ScriptEase: A Pattern Based Approach to Scripting

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Overview

- What is ScriptEase?
- Why use ScriptEase?
- When to use ScriptEase?
- How to use ScriptEase
- Tips and Tricks

What is ScriptEase?

- A tool to automatically generate scripts for Neverwinter Nights
  - Uses patterns to automatically script commonly occurring scenarios
- External tool used with the Aurora toolset

Why use ScriptEase?

- The goal is to generate scripting code without writing any code
- Easy enough for a non-programmer to use
- Flexible enough to script some complicated scenarios

When should you use ScriptEase?

- You have very little experience programming
  - e.g. a game designer
- You need to script a simple, commonly occurring scenario
- Prototyping
- Can use to complete 90% of a real game's scripts…

How to use ScriptEase - 1

- Preparation
  - Learn the pattern catalog
- Game development
  - Instantiate a pattern
  - Modifying a pattern
    - Removing situations, actions, definitions and conditions
    - Adding actions
    - Adding definitions and conditions

How to use ScriptEase - 2

- Game development – cont.
  - Plot tokens
    - Useful way to pass information between pattern instances
  - (*) actions Vs. regular actions
  - Conditional actions (If there is time)

Tips and Tricks - 1

- Save lots of time testing
  - In the toolset
    - Build → Test Module
  - In ScriptEase
    - Build → Load and Play Module in NWN
- Copy and paste from Encounter Designer to Encounter Builder
  - Can be less tedious than navigating menus

Tips and Tricks - 2

- Picking objects in ScriptEase
  - Use drop down menu in picker to quickly search for objects
- In the toolset
  - Get in habit of only instantiating objects that are in the custom palette
    - Makes ScriptEase much easier to use

Conclusions

- You can use ScriptEase to script most game scenarios
- ScriptEase avoids many of the common errors encountered with programming and scripting languages