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| **Tools Project Design Document** | |  | | --- | | *12/14/2022*  Taylor Daviss 2122577. | |

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| **Project Concept** | | | |
| **1** **Intro** |  | You create or edit a   |  | | --- | | *Dialogue* | | in this   |  |  | | --- | --- | | *Dialogue editor* | tool | |
|  | where   |  | | --- | | *user* | | can add   |  | | --- | | *Lines of dialogue* | |

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| --- | --- | --- | --- | --- | --- | --- |
| **2** **Who is it for?** |  | The tool is created for   |  |  | | --- | --- | | *Programmers/ Designers/ Artists* | to | | create/edit   |  | | --- | | *Dialogue for their games* | |
|  | and the goal of the tool is to   |  | | --- | | *Enable easy creation of simple linear dialogue* | | |

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| **3** **What game engine is it used for?** |  | The output can be used in   |  | | --- | | *Anything that can import from XML* | | and is used for   |  | | --- | | *Implementing dialogue in games* | |
|  | [*optional*] There will also be   |  | | --- | | *Easy pairing of dialogue with character sprites and names* | | |

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| --- | --- | --- | --- | --- | --- |
| **4** **File format**  **Technical Stack** |  | The tool export the data as,   |  | | --- | | *XML* | | and will be consumed with   |  | | --- | | *DialogueList, Dialogue, and Character.cs* | |
|  | There will also be   |  | | --- | | *N/A* | | |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| **5** **User**  **Interface** |  | The tool has   |  | | --- | | *Buttons* | | that will   |  | | --- | | *Cycle through entries* | | to modify   |  | | --- | | *The flow of dialogue between characters and the player* | |
|  | When we export in the tool   |  |  | | --- | --- | | *XML* | will be generated | | | and we can use it for   |  | | --- | | *Any game that needs dialogue and character distinction* | |

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| **6** **Other Features** |  | |  | | --- | | *If I were to use the program I would like to at some point add the ability for non-linear branching dialogue. Currently, dialogue options can lead to different initial responses but wont affect the overall flow of dialogue response.* | |  | |

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| --- | --- | --- | --- | --- |
| **7** **How much will you charge for it?** |  | |  | | --- | | *Free?* | | *I’m sure there are currently others that do it better.* | |

# **Project Timeline**

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| --- | --- | --- |
| **Milestone** | **Description** | **Due** |
| **#1** | |  | | --- | | * *All features implemented 2nd and 3rd week of december* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | * *Functional feature(s) by milestone #2* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | * *Functional feature(s) by milestone #3* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *Functional feature(s) by milestone #4* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *Functional feature(s) by milestone #5* | | |  | | --- | | *mm/dd* | |
| **Backlog** | |  | | --- | | * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* | | |  | | --- | | *mm/dd* | |

# **Project Sketch**

Text

Description automatically generated

# **How to use / Instructions**

Describe how to create / open the authoring file to exporting it out as the end result

You can create a character (name, and sprite) or import one, you can then select monologue (no input possible from player) or response (to allow players to respond) and fill in character and player dialogue options (1-4). After a dialogue entry is to the designers liking, they can click New (Same Character) to continue dialogue with the same character or New (Different Character) to change the character that is speaking. You can cycle back and forth between the entries you have made with Previous Entry and Next Entry, and when you are satisfied you have the option to Save Dialogue to use later with Load Dialogue.