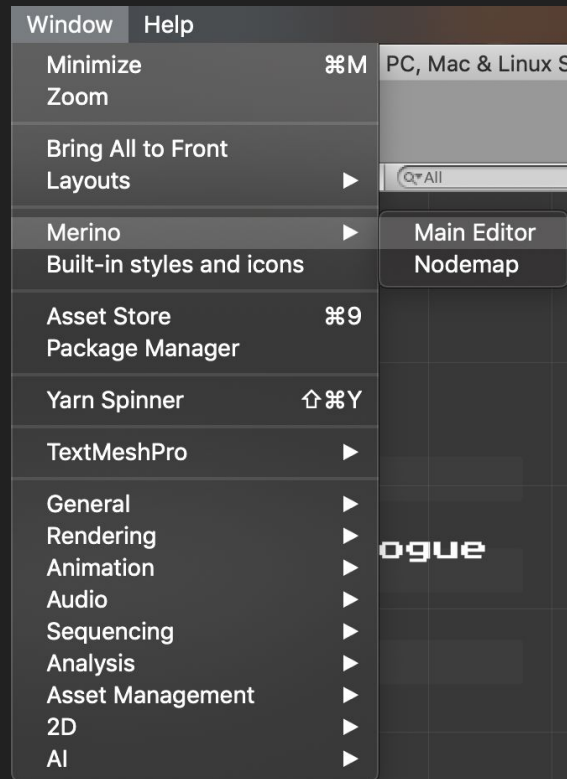
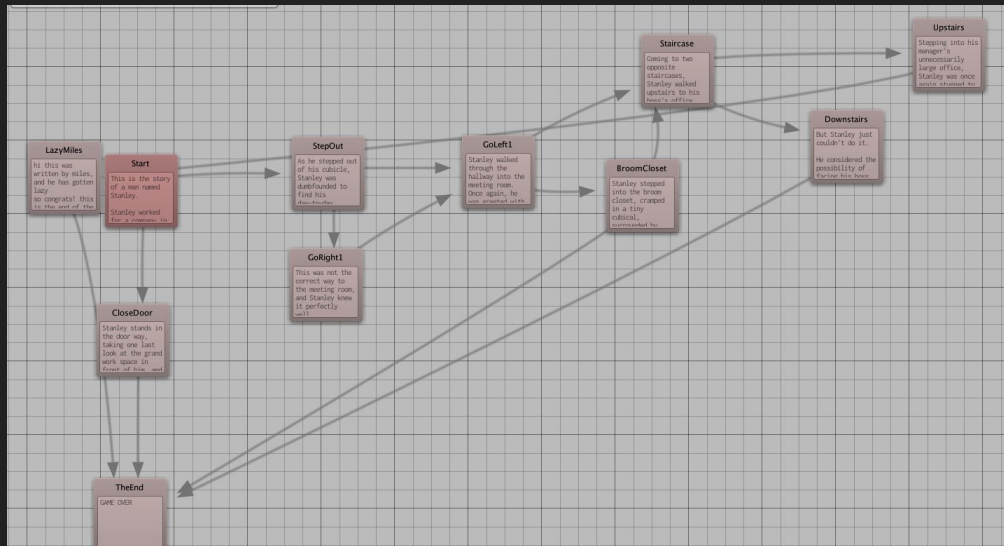


Merino / Yarnweaver

<https://github.com/radiatoryang/merino>

I included this because it is super useful!

You can edit your scripts right in the editor!

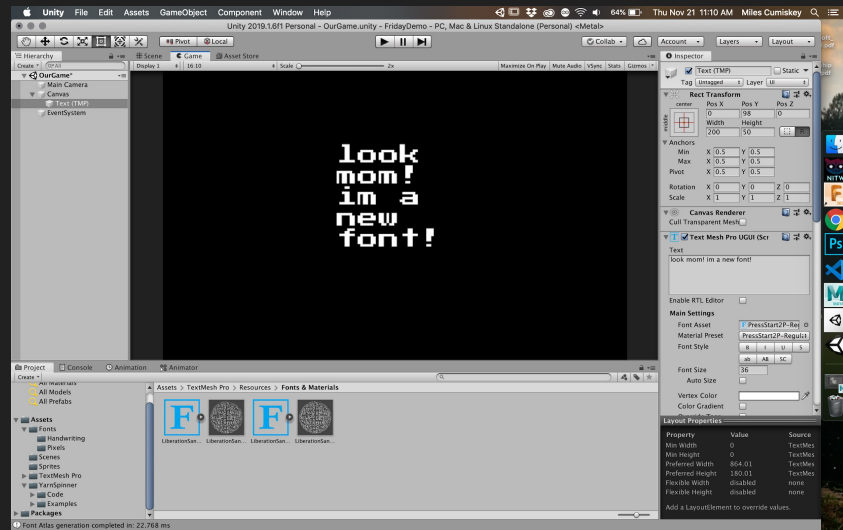
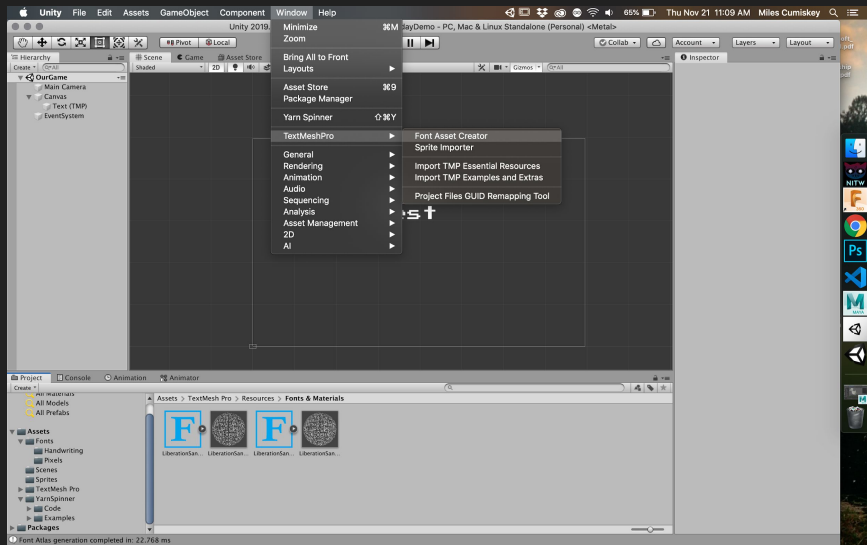


Text Mesh Pro

<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



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!

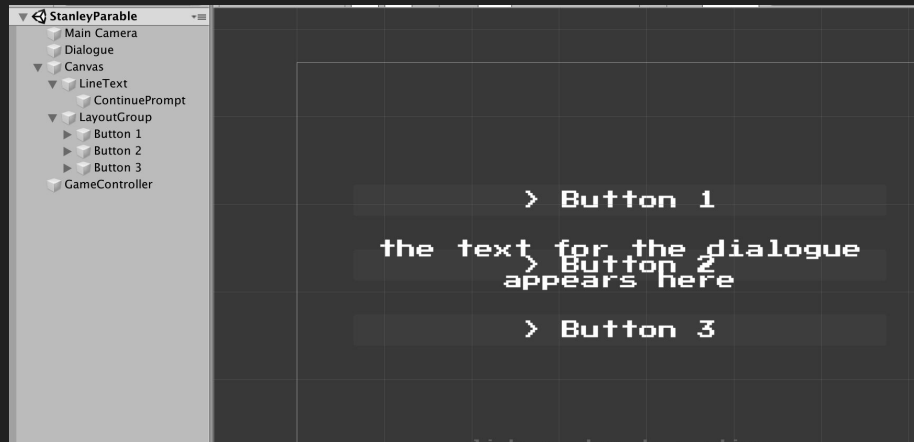
Our Dialogue System

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



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