Final Project Layout

Wednesday, November 20, 2019 1:36 PM

Conversation Logic

```
IsTalking: Bool = False
textObject: TextObject;
textChunks: [String];
textChunkIndex: Int;
displayingChoices: Bool = False
name: String

Update() {
  if (this.objectCollisionOccurred() && !IsTalking && pressed("Fire1"))
      Player.immobilize()
      StartTalking()
  else if (isTalking && pressed("Fire1"))
      displayNextTextChunk()
  } else if (displayingChoices && (pressed("1") || pressed("2")))
      if (pressed("1")) {Script.notifyChoice(1)}
      else {Script.notifyChoice(2)}
      displayingChoices = False
      getAndStartDisplayingNextTextObject()
  }
}
StartTalking() {
    IsTalking = true
    name = Physics.getInteractionObjectName()
    getAndStartDisplayingNextTextObject()
}
getAndStartDisplayingNextTextObject() {
    if (textObject = Script.getNextTextObject(Name)) {
        textChunks = this.Parse(textObject)
        textChunkIndex = 0
        displayNextTextChunk()
    } else {
```

both objects and people

```
        displayNextTextChunk()
    } else {
        isTalking = False
    }
}
displayNextTextChunk() {
    this.display(TextChunks[TextChunkIndex])
    if (textObject.choices != null && this.textChunkIndex == textChunks.length - 1)
        displayChoices()
}
display(text) {
    //implement this!
}
displayChoices() {
    //implement this!
    this.displayingChoices = True
}
```

Physics

```
Bool objectcollisionOccurred() {
    //implement this!
}
string getInteractionObjectName() {
    //implement this!
}
```

Player

```
Update() {

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

Script

if null then no choices

```
TextObject {
    choices: ["string Option 1", ....]
    text: "string"
}
TextObject getNextTextObject(string objectName) {
    //implement this!
}
notifyChoice(Int choice) {
    //implement this!
}
```