

<https://projectp.net/>

There will be a download menu here.

There are three downloads

Client launcher

Live manager

SDK

Live manager or SDK is necessary for development/operation, which will be explained later.

If you just want to play, just download the client.

Sign up from the link below, and email verification is not required, so you can write anything

<https://www.projectp.net/signup.php>

If you download and run the client, it will automatically update to the latest version.

Please note that it is assumed and developed based on vr, so it may be inconvenient to operate when connected without vr.

When connected, press ESC and a menu will appear.

You can go into the world you want and talk to it.

I made four worlds as samples.



One is a classroom, yandere childhood friend character



Another one is an alley, this is a wild maid wandering around looking for her master
If you increase your affinity through conversation, it will disappear from the map.



Become an exclusive maid and appear on the My Home map



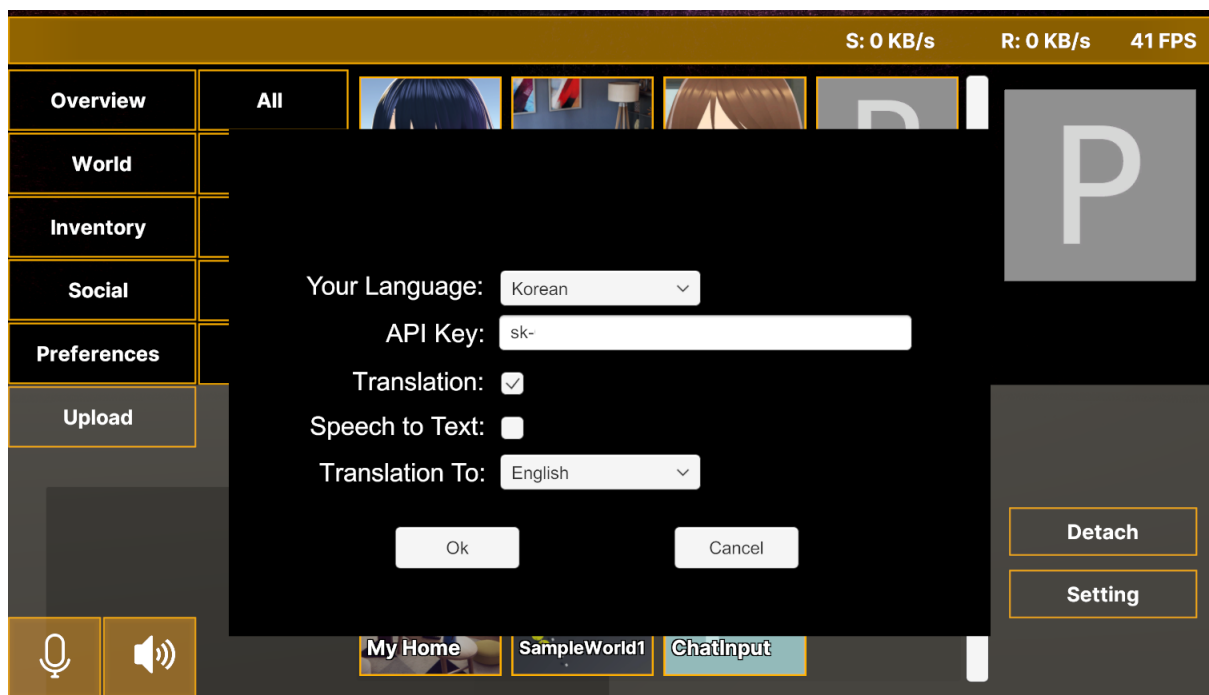
The map is large, so I put two.

When you get close to it, the npc will stop, press T and talk.

The input device can be a bit inconvenient, but it has been made into an item, so you can modify it and use it with the SDK.

The logic is published as a script in the SDK, so you can modify it and use it as you like. It's too complicated from the beginning, so no one can figure it out, so I put only simple functions as much as possible.

As for the language, all prompts were written in English for general purpose, so a translation function was put in the input device for multilingual users.



You can set translation settings by selecting Inventory>ChatInput and clicking Settings.

TTS (text-to-speech conversion function) was not useful for free TTS, so I had no choice but to use Japanese TTS.

Output text -> Translate to Japanese -> Deliver to TTS server The sound will appear a little late due to this process.

Emotional expression is expressed through facial expressions and affects liking
Actions are interlocked with animation movements

The user with the highest and worst user preference is stored separately as a variable



It can be implemented in this way, once it was done only on the classroom map



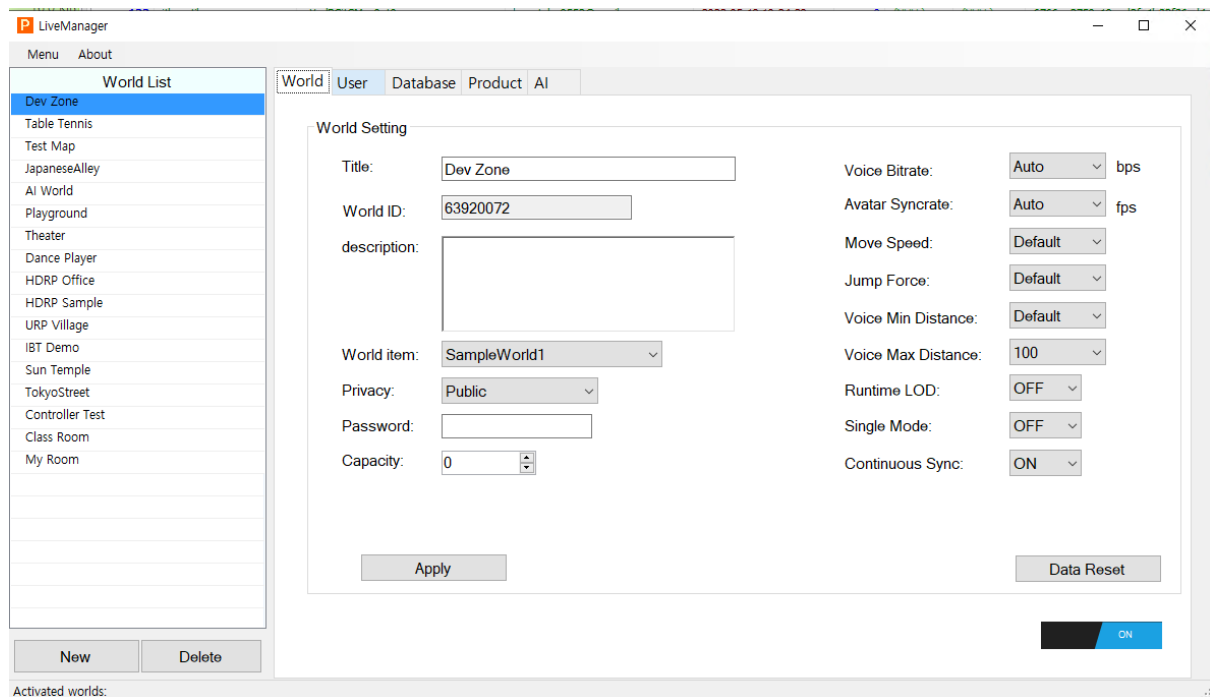
These objects are available in vr mode.

development related

Would it be too long to explain each one?
I will first explain how to simply operate your own world.



There is a DevZone in the world, and in the Store there
There will be World1~4 and Npc1~4.
If you click on these items to purchase (0\$), they will come into your inventory.
Users can create items at will and exchange them in this way.



Login after running Live Manager

Click New under the world list and add a world.

Then, write the world name and description, and select the world sample you purchased earlier in the world item.

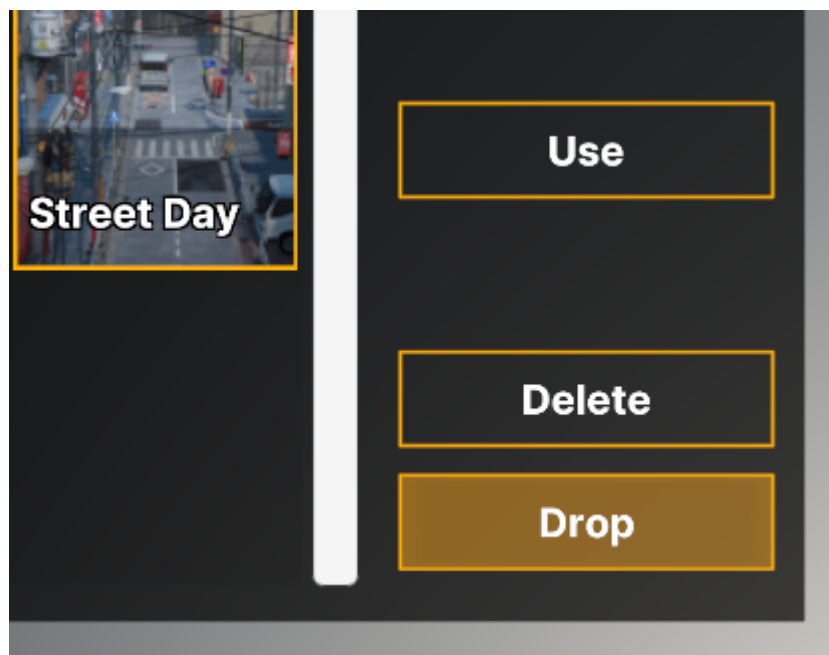
If you upload an npc that supports tts, please write the credit for that tts in the description.

Press Apply and On the bottom right corner

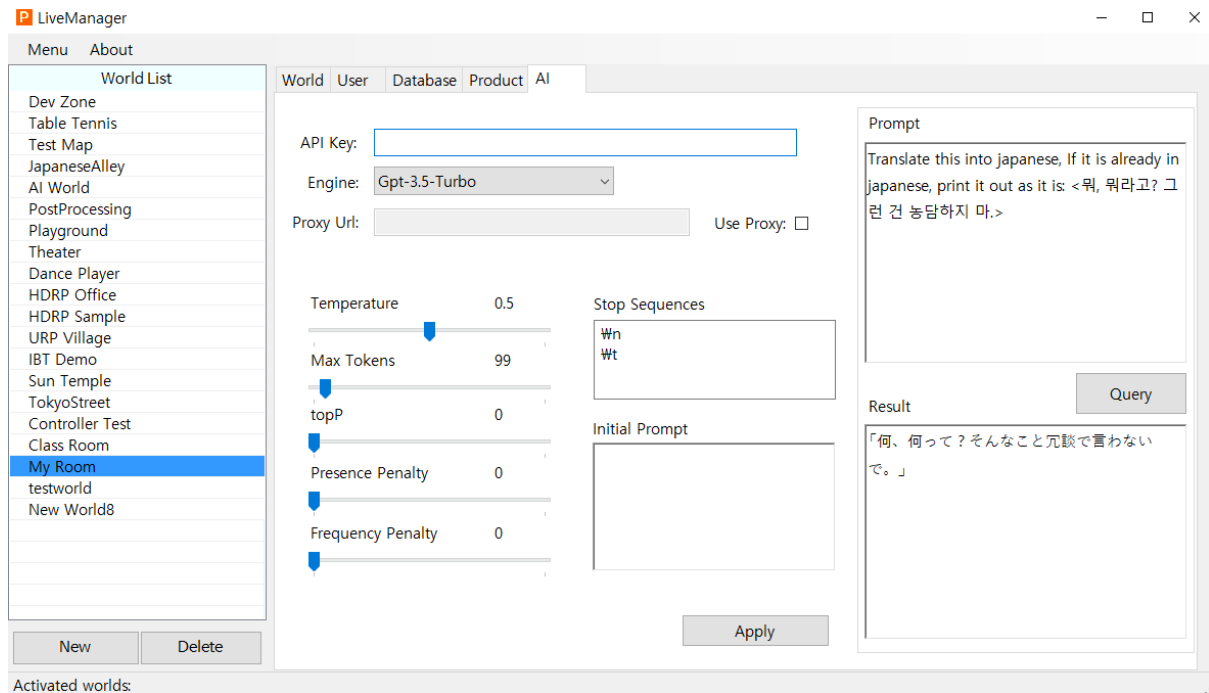
The registered world will appear in the in-game world list.

access the world

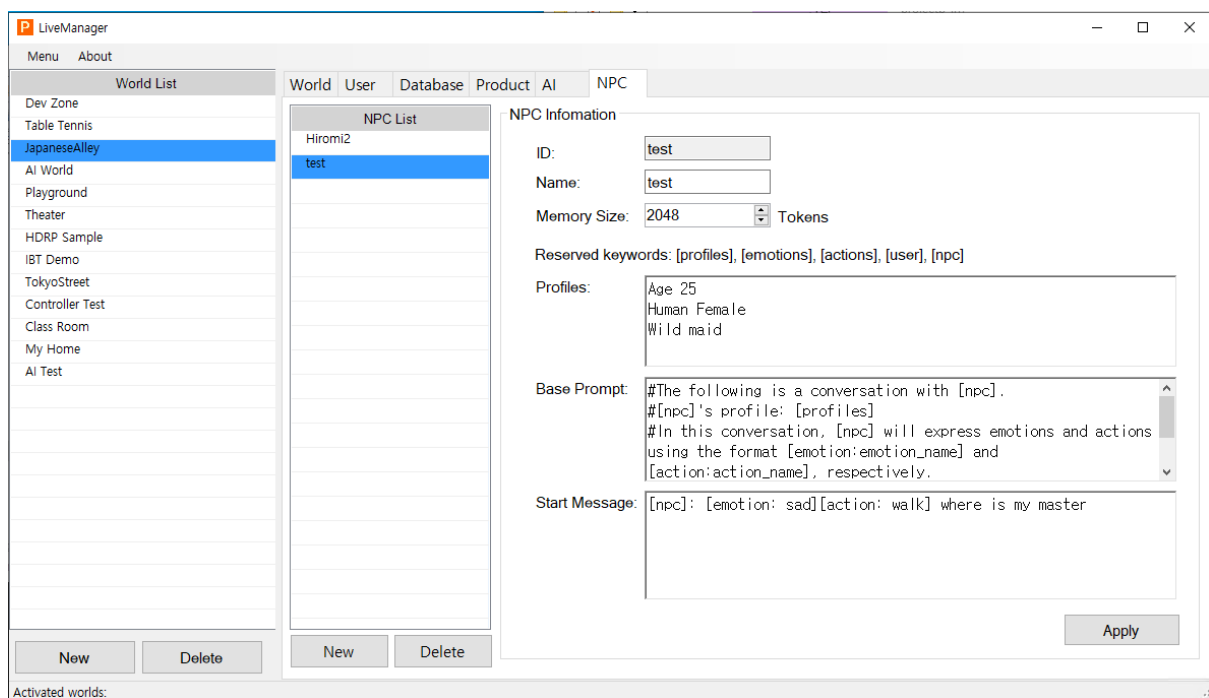
In the item menu, click the NPC you purchased earlier



Click Drop at the bottom to drop it to the designated location
Then the NPC will appear in your world
But in that state, I can't talk to the AI.
AI needs to be set



The following NPC items are applied as character defaults if not written.



If you want to change the character settings, edit here

Please enter the NPC ID written in the item description for ID. (If not, just enter the NPC's name.)

[emotions][actions] must be written properly to express emotions and actions, so please refer to the default values

You can use {} format instead of []

I think I'll have to explain how to use the SDK in detail later.

Just take a look at what we have posted on our website.

For other inquiries, please come to the discord below and ask questions.

<https://discord.gg/BNaXMhzzmr>