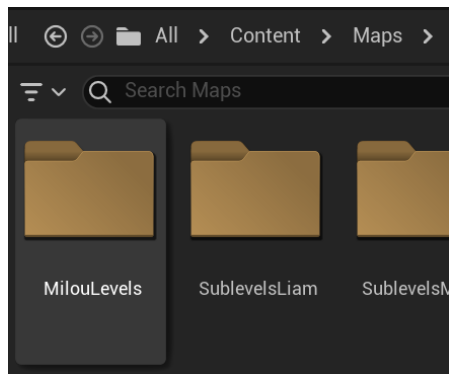This document acts as a cheat sheet to find specific things that can be changed in Kalejdoskop.
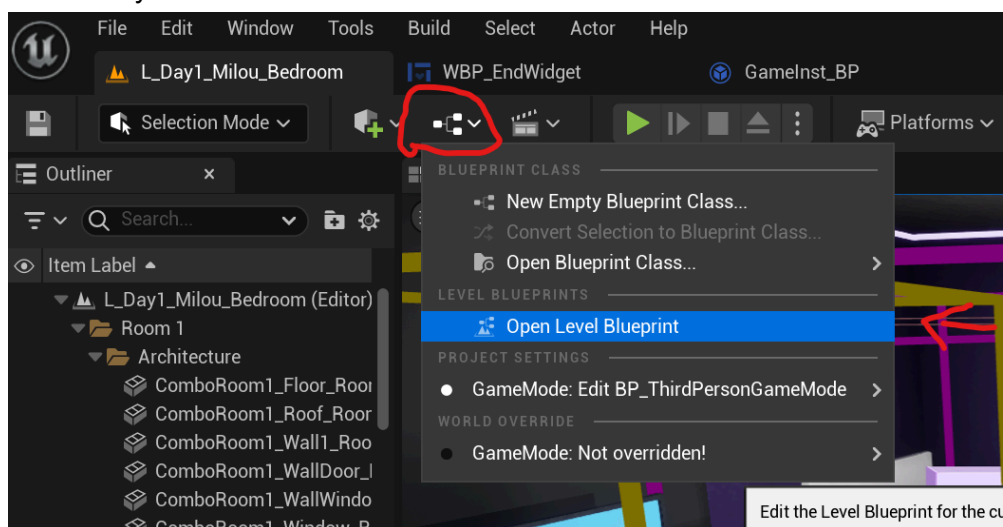
Level structure

Since every level has unique information that needs to be handled, each scene is its own level. Milous level is located here:


The specific things that can be changed are located in the level blueprint. To make sure that all new levels are correctly set up, you can copy everything from an old level blueprint to the new level you have created.
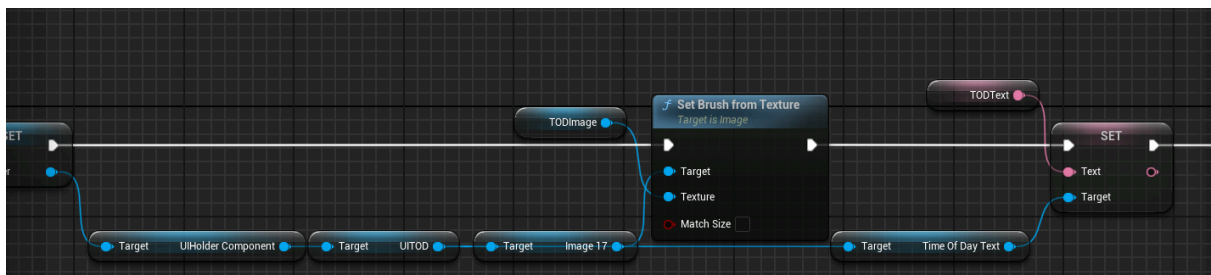
Time of day

In the level blueprint, there are two variables called TODImage and TODText.
You can change these according to the time of day in the details view on the rightmost side.
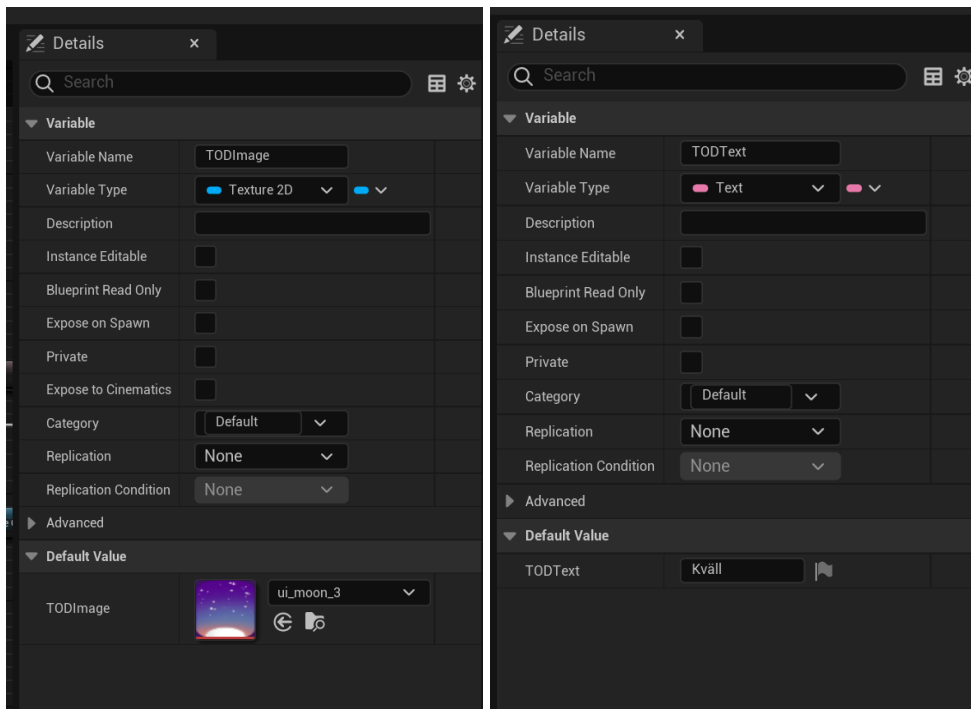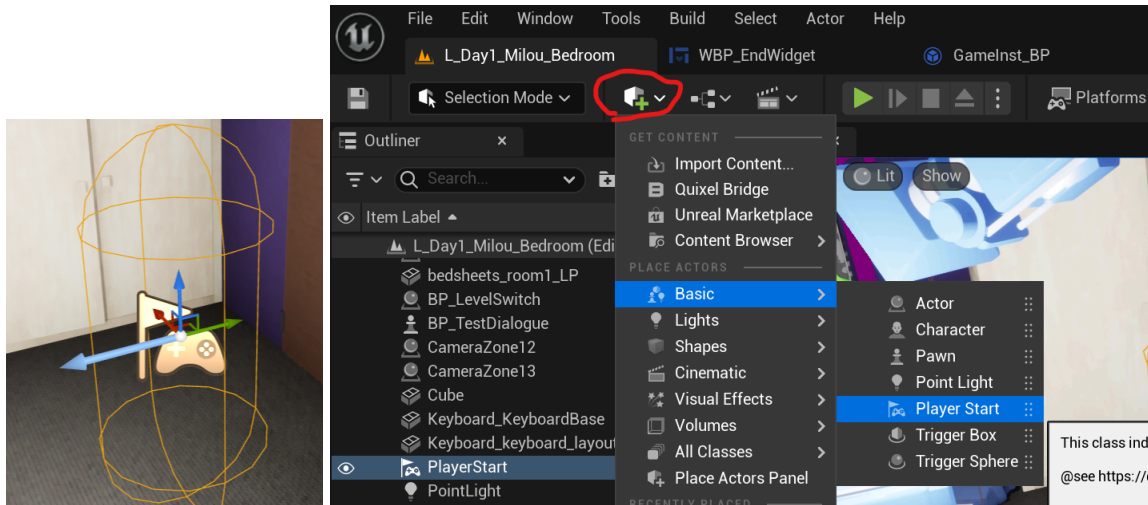

(If you create a new level and do not copy an old Level BP you can find the setup here)
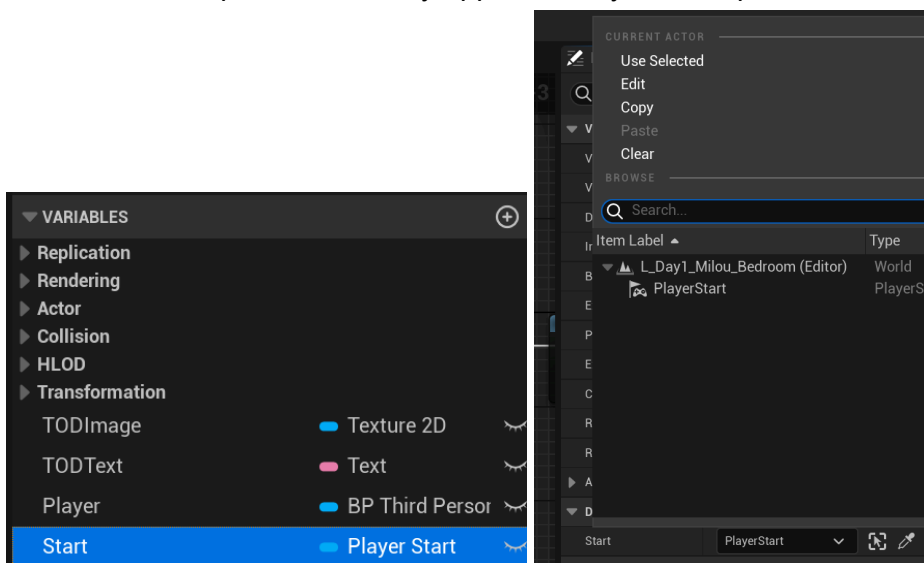
Player start

To make the player start at a specific spot in the level you have to drag a "player start" where you want to start.

After that is done, you have to go into the Level Blueprint and assign the start in the Start variables details panel. It will only appear after you have put the start in the level.
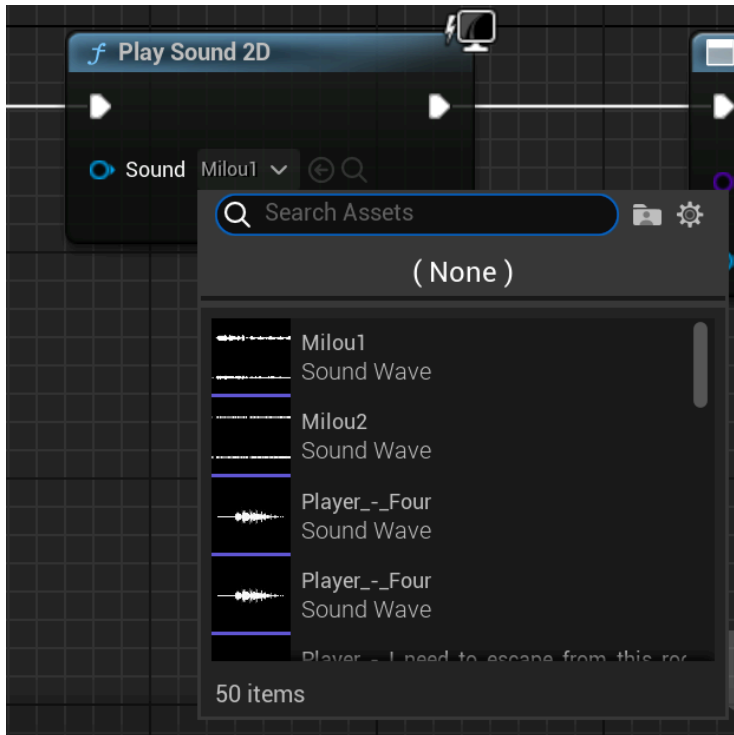

(If you create a new level and do not copy an old Level BP you can find the setup here)
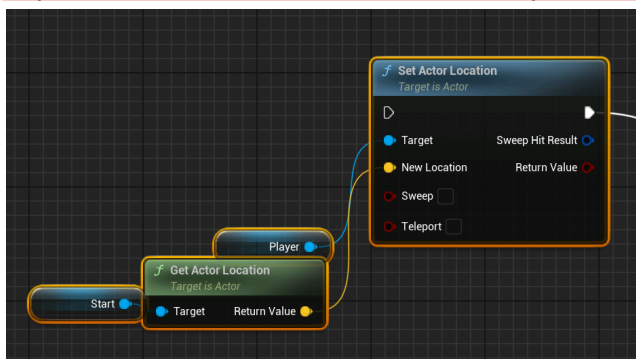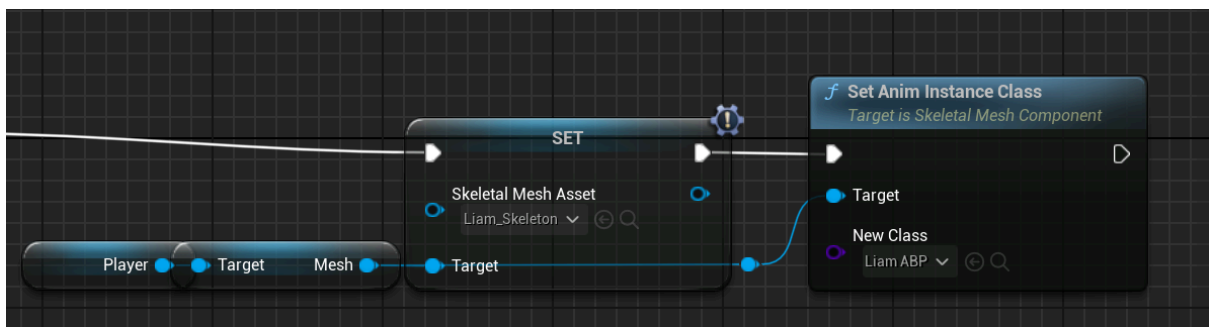
Soundtrack

To change the song that is playing you have to import a song and make sure it is looping. At the level that you want a song to play you can find it in the level Blueprint and change to the song you want.
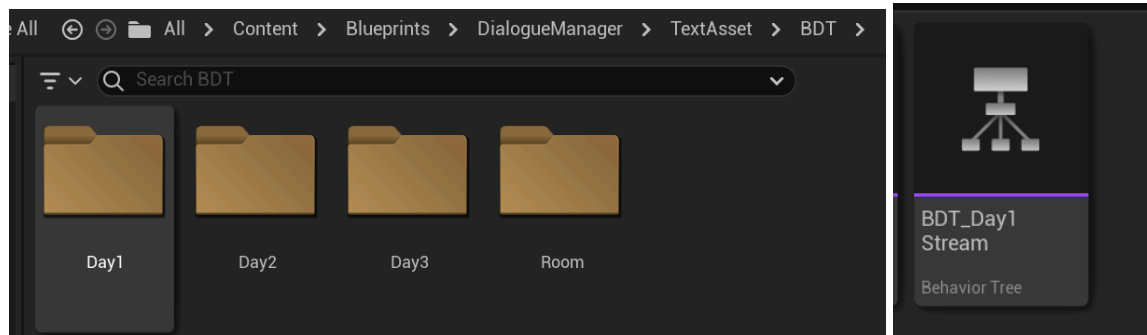

Player character

This is how you change character mesh and animation BP

Dialogue Manager

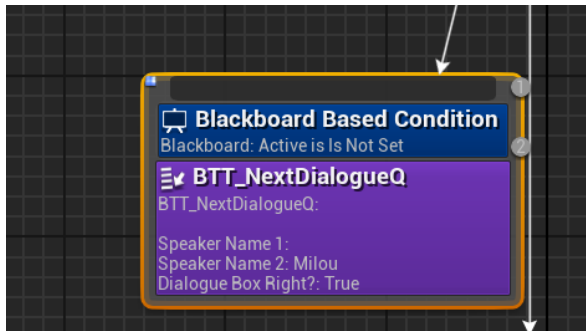Dialogue is in a behavior tree. They can be located here:

To create a new one it is recommended to just copy an old one and change it. BDT stands for Behavior Dialogue Tree.

Inside the tree, you can create different tasks. Here is an example. All dialogue trees must start with a BTT_NextDialogueQ and have the blue blackboard condition.
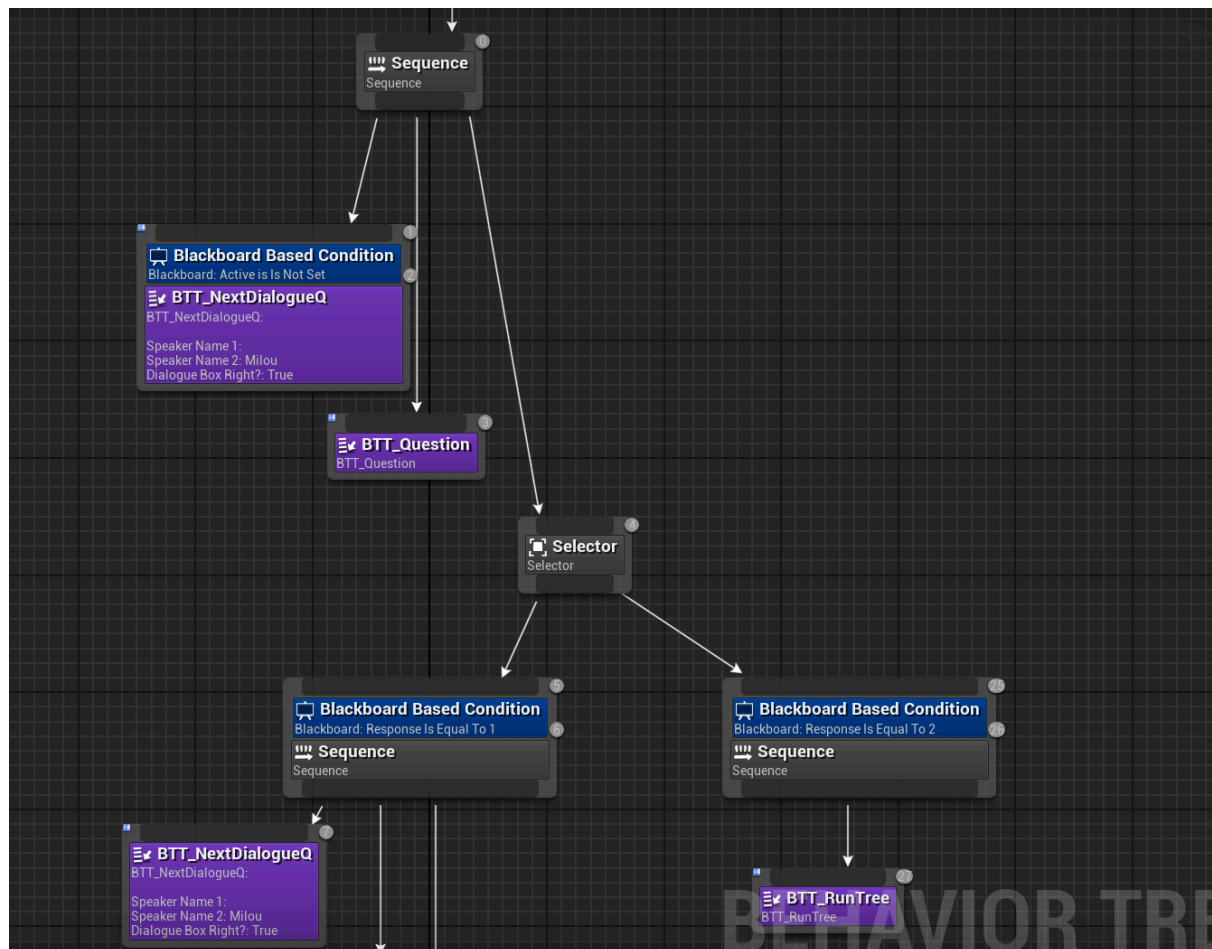
BTT_NextDialogueQ

This is a standard dialogue. Highlighting it will reveal information in the details panel.

One BTT_NextDialogueQ is dialogue for one person, meaning that if Milou has 3 dialogues in a row you can add that in the text array shown in the image, however whenever a new speaker appears, you have to add a new BTT_NextDialogueQ. This means if Milou speaks first, then Arvid answers then Milou again, you have to make 3 different BTT_NextDialogueQ.

Portrait R is a portrait on the Right side and L on the Left. Speaker name 1 is shown the name on the Left side and speaker name 2 is on the Right side.
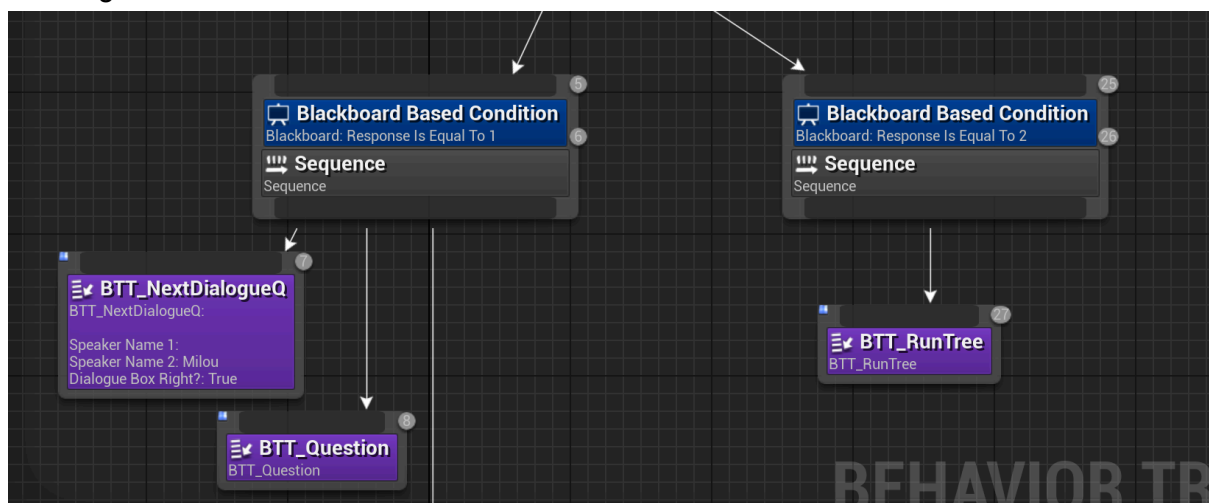
The first option called "Dialogue Box Right?" Decide if the speaker box should point right or left.

BTT_Question

Is for when you want to add dialogue choices at the end of a dialogue.
You can add max 4 choices.

After you have your choices you have to add the same amount of sequences as the amount of dialogue choices.

The dialogue option you pick needs to correspond with the blackboard value. Meaning If you pick dialogue choice 2 the blackboard value 2 should trigger.

BTT_RunTree

Will run another Dialogue tree

Accord

Accord is set up in multiple widgets.
- **WBP_AccordMain** acts as a holder for all the child widgets. This widget will open when interacting with the pc.
- **WBP_ChatPName** acts as a button for which person you want to chat with. Pressing a profile will switch the current chat.
- **WBP_ChatName** holds the chat messages for a specific conversation with a person.
- **WBP_ChatName#** is a message that contains a picture of the sender as well as the message from that sender.
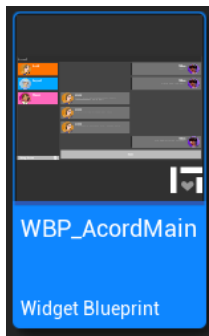
WBP_AccordMain

contains all the information for the chats that are unique to the person you are playing. This means that each player needs their own WBP_AccordMain, or else they will get another character's chats/story.

It also has some basic logic, like opening and closing as well as which chat should be displayed.
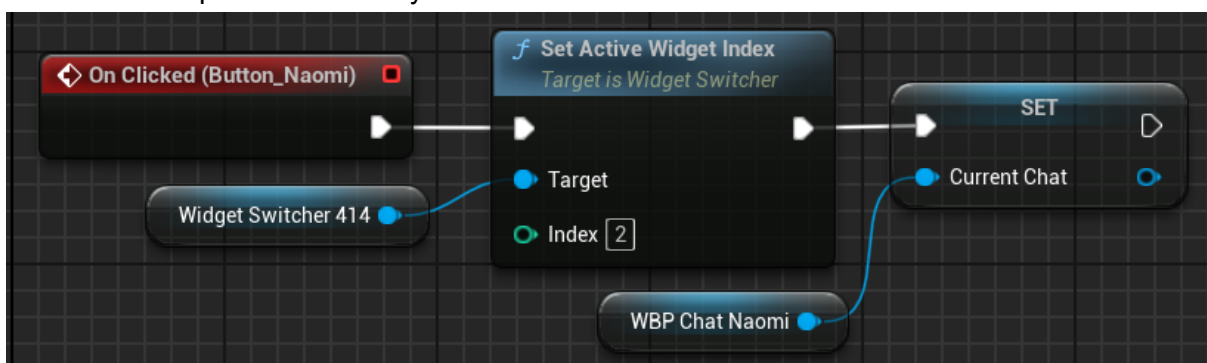

WBP_ChatPName

Displays the person. It is a widget that acts as a button. Pressing it will change the current chat view to the chat with that person.
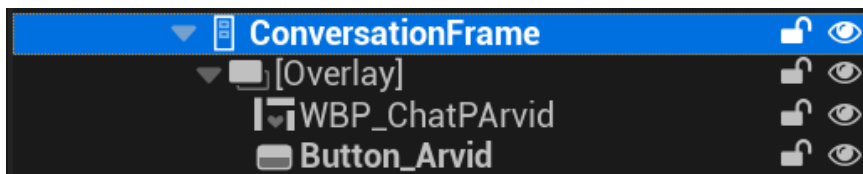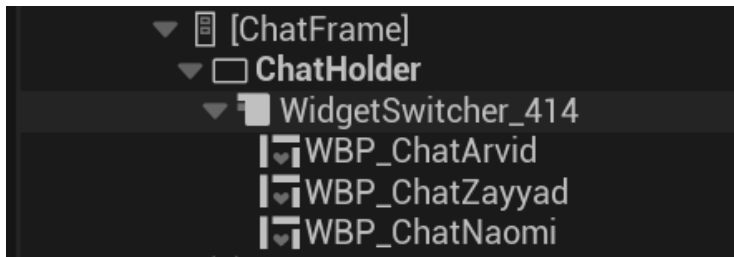

This is the setup in the hierarchy.

If you want to switch the chat to display, you can remove WBP Chat Naomi (In this example), with the WBP chat you want instead.

In the logic, it switches the active widget index on the widget switcher, meaning that the index has to match with the widget you want to show.

The index matches the WBP position in the hierarchy. The first is 0. Since Naomis chat is at position 3 it means the index is 2, since it goes from 0 1 2.
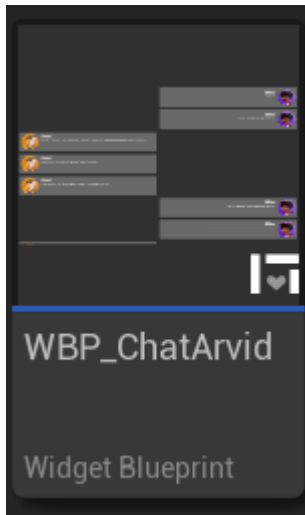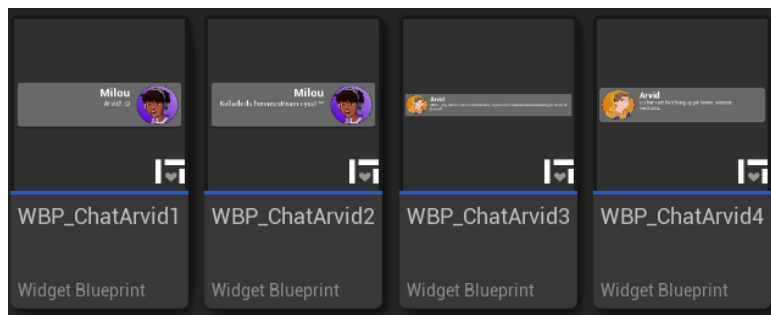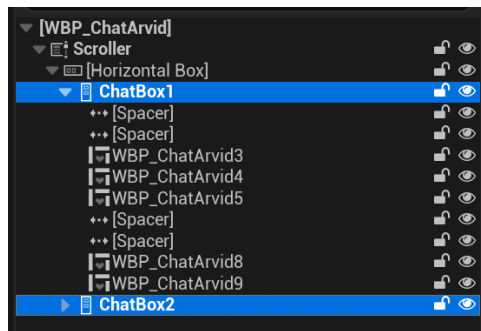

WBP_ChatName

This is the text message conversation. It holds all the messages.
It acts like a container for the message WBP. The only logic it contains is if a chat contains choices. This is very advanced and hard to include in the tutorial.
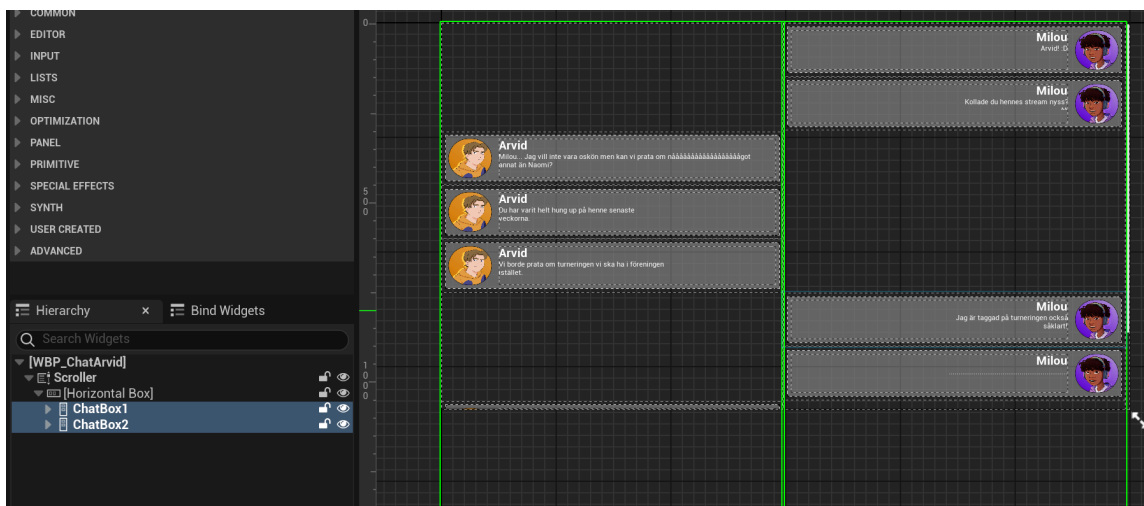
In the hierarchy, the chat is divided up into two sections. One for the player's messages, and one for the friend.

This means that for all the spots that are empty, there needs to be a spacer for the message to get in the correct position.

WBP_ChatName#

This is a unique message. It holds information like the writer's name, the message, and the profile picture. (Make sure to have the picture in the correct position. Right for players, Left for friends). You can change this in the details view.