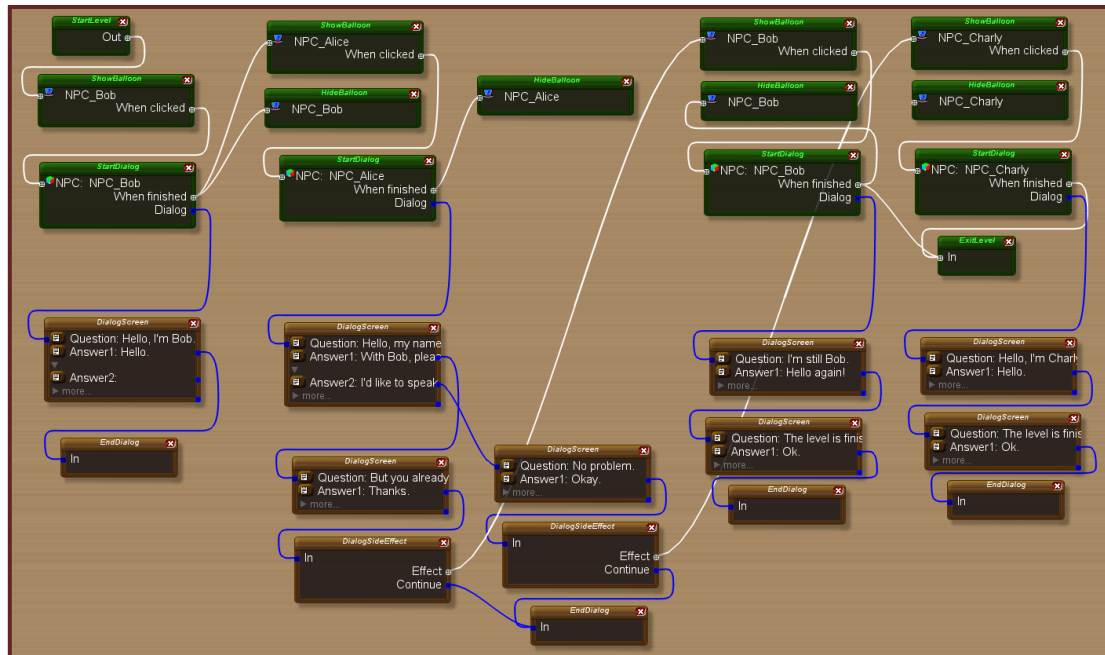


EXAMPLE 6 - DIALOG / INTERACTION SYSTEM

PURPOSE

This example shows a system to handle dialog trees and interactions. It contains a simple visual scripting system which can easily be extended. Details see page **Error! Bookmark not defined..**



PANEL SETS

GameSystem_Actions: Panels that correspond to actions.

GameSystem_Dialogs: Panels that belong to the dialog system.

RUNTIME SCRIPTS

NPC: Attached to a character (or object), manages the speech balloon, user clicks on the character etc.

DialogHandler: Singleton that manages dialogs, pretty much like the *MenuMachine*

GameMachine: Very basic visual scripting system, easily expandible.

DEMONSTRATED CONCEPTS

- EDITOR: Multiple colors
- RUNTIME: Trigger machine, visual scripting

PROJECTS THAT MAY REQUIRE A SIMILAR APPROACH

Anything that requires some sort of visual scripting

MANUAL

Discussed in the chapter "Visual Scripting with Spaghetti", page 23 et seqq.