

RPG starter kit - Conversation part

In RPG, Conversation is created by paragraphs. Paragraph is a line of text NPC says and several possible player's responses.

Example of the paragraph:

NPC:

"Hello, I am NPC"

Player:

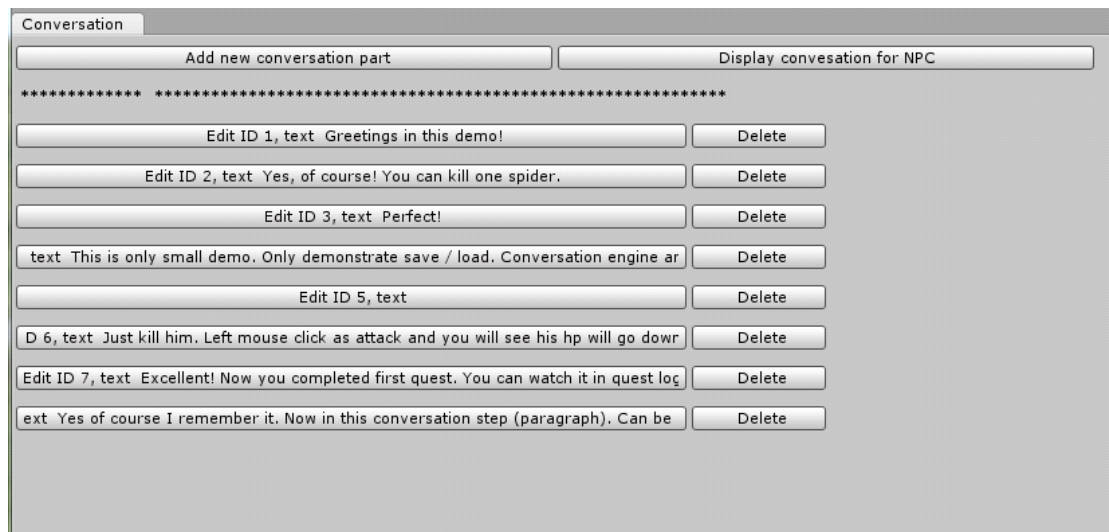
"Who are you?"

"Do you have some quest for me?"

List of paragraphs

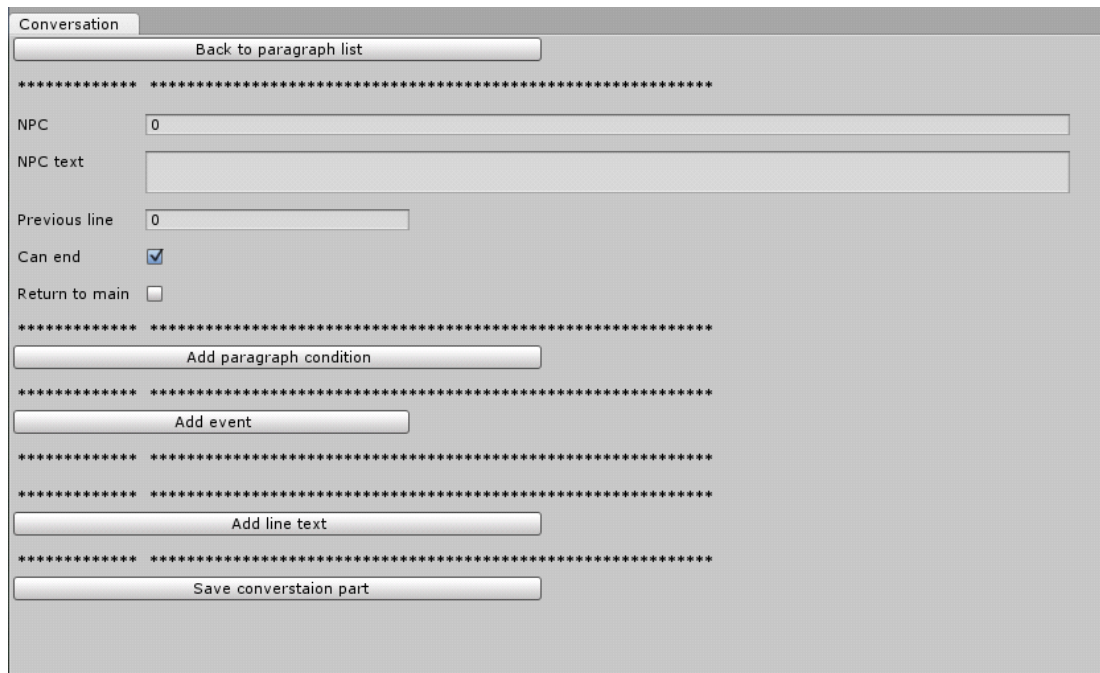
You can find paragraphs in menu RPG / Conversation. Basic window is list of paragraphs. In the list, you can edit (long button) or simple delete (delete button).

Basic window with demo line texts:



Adding new paragraph

Basic window for adding new paragraph



NPC - ID of NPC - integer number

NPC text - text of NPC in our example "Hello, I am NPC"

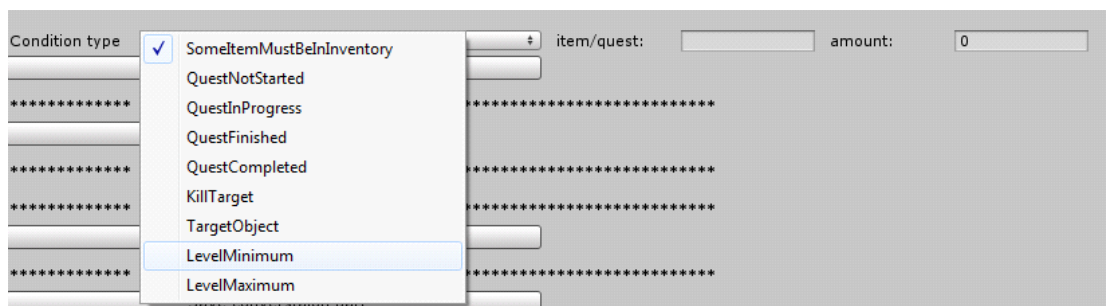
Previous line - if it is first paragraph of conversation, leave it blank (0)

Can end - player can say "Goodbye" in this part of conversation.

Return to main - player can say "Let's discuss something else" and return to first paragraph

Button "**Add paragraph condition**" will add new controls for **condition**.

Condition is restriction that causes paragraph isn't displayed when all conditions aren't met. You can have more conditions for each paragraph. Conditions are same for line text.



Condition type

1. **SomeltemMustBelInventory** - player must own some item, player must have it in inventory

2. **QuestNotStarted** - quest is not started, so this part should be start the quest

3. **QuestInProgress** - some quest step and tasks (explained in quest tutorial) are not finished

4. **QuestFinished** - quest is finished but you have not talked to NPC about reward (quest is not completed)

5. **QuestCompleted** - this can be used for starting new quest. If you want to use it as start for second quest you must add second condition that checks if second quest is not started.

6. **KillTarget** - checks bio log if you killed have killed a creature (BIO LOG Is not implemented now! so this is not working)

7. **TargetObject** - checks if player have seen an object (BIO LOG is not implemented now! so this is not working)

8. **Level minimum** - player must be at least this level (Levelling system is not implemented now! so this is not working)

9. **Level maximum** - player cannot be higher than this level (Levelling system is not implement now! so this is not working)

Item / quest - ID of item or quest. If you don't remember the ID, you can save paragraph and watch it, remember that you can save it at every point and finish your work later.

Amount - amount of selected item, it works only for SomeItemMustBeInInventory and will work for LevelMimum and LevelMaximum

Button "**Add event**" adds new controls for event.

Event type

1. **Quest start** - when you reach this paragraph/line text, (anything with event) it starts the quest

2. **Quest end** - finishes the quest

3. **Give item** - adds item to player's inventory (bug will be fixed with new release)

4. **Take item** - removes item from inventory (not implemented)

5. **EndConversation** - closes current paragraph, this event defines customized "good bye" line

6. **Quest failed** - completes quest without reward (not implemented)

Item type for event

In second selector, you can pick what type of item is given or taken to/from player.

Note: Difference between skill and skillpoints is that skill increases one specific skill, while skillpoints gives you choice to increase what you want.

Button "Add line text" will add controls for the player's text.

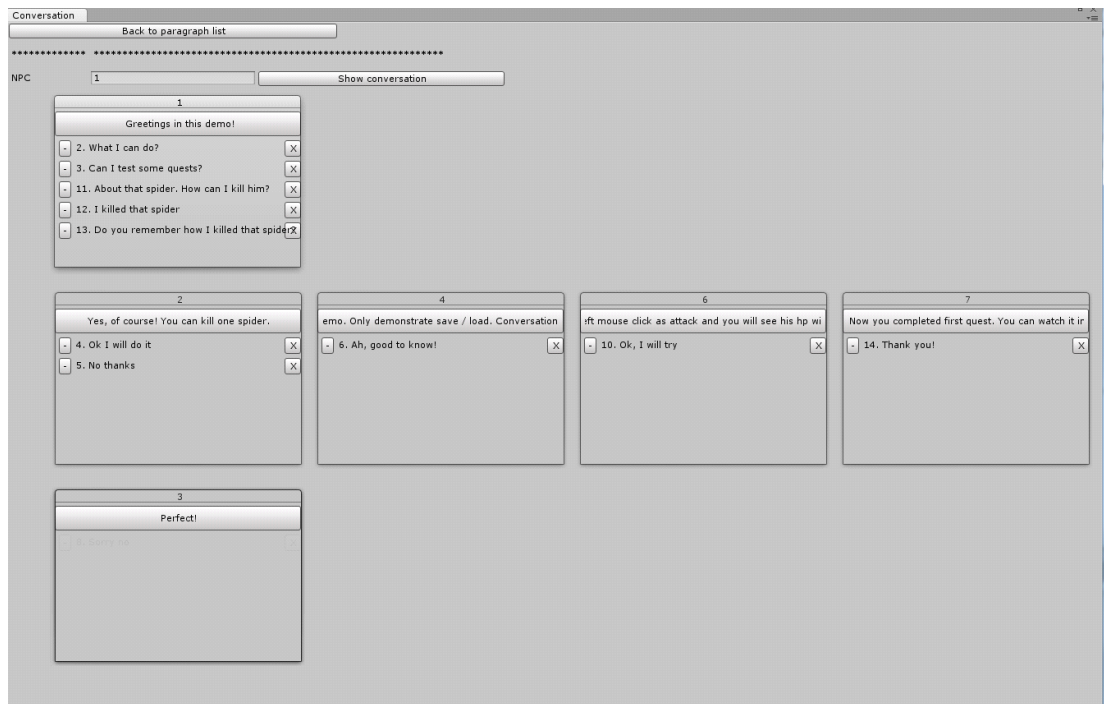
You can add conditions and events(like for paragraphs) and add text of player.

Display conversation for NPC

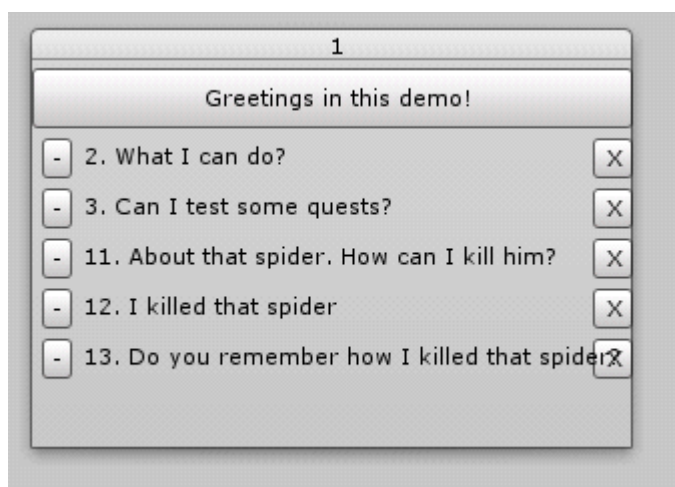
In this part you create whole conversation.

On the top you add number of your NPC and hit button "Show conversation".

Then all paragraphs of NPC are displayed.



One window



1 - ID of the paragraph

"Greetings in this demo!" - edits this paragraph

Button "-" next to "2. What I can do?" adds new paragraph where text line "What I can do?" is previous line to the new one, so it's connected.

Button "X" deletes the line text.

Enabling conversation in the game

You have to put prefab "Player" to the scene. Than create some object that will represent NPC. Attach script "NPC" to him. Script NPC is stored in "Scripts\RPG\Character". Set up Id of NPC to same ID like your paragraph's "NPC" ID.

If you want to use your own player controller, you have to attach script "Player" from folder "Scripts\RPG\Hero" and script "ConversationGUI" from folder "Scripts\GUI" to this controller. Rename controller to "Player" and give it tag "Player".