

[Prototype: Narrative Scene: 06.04.2017]

[Things to do]

1. narrative prototype
2. "click and next text" "face and name change" – Line class
3. make scripting system easy – enum class to choose face
4. sound effects – SoundEffect class

[problems]

1. no problems :))

[Next to do]

1. make 9 scenes to complete prototype game

[codings]

[Narrative class]

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.SceneManagement;

public class Narrative : MonoBehaviour {

    public GameObject nextScene;

    private int lineId;
    private Line line;

    void Start () {
        lineId = 0;
        line = GameObject.Find ("ScriptsManager/
0").GetComponent<Line>();
        line.Print ();
    }

    void Update () {
    }

    void OnMouseDown (){
        lineId = lineId + 1;
        line = GameObject.Find ("ScriptsManager/" +
lineId).GetComponent<Line> ();
        if (line) {
            line.Print ();
        } else {
            Debug.Log("line ID[" + lineId + "] does
not exist.");
            SceneManager.LoadScene
(nextScene.ToString(), LoadSceneMode.Single);
        }
    }
}
```

[Line class]

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;

public class Line : MonoBehaviour {

    public enum Character
    {
        AMBER,
        JASPER,
        IOLITE,
        ROSALIND,
        JOSEPH,
        AWA
    };

    public enum FacialExpression
    {
        NEUTRAL,
        HAPPY,
        SURPRISED,
        SAD,
        ANGRY,
        HURT
    };

    public Character character;
    public FacialExpression facialExpression;
    [Multiline] public string line;
    public AudioClip soundEffect;

    private GameObject[] chara;
    private Face face;
    private string charaName;
    private int charaId;
    private int faceId;
    private Text nt;
    private SoundEffect se;

    void Start () {
        chara = new GameObject[] {
            GameObject.Find ("Amber/sprite"),
            GameObject.Find ("Jasper/sprite"),
            GameObject.Find ("Iolite/sprite"),
            GameObject.Find ("Rosalind/sprite"),
            GameObject.Find ("Joseph/sprite"),
            GameObject.Find ("AWA/sprite"),
        };

        nt = GameObject.Find ("NT").GetComponent<Text> ();
    }
}
```

```

        se = GameObject.Find
("SE").GetComponent<SoundEffect> ();
    }

    public void Print() {

        charaName = character.ToString ();

        if (facialExpression == FacialExpression.NEUTRAL) {
            faceId = 0;
        } else if (facialExpression ==
FacialExpression.HAPPY) {
            faceId = 1;
        } else if (facialExpression ==
FacialExpression.SURPRISED) {
            faceId = 2;
        } else if (facialExpression ==
FacialExpression.SAD) {
            faceId = 3;
        } else if (facialExpression ==
FacialExpression.ANGRY) {
            faceId = 4;
        } else if (facialExpression ==
FacialExpression.HURT) {
            faceId = 5;
        }

        if (character == Character.AMBER) {
            charaId = 0;
        } else if (character == Character.JASPER) {
            charaId = 1;
        } else if (character == Character.IOLITE) {
            charaId = 2;
        } else if (character == Character.ROSALIND) {
            charaId = 3;
        } else if (character == Character.JOSEPH) {
            charaId = 4;
        } else if (character == Character.AWA) {
            charaId = 5;
        }

        face = chara[charaId].GetComponent<Face> ();
        face.FaceChange (faceId);
        se.Sound (soundEffect);
        nt.text = "<b>" + charaName + " :</b>\n" + line;
    }

    void Update () {

    }
}

```

[Face class]

```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class Face : MonoBehaviour {

    private SpriteRenderer face;

    public Sprite neutral;    //0
    public Sprite happy;     //1
    public Sprite surprised; //2
    public Sprite sad;       //3
    public Sprite angry;     //4
    public Sprite hurt;      //5

    private Sprite[] faceId;

    void Start () {
        face = this.GetComponent<SpriteRenderer> ();
        faceId = new Sprite[] { neutral, happy, surprised,
sad, angry, hurt };
        face.sprite = faceId [0];
    }

    public void FaceChange (int id){
        face.sprite = faceId[id];
    }

    void Update () {

    }
}

```

[SoundEffect class]

```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;

public class SoundEffect : MonoBehaviour {

    private AudioSource audioSource;

    void Start () {
        audioSource = this.GetComponent<AudioSource> ();
    }

    public void Sound(AudioClip audioClip){
        if (audioClip) {
            audioSource.clip = audioClip;
            audioSource.Play ();
        } else {
        }
    }
}

```

```
    }  
    void Update () {  
    }  
}
```