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# GAME MACHINE

BY

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# 1 Introduction

This Game Machine is a plugin for unreal engine 4.10 and above. We have designed this plugin for designing mission.

## 2 General description

## 3 Specific requirements

## 4 Overview

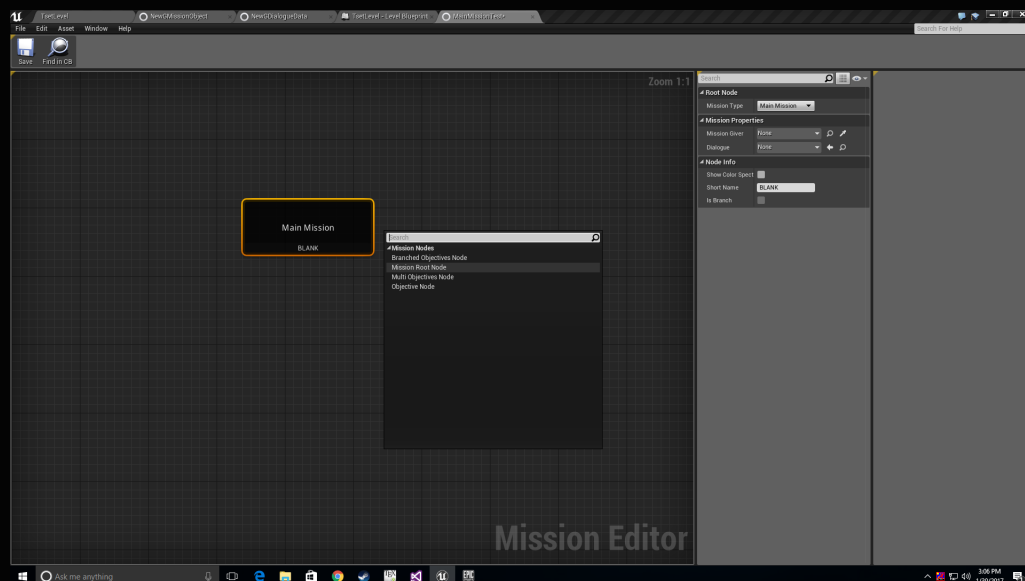
## 5 How to use

### 5.1 overview

In game machine there are two type of graphs mission graph and dialogue graph which will going to give help mission designers to design missions easy and more afficent way.

### 5.2 MissionGraph

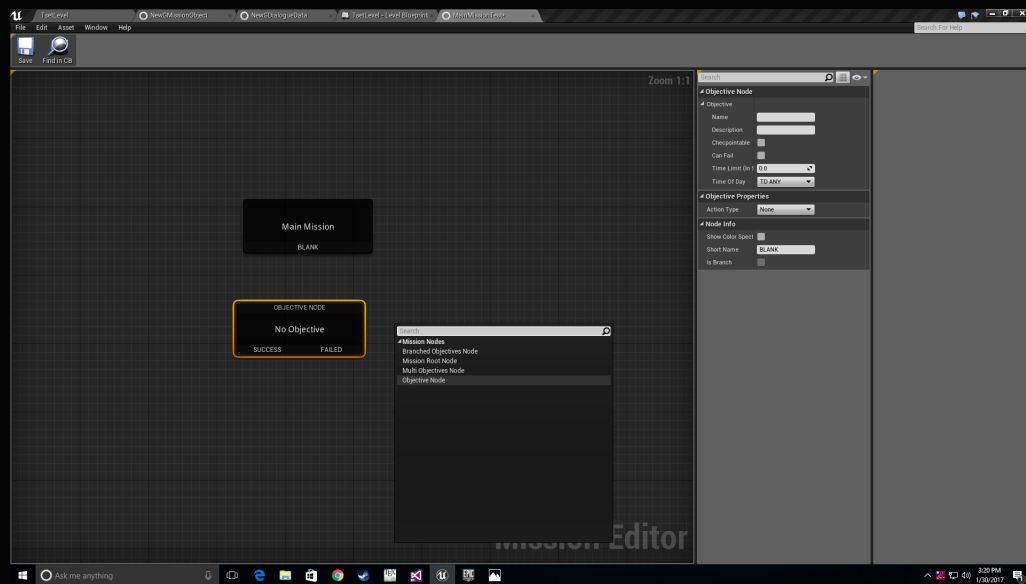
Mission Graph is the place where we are going to define the flow of our mission and design objectives. Here in mission graph there are four node's Mission-Root-Node, Objective-Node, Branched-Objective-Node, Multi-Objective-Node



*MISSION ROOT NODE*

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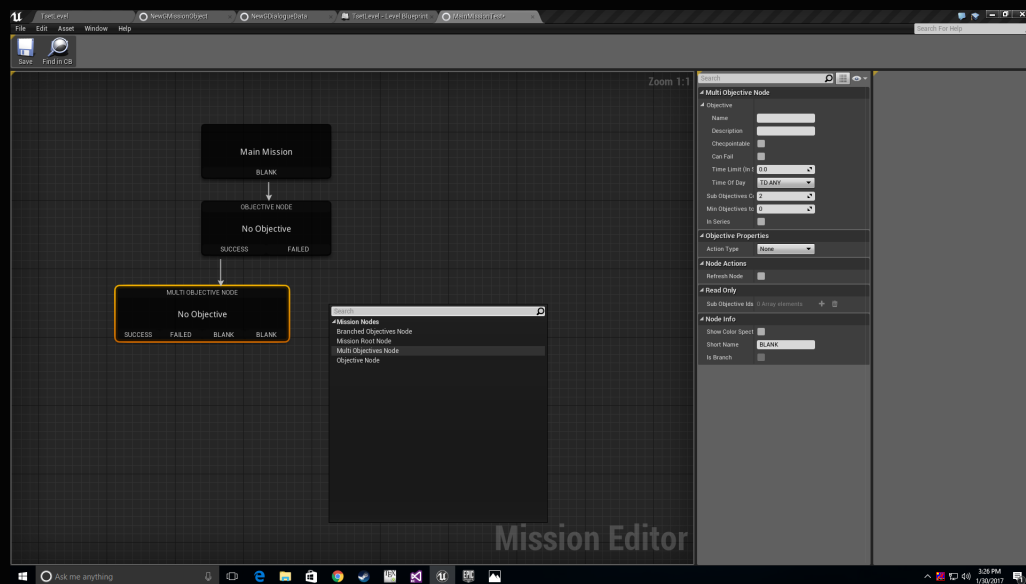
This is the entry node from where our mission will be initialized.



## *OBJECTIVE NODE*

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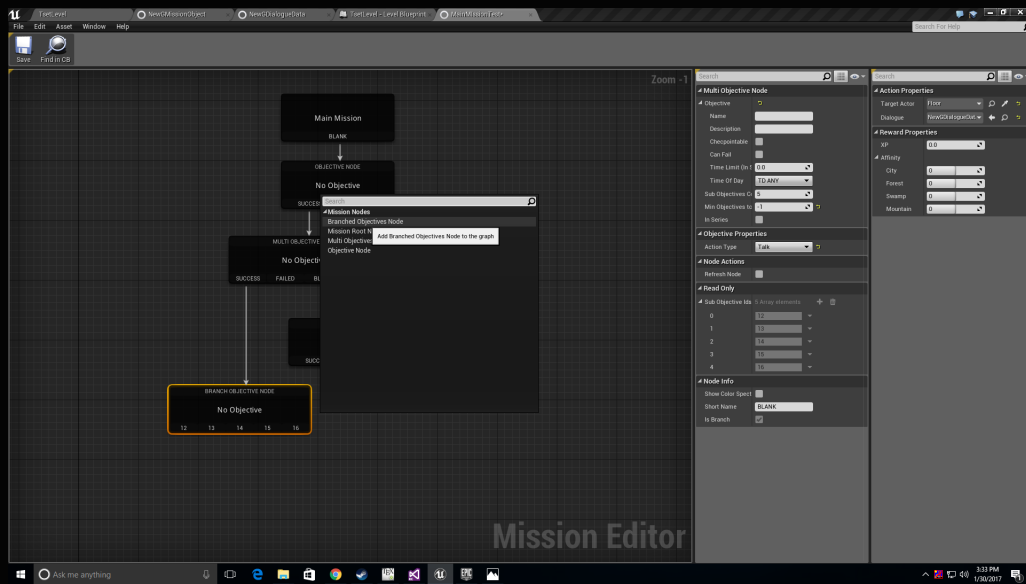
This is the node where we design our objective.



## *MULTI OBJECTIVE NODE*

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This node same as an objective node but in this node we can design an objective which can have multiple objective.



## *BRANCHED OBJECTIVE NODE*

### 5.2.1 MISSION ROOT NODE

### 5.3 DialogueGraph

## 6 Example