DialogC Documentation

Release 0.1

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November 30, 2016

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DialogC is a Game Dialog Markup and Compilation tool. From a single YAML file, dialog and other text elements are output into JSON and Script formats.

CHAPTER 1

Markup Syntax

1.1 Document Attributes

```
DOCUMENT:
    title: MyGame
    title_description: This is a great game
    copyright: MyGameStudio
```

1.2 Story Blocks

A *story block* a unique section of dialog, similar to a class. In fact, a story block becomes a class object within dialogc. Story blocks are handled differenly depending on the *story_block_type*, which can be one more of the follow, *static*, *dynamic*, *log*, *notes*, *spoken*.

A **static** story block is the simplest and can be used to create sequentially oriented dialog and other content.

```
(StoryBlockName static):
        story_line:

                - incoming: The Game says something to the player
                  time_delay: 1
                  responses:
                        - A response a Player can choose
                        - A different response a Player can choose

                - incoming: The Game says something to the player a little bit later, in sequence
                  time_delay: 1
                  responses:
                        - A response a Player can choose
                        - A different response a Player can choose
```

A **dynamic** story block uses *event_keys*, to define a branching or more dynamic conversation keyed to an event in the game.

```
(DynamicConversationBlock dynamic):
    keyed_storylines:

        player_did_this:

            response: Player says this
            player_data_threshold: ">0"
```

```
            time_delay_secs: 5
            dynamic_storyline:
                - time_delay_secs: 5
                  incoming: A response to the player
                  responses:
                    - Player has this option with which to respone.
                    - Or maybe the player wants to respond with this option instead.

        then_the_player_did_this:

            response: Player says this
            player_data_threshold: ">0"
            time_delay_secs: 5
            dynamic_storyline:
                - time_delay_secs: 5
                  incoming: A response to the player
                  responses:
                    - Player has this option with which to respone.
                    - Or maybe the player wants to respond with this option instead.
```

We can create a chunk of dialog that should be spoken and sent to a voice actor by adding the **spoken** story block type to the StoryBlock definitation. This will direct dialogc to also output HTML Script if the *-s* option is included on the command line.

```
(CharacterShouldSayThis static log spoken):
    location: INT Laboratory
    description: Character is doing something
    entries:
        - parenthetical: very serious
          dialog: So my name is Character and I'm saying something!
```

CHAPTER 2

Compilation and Output

Running dialogc on the YAML file we create JSON and an HTML Script.

```
python dialogc.py -d demo.yaml -o demo.json -v true -s demoscript.html
```

JSON Output

```
{'dynamic_storyline': [{'dynamic_storyline': [{'incoming': 'A response to the player',
                                               'responses': ['Player has this option with which to re
                                                             'Or maybe the player wants to respond wi
                                               'time_delay_secs': 5}],
                       'player_data_threshold': '>0',
                       'response': 'Player says this',
                       'time_delay_secs': 5},
                      {'dynamic_storyline': [{'incoming': 'A response to the player',
                                               'responses': ['Player has this option with which to re
                                                             'Or maybe the player wants to respond wi
                                               'time_delay_secs': 5}],
                       'player_data_threshold': '>0',
                       'response': 'Player says this',
                       'time_delay_secs': 5}],
 'story_block_name': [{'incoming': 'The Game says something to the player',
                       'responses': ['A response a Player can choose',
                                     'A different response a Player can choose'],
                       'time_delay': 1},
                      {'incoming': 'The Game says something to the player a little bit later, in sequ
                       'responses': ['A response a Player can choose',
                                     'A different response a Player can choose'],
                       'time_delay': 1}]}
```

Script Output

MyGame

This is a great game

INT LABORATORY

Character is doing something

CHARACTER

(very serious)

So my name is Character and I'm saying something!

CHAPTER 3

Indices and tables

- genindex
- modindex
- search