

AKTOR

NPC & Point of Interest System

AKTOR is a universal system tailored to create any single-sided narration you may ever need. From informative NPCs, through books and letters, to holotapes and immersive voice-over narration points.

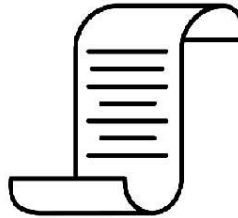
The Structure

AKTOR consists of three cooperating scripts:



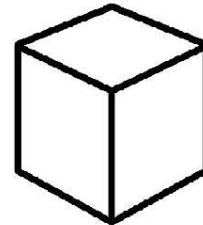
AKTOR_SYSTEM

The heart of the system. Attach it to the NPC object or the chosen Point of Interest object. It reads the Screenplays and is activated by TriggerBox



AKTOR_SCREENPLAY

The list of text responses, voice-overs and functions used on each step of a dialogue. A single Screenplay is responsible for a single dialogue.



AKTOR_TriggerBox

The TriggerBox which the Player must enter and interact with to activate the chosen AKTOR_System.

The Usage

The system was created with ergonomics in mind. Forget about reading 80 pages along PDFs to understand what is going on in your game scene - thanks to Implemented Documentation (guaranteed in every asset by Fireballed team), you get all the necessary information in the Inspector window of your Unity editor. Simply mouse-over any variable of AKTOR System on your game object to get all the necessary knowledge required to create anything you planned. This way you can get into creating your NPCs and narration points simply by drag-&-dropping the AKTOR Scripts onto your game objects and reading through the mouse-over variables one by one from top to bottom. In short, the AKTOR_System should be attached to the main gameObject of your NPC. The AKTOR_Screenplay can be attached to any empty gameObject in the reach of your NPC (it's a good method to keep it as a child of the NPC, as it's the "book" that the NPC has to read). The AKTOR_Triggerbox should be attached to a gameObject with Collider set as Trigger, also within the reach of your NPC

(same as with Screenplay, it's a good method to keep it as NPC's child). If any additional game objects are needed by the system to fullfill your needs, it'll be always stated in a mouse-over tooltip of each script's variables.

Quick Start

The easiest way to learn and start using AKTOR is by simply entering the attached Demo Scene and customizing one of the Prefab Templates for various NPC types and Point of Interest objects. They were created to ilustrate a few possible usages of the asset and they allow you to get a hang of the system in safe environment. Feel free to customize them with your own visuals, sounds and contents as you seem fit! After that, you can always create your own NPCs from scratch.

The Template Example

This is an example Hierarchy View of one of the Templates (an NPC with independent chat box floating over it's head).

