Final Project Layout

Wednesday, November 20, 2019 1:36 PM

Conversation Handler

```
IsTalking: Bool = False
textObject: TextObject;
textChunks: [String];
textChunkIndex: Int
displayingLastTextChunk = False
name: String
npc: Game Object

Update() {
  if (Phys.npcCollisionOccurred() && !IsTalking && pressed("Fire1"))
      Player.immobilize()
      startTalking()
  else if (displayingLastTextChunk && (textObject.character == "myself" && pressed("Fire1")
          || textObject.character == npc.name
              && (pressed("1") || pressed("2") || (pressed("Fire1") && conversationIsOver()))) {

      displayingLastTextChunk = False
      if (conversationIsOver())
          isTalking = False
          npc.conversationID = textObject.NextConversation // Save next conversation id in NPC to pick up later

      if (pressed("1"))
          startAndStartDisplayingNextTextObject(textObject.choice1ID)
      else if (pressed("2"))
          startAndStartDisplayingNextTextObject(textObject.choice2ID)
      else if (pressed("Fire1"))
          startAndStartDisplayingNextTextObject(textObject.choice1ID)
  }
  else if (isTalking && pressed("Fire1"))
      displayNextTextChunk()
}
Bool conversationIsOver() {
  return textObject.choice1ID = ""
}
```

replace with whatever the player's name actually is

Continue the conversation at the appropriate textObject

```
startTalking() {
    IsTalking = true
    this.npc = Physics.getInteractionNPC()
    getAndStartDisplayingNextTextObject(npc.conversationID)
}
getAndStartDisplayingNextTextObject(conversationID)
    textObject = Script.getNextTextObject(conversationID)
    textChunks = this.Parse(textObject)
    textChunkIndex = 0
    displayNextTextChunk()

}
displayNextTextChunk() {
    this.display(TextChunks[TextChunkIndex])
    if (this.textChunkIndex == textChunks.length - 1) {
        displayingLastTextChunk = true
        if (textObject.choice1 != "") // If there are choices to display
            displayChoices()
    }
    textChunkIndex ++;
}
display(text) {
    //implement this!

}
displayChoices() {
    //implement this!
}
```

Player

```
Update() {

}
immobilize () {
  //implement this!
}
```

Script

```
TextObject {
  (see Alex's code)

}
TextObject getNextTextObject (string conversationID ) {
  //implement this!
}
```

Physics

```
Bool npcCollisionOccurred () {
  //implement this!
}
string getInteractionNPC () {
  //implement this!
}
```