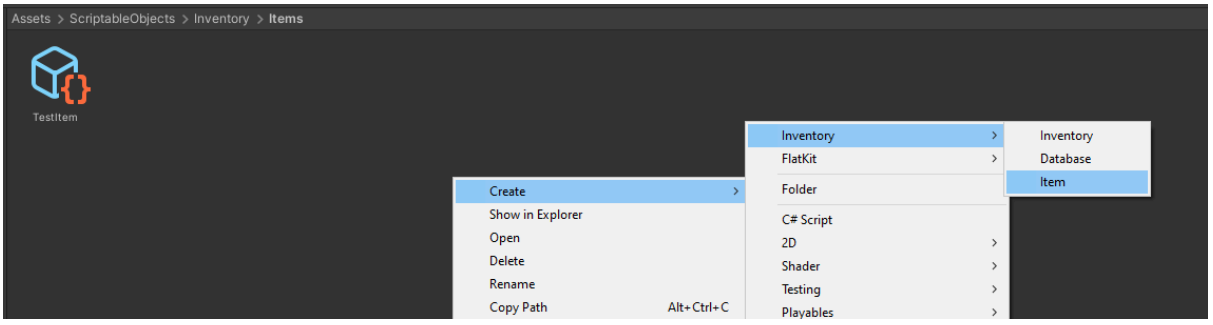
Inventory and Dialogue System Documentation

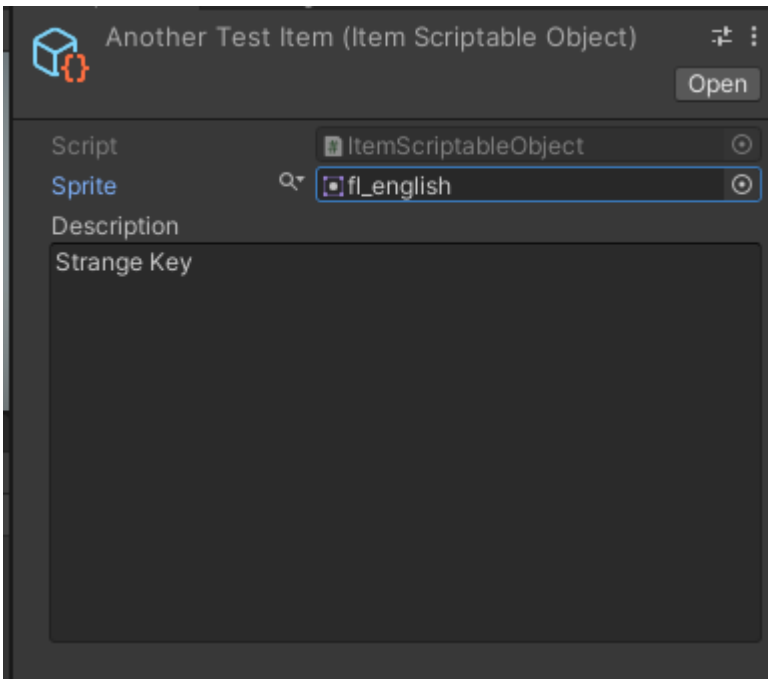
Inventory

Registering a new item in the game

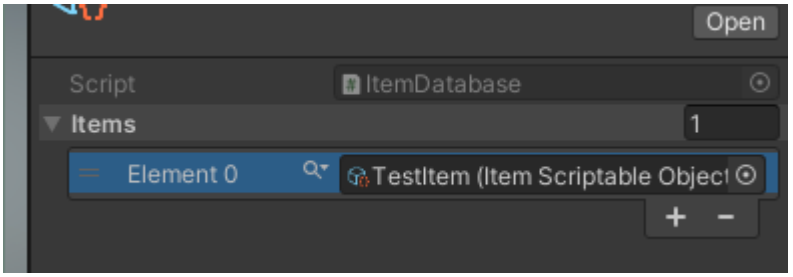
1. Navigate to Assets > ScriptableObjects > Inventory > Items
2. Right Click > Create > Inventory > Item

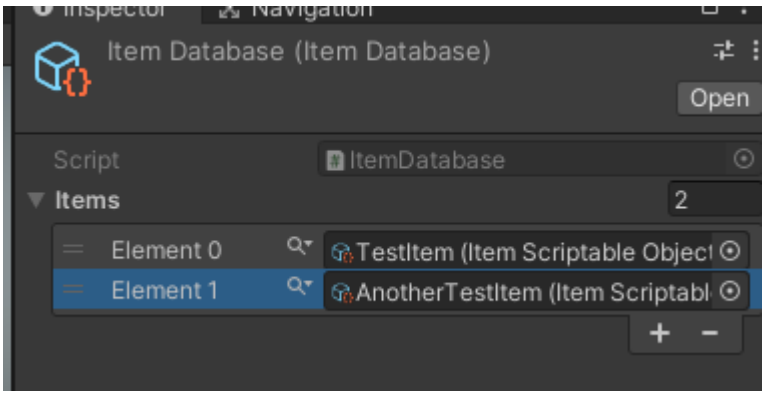


3. Give it a name
4. In the inspector:
    a. Select a sprite for the item (2D image to represent it in the inventory)
    b. Write a description (more like a short name Example: Strange Key)



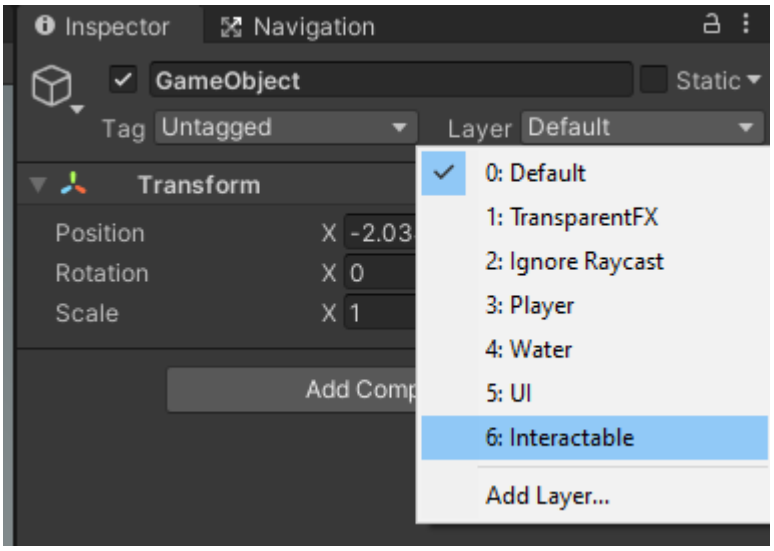
5. Navigate to Assets > Resources
6. Click on the ItemDatabase
    a. Optional: Lock the inspector as we are going to be dragging items onto it
7. Navigate back to Assets > ScriptableObjects > Inventory > Items
8. Drag the new item to the Items list in the ItemDatabase
    a. Drop it on the words Items at the top and it will automatically create a new element with it





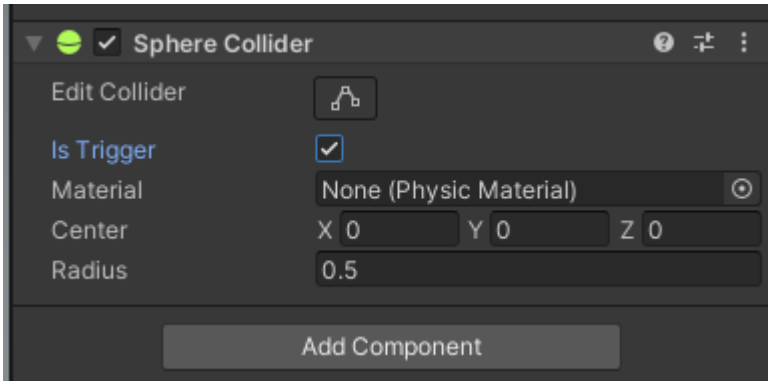
Adding an item to the scene

1. Create a new empty GameObject
2. Change the Layer to Interactable

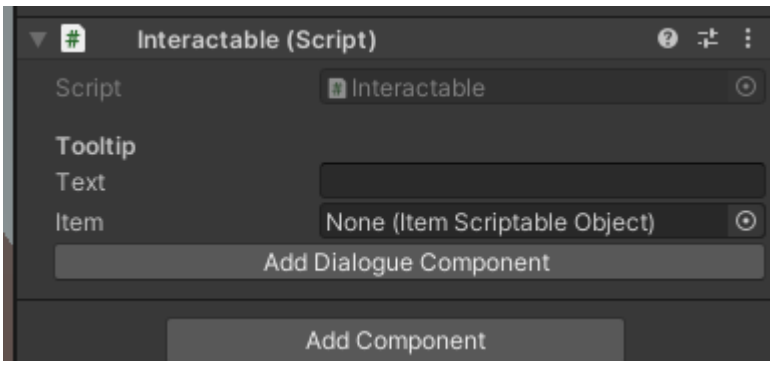


3. As a child add the model for the item

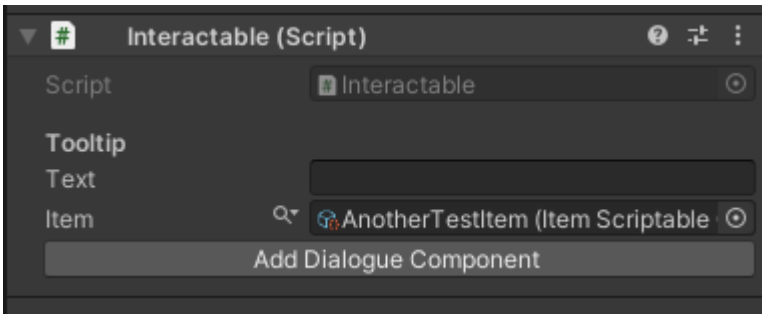
4. Make sure there are no colliders on the model Game Object
    a. the screenshot above has it (the green circle), all default objects come with a collider
5. Going back to the parent (the empty GameObject we created)
6. Add a collider (whatever type suits, sphere will work for most as we don't aim for accuracy)
7. Mark the collider as Trigger



8. Add an Interactable Component



9. Link the Item Scriptable Object created in the above guide

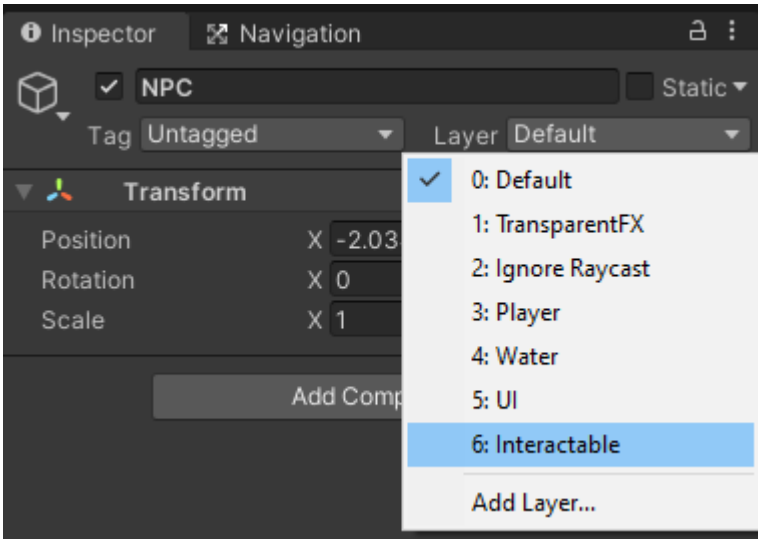


10. Optional: Adding text to the Text field will overwrite the tooltip presented when hovering over the item in the world
    a. If left empty the item's description will be shown
11. Optional: Jump to Adding a dialogue to an item when picked up for how to add a dialogue when the player picks up the item

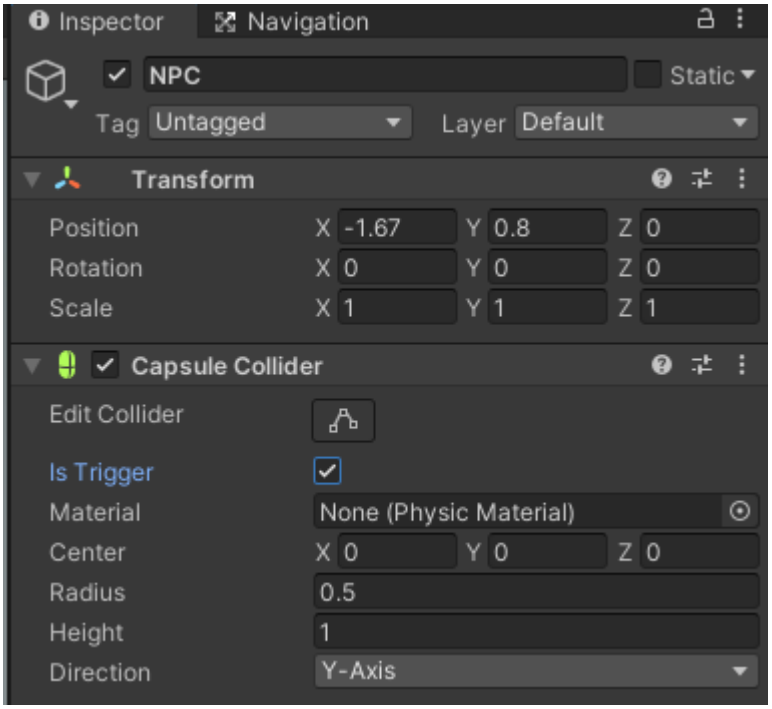
Dialogue

Adding an NPC

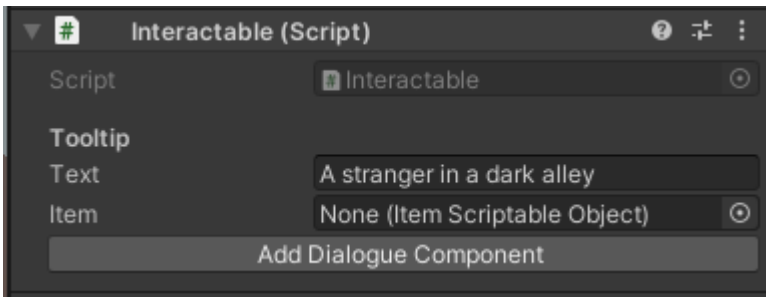
1. Create a new empty Game Object
2. Change the Layer to Interactable



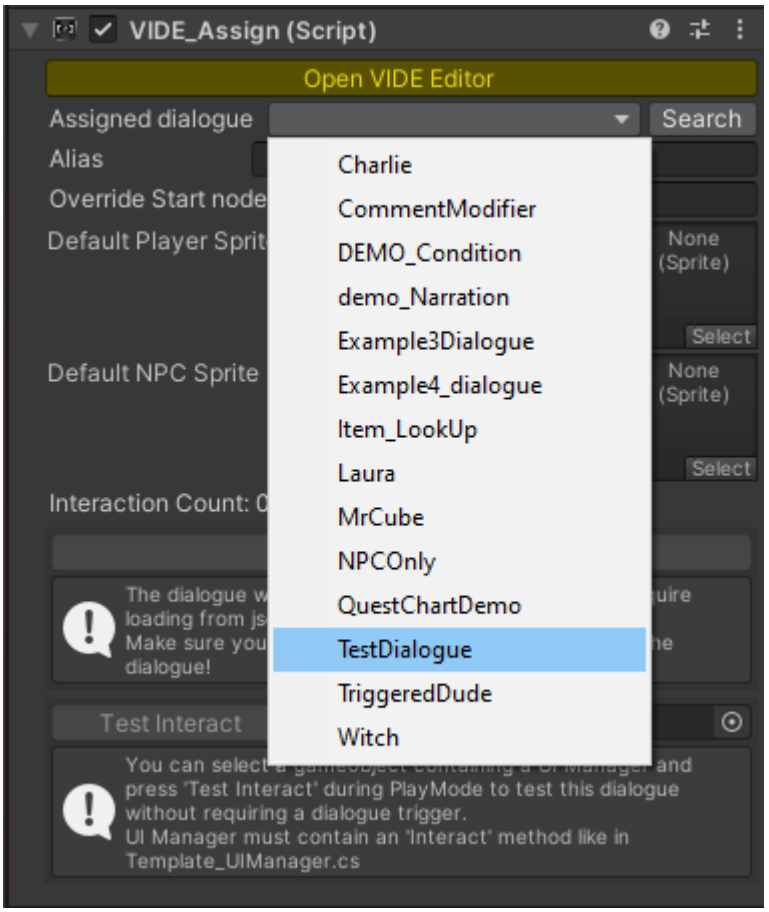
3. Add the model as a child to it
    a. Make sure it doesn't have a collider on it
4. Add a Trigger collider to the empty parent Game Object



5. Add an Interactable Component
6. Add the NPC's name as a tooltip in the Interactable Component

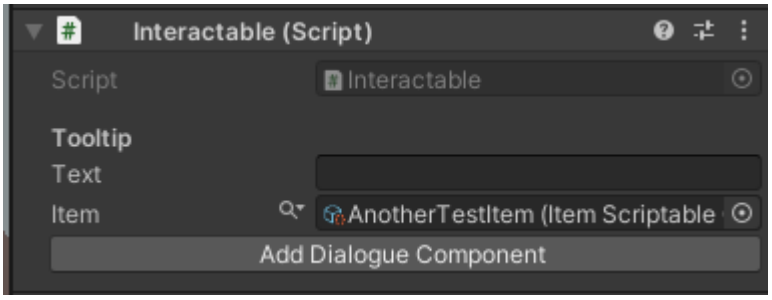


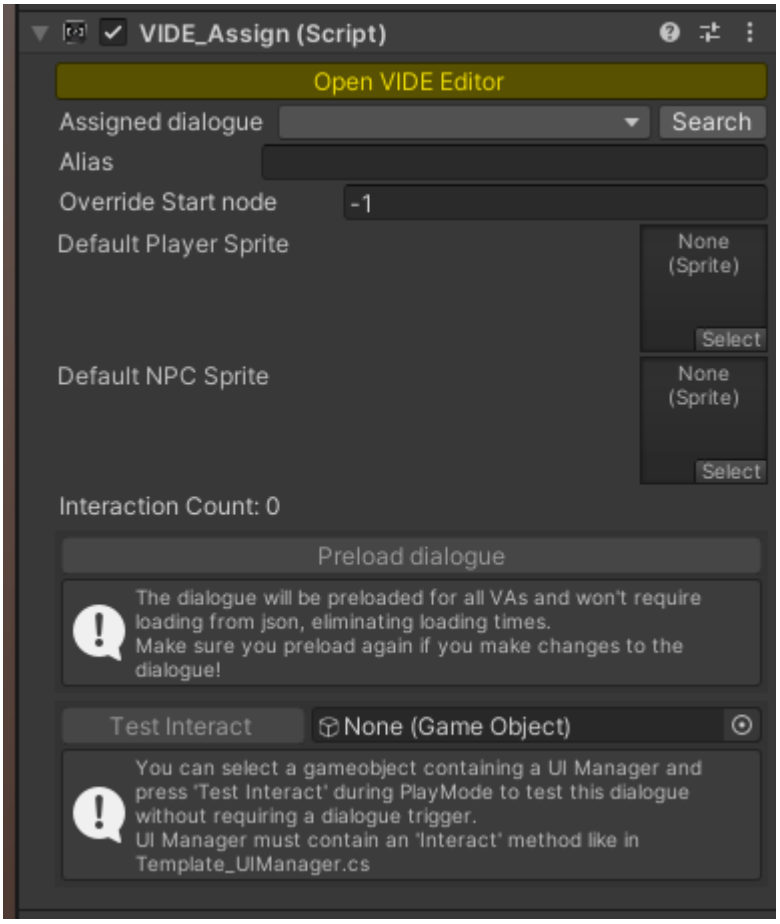
7. Click the Add Dialogue Component button under the Interactable Component
    a. This will add a VIDE_Assign Component which comes from the Dialogue System we are using
8. Select a dialogue for the NPC



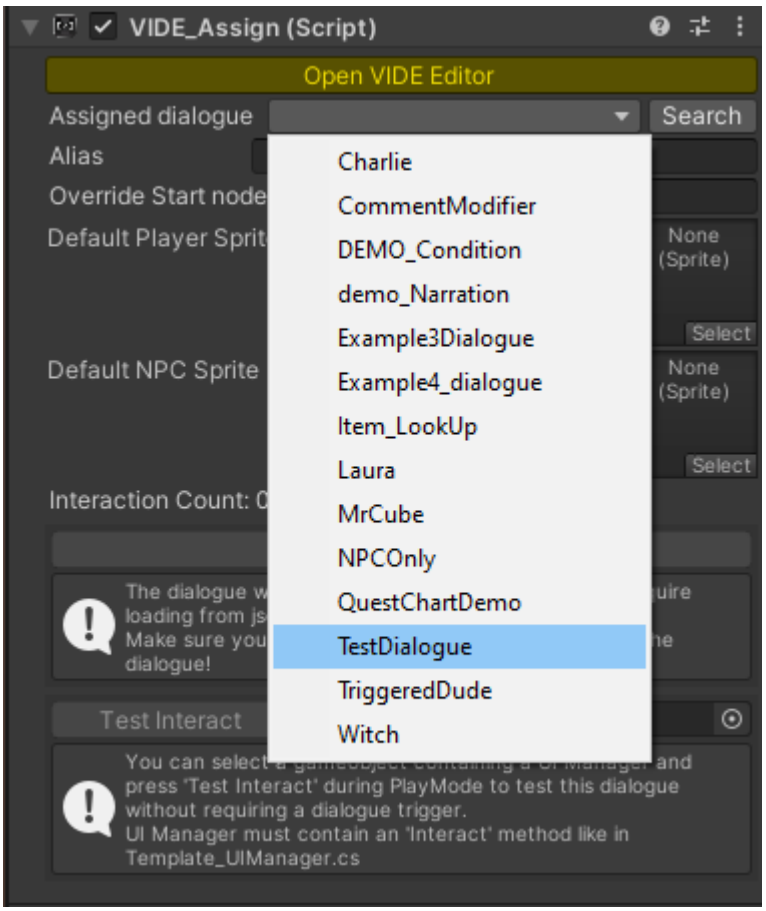
Adding a dialogue to an item when picked up

1. Follow the steps in the Inventory section to register an item and add it to the scene
2. Click the Add Dialogue Component button under the Interactable Component
    a. This will add a new VIDE_Assign Component - this is part of the Dialogue System we use



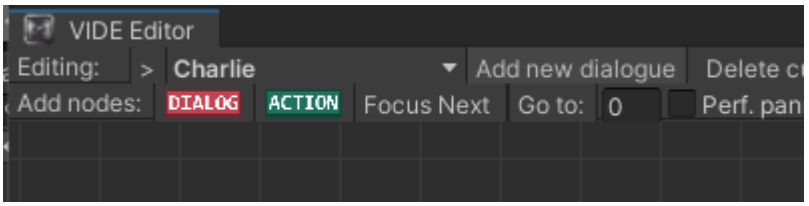


3. Assign a dialogue to start once the player picks up the item

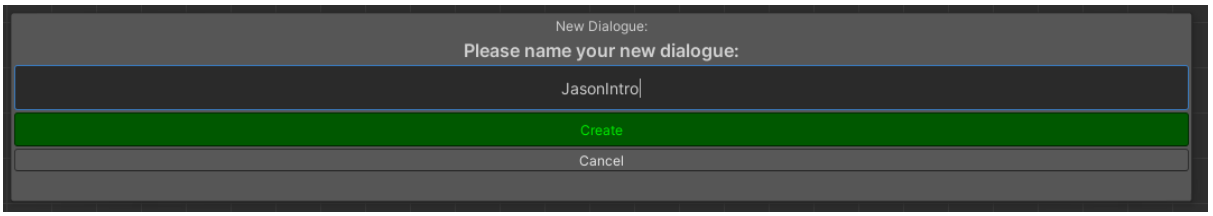

VIDE_Assign (Script)
Open VIDE Editor
Assigned dialogue
Search
Alias
Override Start node
Default Player Sprit
None (Sprite)
Select
Default NPC Sprite
None (Sprite)
Select
Interaction Count: 0
Charlie
CommentModifier
DEMO_Condition
demo_Narration
Example3Dialogue
Example4_dialogue
Item_LookUp
Laura
MrCube
NPCOnly
QuestChartDemo
TestDialogue
TriggeredDude
Witch
Test Interact
press 'Test Interact' during PlayMode to test this dialogue
without requiring a dialogue trigger.
UI Manager must contain an 'Interact' method like in
Template_UIManager.cs

Creating a new dialogue

1. Open the VIDE Editor from a VIDE_Assign Component
    a. You will create one as you are trying to add a dialogue to an item or an NPC
2. Click the Add new dialogue at the top left



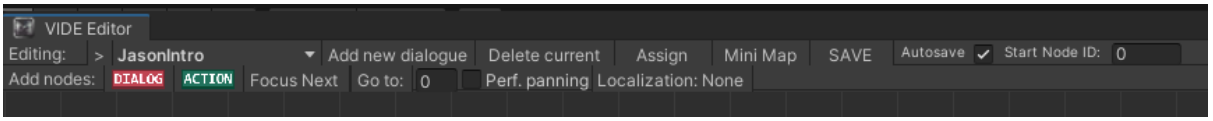
3. Give your dialogue a descriptive name
    a. Consider adding the name of the NPC and the level where the dialogue occurs



4. Create new dialogue nodes by right clicking or dragging the DIALOGUE button into the editor

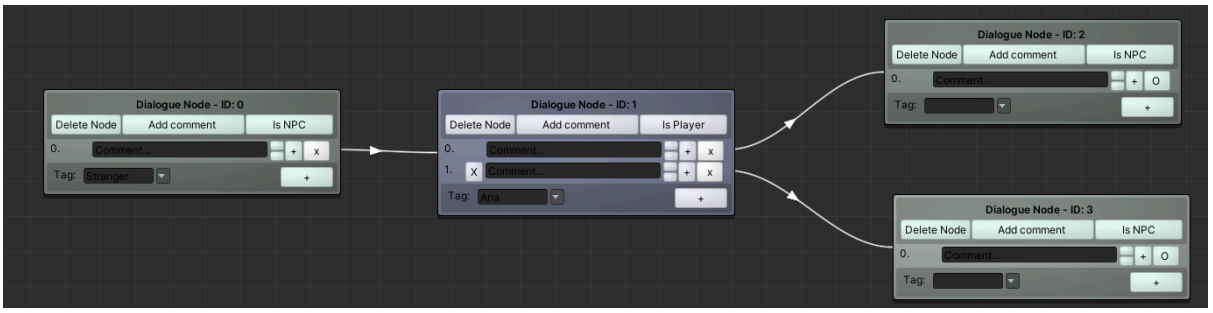
VIDE Editor Navigation

- Change the ID of the starting node at the top if needed

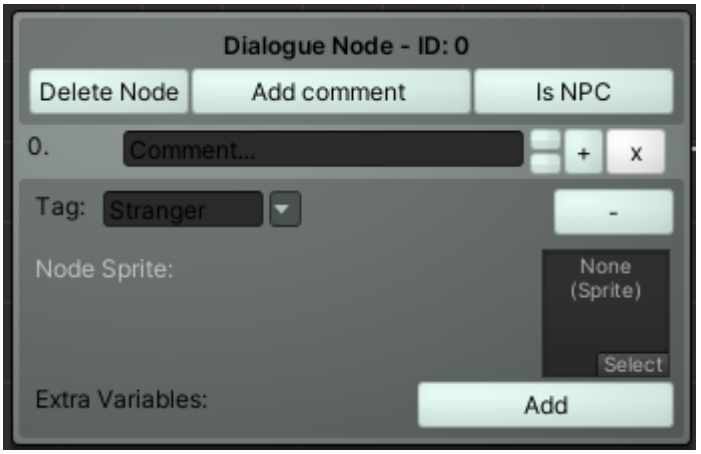


- Click the Is NPC to change the node to a Player node and vice-versa
- Player nodes can have more than a single option giving the player a choice
- Click the Add comment button to add more options
- NPC nodes will only show the first option
- Write the speaking character's name to the Tag section
    - You only need to write it once if they continue speaking in the following nodes (the player and NPC names from previous nodes will be reused if left empty)

- Drag from the O next to an option to another node to connect them
    - Same goes for each option when the player has choice

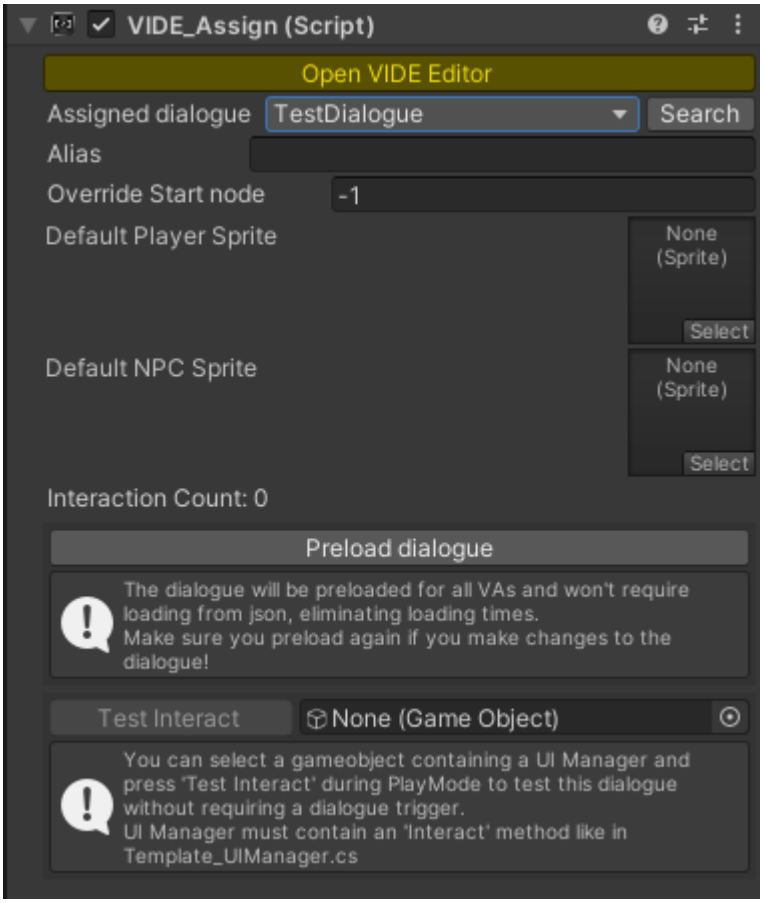


- Use the + at the bottom right to expand additional node options
- Add the sprite to display for the current speaker
    - Same reuse rules apply as with the speaker name



Editing an existing dialogue

1. Find an VIDE_Assign component where the dialogue is selected

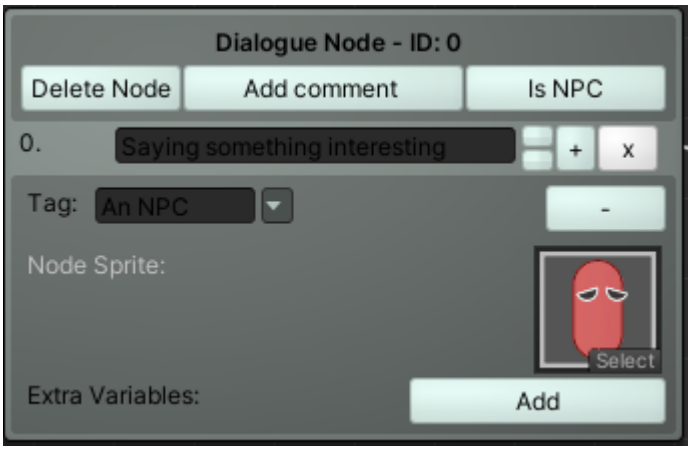


2. Click the Open VIDE Editor button

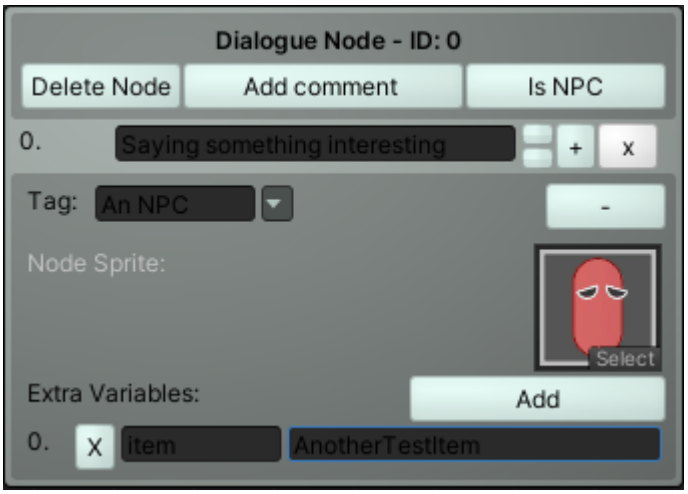
Giving an item to the player in a dialogue

1. Inside the VIDE Editor of a dialogue

2. Click the + in the bottom right to expand the settings

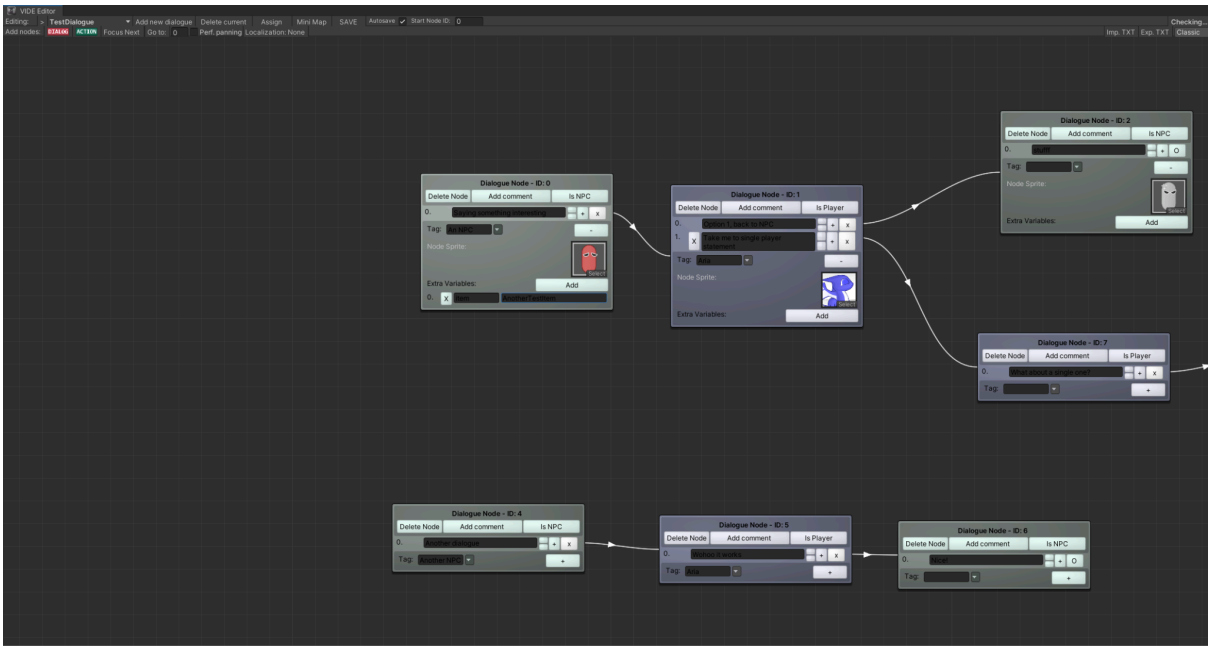


3. Click the Add button to add a new Extra Variable
4. Use key “item” and value the name of the item
    a. The name of the item is the name of the Item Scriptable Object in the Project explorer (Not the GameObject in the world)

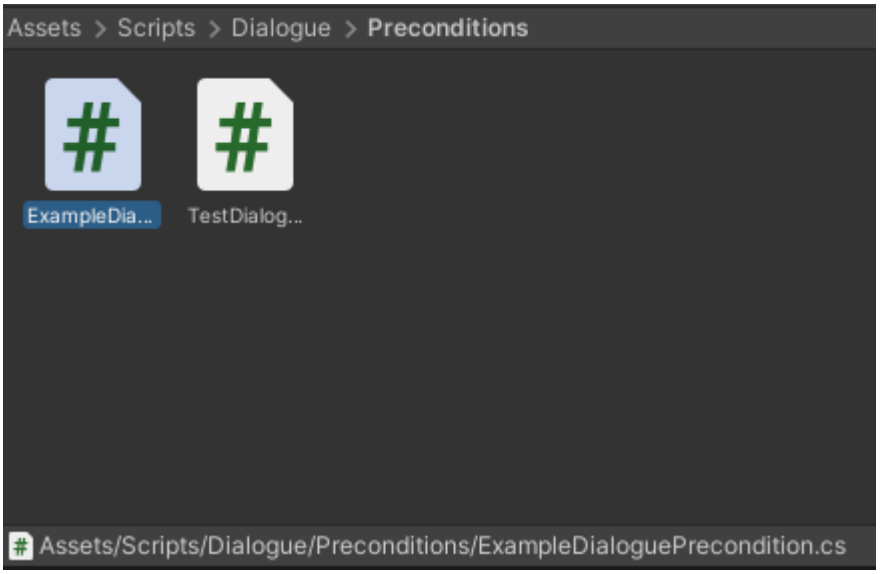


Multiple starting points in a dialogue

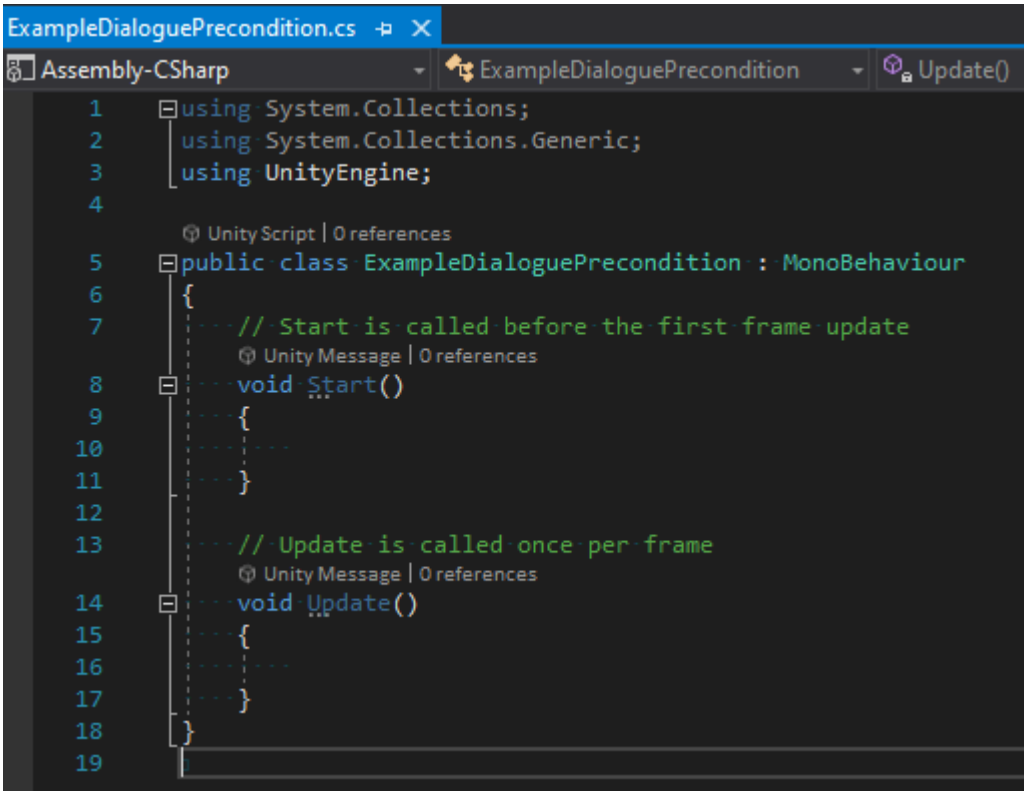
1. Create a dialogue with multiple starting points and leave the Start Node ID to the start node of the default dialogue



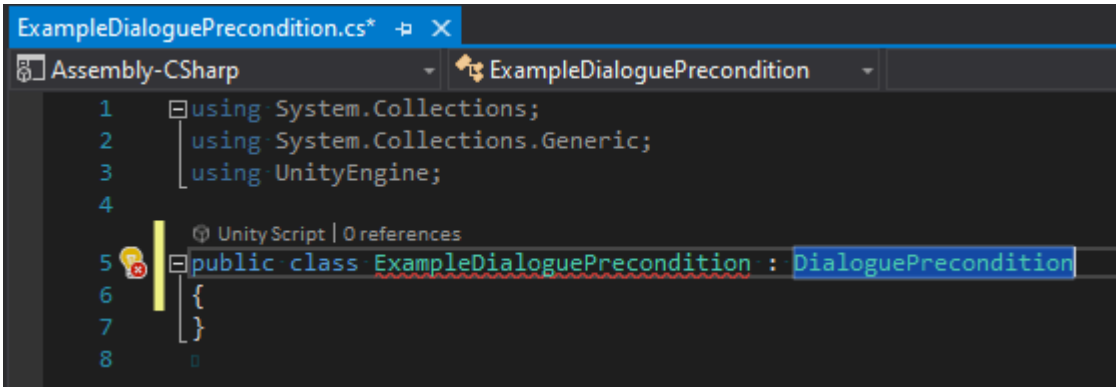
2. Navigate to Assets > Scripts > Dialogue > Preconditions
3. Create a new C# Script and name it “<CharacterName>DialoguePrecondition”
    a. In the screenshot I used Example for a Character Name



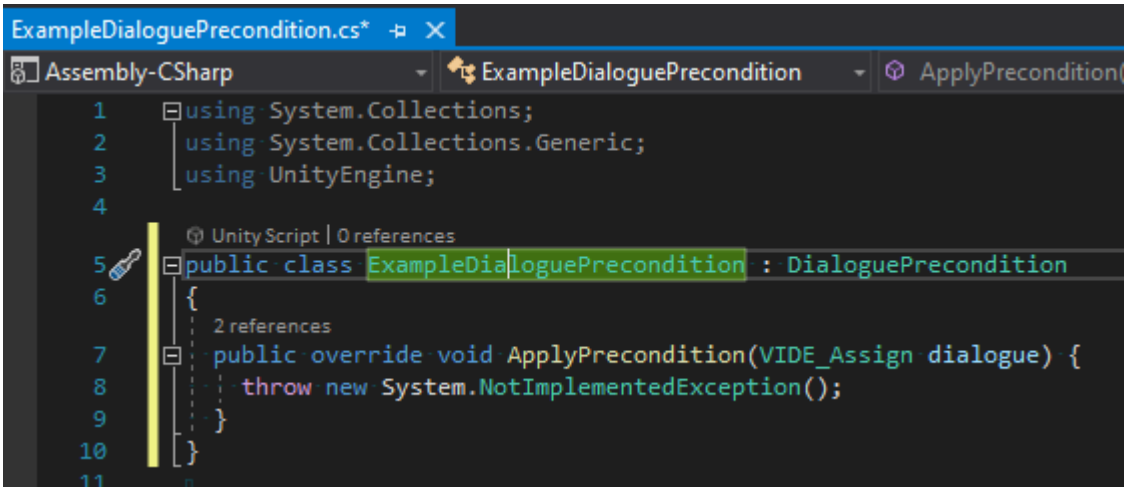
4. Open the script



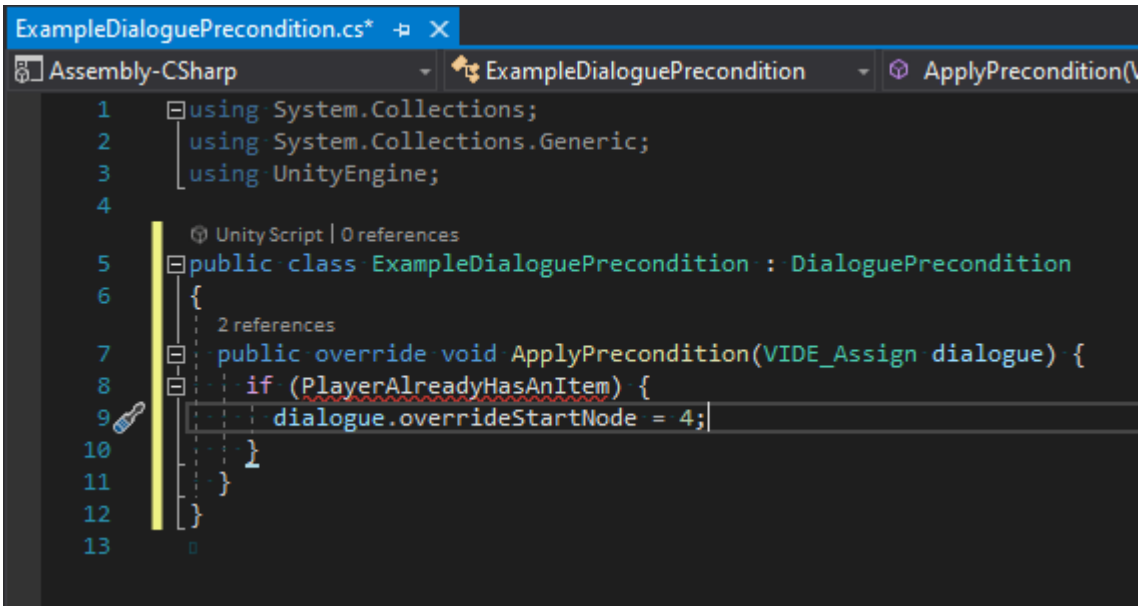
5. Delete the whole body and change the base class to DialoguePrecondition



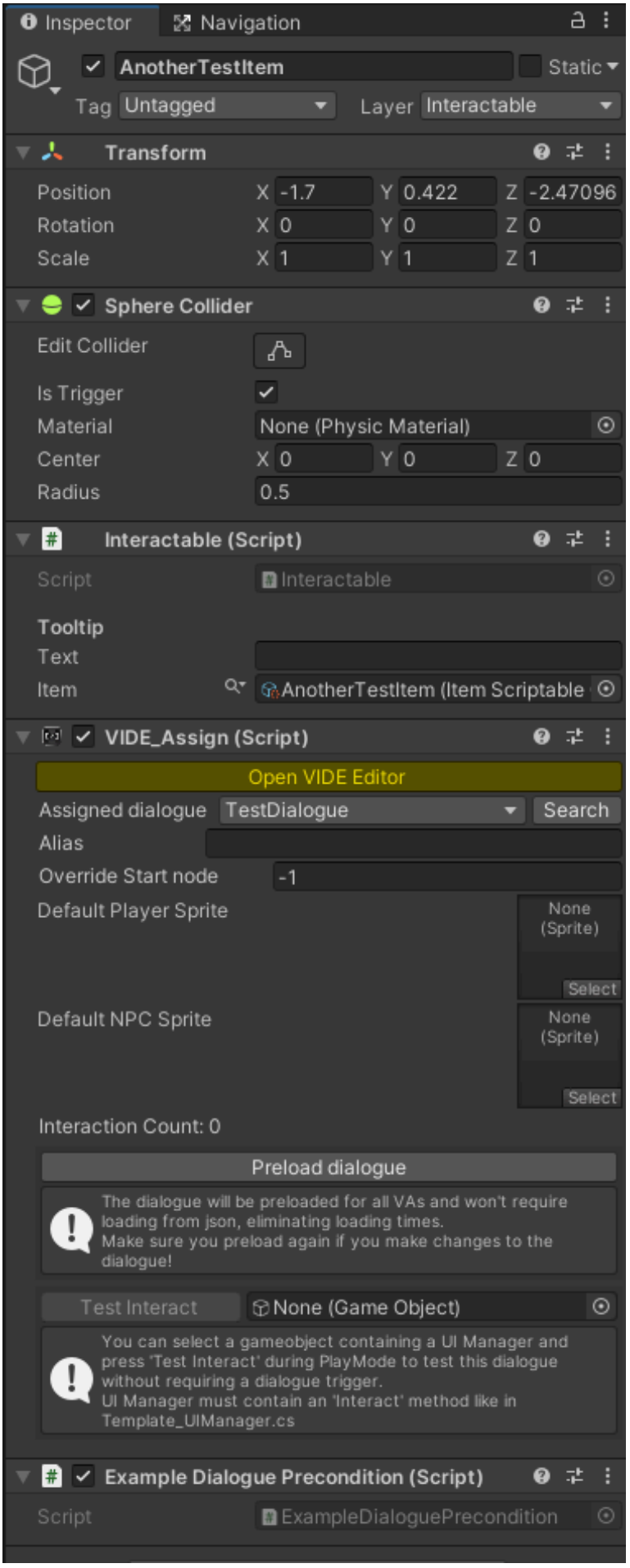
6. Using the suggestion by the IDE or manually implement the abstract function required



7. Implement the check for whether the player has to go to a non-default dialogue starting point and edit the “dialogue.overrideStartNode” to be the id of the node to start from



8. Add the DialoguePrecondition to the NPC or Item it is intended for


Inspector
Navigation
AnotherTestItem
Static
Tag Untagged
Layer Interactable
Transform
Position X -1.7 Y 0.422 Z -2.47096
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Sphere Collider
Edit Collider
Is Trigger
Material None (Physic Material)
Center X 0 Y 0 Z 0
Radius 0.5
Interactable (Script)
Script Interactable
Tooltip
Text
Item AnotherTestItem (Item Scriptable
VIDE_Assign (Script)
Open VIDE Editor
Assigned dialogue TestDialogue
Search
Alias
Override Start node -1
Default Player Sprite
None (Sprite)
Select
Default NPC Sprite
None (Sprite)
Select
Interaction Count: 0
Preload dialogue
The dialogue will be preloaded for all VAs and won't require loading from json, eliminating loading times.
Make sure you preload again if you make changes to the dialogue!
Test Interact
None (Game Object)
You can select a gameobject containing a UI Manager and press 'Test Interact' during PlayMode to test this dialogue without requiring a dialogue trigger.
UI Manager must contain an 'Interact' method like in Template_UIManager.cs
Example Dialogue Precondition (Script)
Script ExampleDialoguePrecondition