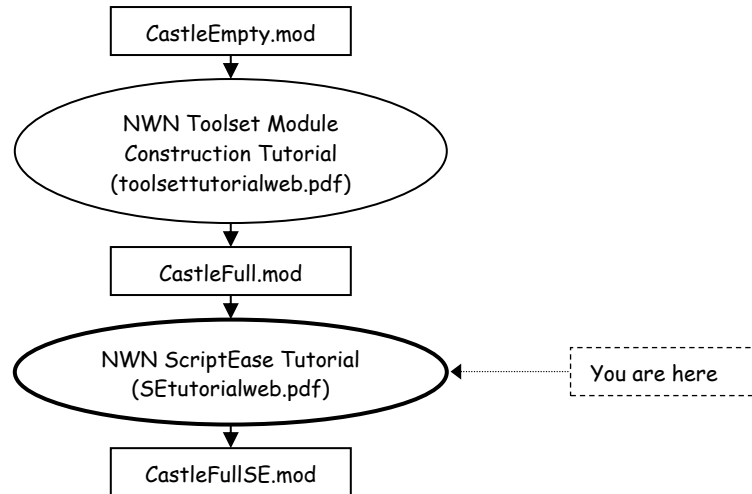


NWN ScriptEase Tutorial

Before You Begin

This tutorial is the second in a two-part series. The first tutorial teaches you how to use the Aurora toolset. The second tutorial, this one, continues where the first tutorial left off, and teaches you how to use ScriptEase. You can download these tutorials and the related module files at <http://www.cs.ualberta.ca/~script/files/>.



Introduction


ScriptEase is a program that complements the Aurora toolset and helps you generate scripts to bring your story to life. It helps you to weave the plot into your story and make it more interesting for the reader/player. Throughout this tutorial we will be building upon the module you created in our toolset tutorial. Or if you wish, you can just start with the CastleFull.mod module. Up until this point the module has only been developed using the Aurora toolset. Using ScriptEase we will bring it to life. As you follow this tutorial, you can compare your results with the CastleFullSE.mod module, which is a finished version.

The general story background for the tutorial is as follows. A young lady comes to the castle to visit her grandmother. Once inside she discovers her Grandmother has been captured by evil creatures. Throughout the story she must fight evil, solve puzzles and obtain items in order to discover the place in the castle where they are holding her Grandmother. She ultimately fights the evil guy holding her Grandmother and defeats him. As a result she frees her Grandmother and has tea. The order in which the story is built is not necessarily chronological, as some plot elements are easier to create than others.

If you have played computer games, you may have noticed that certain patterns exist. Patterns are series of events that often happen together - for instance, one pattern is: When a character uses a switch, a door unlocks. Using patterns, we are going to create a world that carries the gamer through the plot. The character will be able to talk to other

characters, or find items, so that he or she can be immersed in an interesting story.

Patterns

The main type of pattern you will use in ScriptEase is the Encounter pattern, which is represented on your screen by the E symbol . Encounter patterns are organized by what type of object they work with. Options for Encounter types include:

- Triggers
- Placeables
- Containers
- Conversations
- Doors
- Items
- Transitions

We will try out almost all of these Encounter types as we go through the ScriptEase Tutorial. Let's get started.

Tutorial 1: Acquire Potion Gain XP

Once you create an encounter and set its parameters, ScriptEase creates scripts that bring to life the directions you have provided. In this first tutorial, we are going to create an Encounter that gives you experience points (XP) when you pick up a certain potion. This is important to our story since XP enable characters to move up levels and as a result become more advanced. First, we need to start up ScriptEase.

1. Double click on the ScriptEase icon located on your desktop.
2. From the file menu select Open Module.
3. Make sure "CastleFull.mod" is CLOSED in Aurora before moving on. ScriptEase and Aurora can't use the same module at the same time.
4. Browse to the modules folder and open "CastleFull.mod".

The ScriptEase Program window is set up similar to a Windows Explorer window. You will notice the top part of the window is the "explorer section" where all of the folders regarding your short story module are displayed. For now you just have 1 folder - CastleFull.mod. By adding encounters into this main folder you are adding plot elements and details to your story.


5. Right-Click on the CastleFull.mod folder and select New-Specific Encounter | Items | Award XP for acquired item.
6. In the bottom grey window click the "Acquired Item" tab.

7. Click the "Pick..." button. This brings up the object picker, which allows you to choose objects that you created in the Aurora Toolset.
8. Find the "Potion of Cure Moderate Wounds" you created in the toolset, and highlight it. Then click ok. This should return you to the ScriptEase window.
9. In the grey window click the "XP Awarded" tab.
10. Change the constant 0 to 100.
11. Choose the Save Module and Compile option from the file menu and try picking up the potion in the game to see what happens.

Exercise 1

- A. Set it up so that when a player picks up the 50 gold pieces in the castle they are awarded 250 XP.
 - B. Script it so that a player may sit on one of the chairs in room 1. HINT: chairs are placeables.
- * Try out the changed game!!

Tutorial 2: Disturb Statue - Unlock Door

Within an Encounter Pattern that you have created there will be one or more situations automatically created represented by the symbol . Situations represent different parts of the Pattern, although sometimes there is only one part. Situations enable you to make your story more complex. Sometimes there will be situations created that you don't need. These are there because of the philosophy that it's easier to delete rather than recreate. The Encounter we are creating in tutorial 2 relates to solving a puzzle. The main character must remove a book called the "Origin of Magic" from a statue before a door in the castle will unlock and allow the character to go through and continue with their search of the castle.

1. Open the CastleFull.mod you were previously working with.
2. Right-Click on the CastleFull.mod folder and select New-Specific Encounter | Containers | Container disturb - (specific item) toggle door.
3. In the grey window, under the Description tab, change the Instance Name to "Statue Disturb - Open Door".
4. In the grey window click the Container tab.
5. Use the pick button to find the Statue you created in the toolset.
6. Left-click on the first "Statue" and click ok.
7. In the grey window click the Specific Item tab.
8. Use the pick button to find the Origin of Magic book you created in the toolset.
9. Left-click on the book and click ok.

10. In the grey window click the Door tab.
11. Use the "Pick..." button to find "halltolibrary" under Universal | Wood
12. Left-click on the "halltolibrary" door and click ok.
13. Expand the "Statue Disturb - Open Door" pattern in the top window. Inside of it, there are several Situations, however we only need one of them. So we will delete the ones we don't need. Right-click on Add Specific Item and click "delete". Do the same thing to delete "Steal Specific Item".
14. Choose the Save Module and Compile option from the file menu and try just opening the door. Then restart the game and this time remove the book from the statue and then try the door.

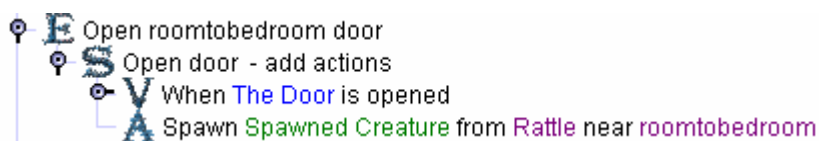
Exercise 2

- A. Set it up so that when a player adds the Origin of Magic book ("container disturb") to the empty statue, Spidy appears ("spawn creature") and attacks the player. (HINT: You don't need to specify the item you are going to add in ScriptEase).
* Try out the changed game!!


Tutorial 3: Use Door - Spawn Creature

Situations within Encounters can become even more complex. Situations will always contain one Event represented by the symbol **V**. They also may include one or more actions represented by the symbol **A**. The way the game works is that when certain events occur, it finds the situations (that you wrote) with that event, and performs all of the actions in the situation. You are once again able to create more and more depth to your story.

In this tutorial a creature will be created when you open a certain door in the castle. So in this case, the event is "when the door is opened", and the action is to create a creature. This is just another one of the many challenges the granddaughter will face when searching the castle. An example of what part of your screen should look like when you have finished tutorial 3 is displayed below.



1. Open the CastleFull.mod you were previously working with.
2. Right-Click on the CastleFull.mod folder and select New-Specific Encounter | Doors | Use Door.
3. Under the Description tab change the Instance Name to "Use roomtobedroom"

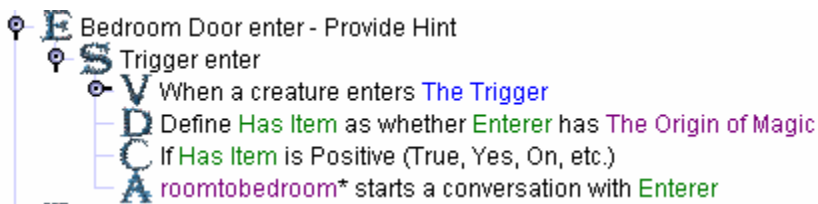
- door".
4. In the grey window click the Door tab.
 5. Use the "Pick..." button to find the roomtobedroom door you created in the toolset. Highlight it and click ok.
 6. Expand the Encounter menu. We only need the situation "Open Door - add actions". Delete the other three situations.
 7. Left-click on the Situation "Open door - add actions".
 8. In the grey window click the Plot tab.
 9. Select the radio button "Yes, run it only the first time the conditions are satisfied".
 10. Expand the Situation "Open door - add actions".
 11. Highlight Add an Action | Action Atom | Object Creation | Spawn a Creature near an object.
 12. Right-click on "Replace this action..." and select Delete.
 13. Highlight the Action line "Spawn Spawned Creature..."
 14. In the grey window click the Creature Blueprint tab.
 15. Use the "Pick..." button to find the skeleton "Rattle" you created in the toolset. Highlight it and click ok.
 16. In the grey window click the Target tab.
 17. Use the pick button to find the roomtobedroom door under Door  | Universal | Stone
 18. Choose the Save Module and Compile option from the file menu and try just opening the door. Then restart the game and this time remove the book from the statue and then try the door.

Exercise 3


- A. Add an action to the Encounter Chair use - sit | Situation Sit so that when the PC sits an ACTION - one-liner conversation occurs. Use the "chairconversatio.dlg" file.
 - B. Set it up so that when the roomtobedroom door is closed the Bedroom Chest appears in the bedroom. (HINT: You are creating a placeable near an object and the target for the object is the waypoint Chest Creation).
 - C. Create a Container use Encounter so that when the book is removed the statue speaks (Enter text in Constant field) and lets the PC know to put the book into the other statue.
 - D. Create a Container open/dead Encounter so that the Grandson NPC is "spawned" near "Grandson's Chair" when Greendude is defeated.
- * Try out the changed game!!

Tutorial 4: Bedroom Door provides Hint of Bedroom Chest

Tutorial 4 sets up another puzzle for the main character and provides a hint of a hidden chest. Often you will want to do something that is different from the Patterns that are provided. This tutorial also introduces Definitions represented by the symbol **D** and conditions represented by the symbol **C**. Definitions allow you to specify details related to the story that you need to use in the specific Encounter you created. For example, they can be used to find out if a character has an item in its possession. Conditions then allow you to carry out actions based on whether the definition is positive or negative, true or false, yes or no etc. An example of what part of your screen should look like when you have finished tutorial 4 is displayed below.



1. Open the CastleFull.mod you were previously working with.
2. Right-Click on the CastleFull.mod folder and select New-Specific Encounter | Triggers | Trigger enter - show object monologue.
3. Under the description tab change the Instance Name to "Bedroom Door enter - Provide Hint".
4. In the grey window click the Trigger tab.
5. Use the pick button to find the "Conversation Trigger" under "Generic Trigger".
6. Left-click on the trigger and click ok.
7. In the grey window click the Object tab.
8. Use the pick button to find the roomtobedroom door.
9. Left-click on the door and click ok.
10. In the grey window click the Conversation tab.
11. Use the pick button and select doorconversation.dlg. Click ok.
12. Expand the Trigger enter situation.
13. Right click on the Trigger enter situation.
14. Highlight Add a Definition | Binary | Testing Creature/Placeable Properties | Whether a creature/placeable has an item.
15. In the grey window click the Owner tab.
16. Click the Select Container radio button.
17. Use the drop down menu to pick "The Enterer".

18. In the grey window click the Item tab.
19. Use the pick button to find the Origin of Magic Book.
20. Right click on the situation "Trigger enter" select Add a Condition | If Positive.
21. In the grey window click the Definition tab.
22. Use the drop down menu to select Has Item.
23. Highlight the Action line "Object* starts a conversation..."
24. In the grey window click the Starter tab.
25. Use the pick button to find the roomtobedroom door under Door  | Universal | Stone.
26. In the grey window click the Partner tab.
27. Select "Enterer" from the drop down menu.
28. Choose the Save Module and Compile option from the file menu and try just opening the door. Then restart the game and this time make sure you are in possession of the book before opening the door.

Exercise 4

- A. Create a Container open/dead Encounter called Spidy Defeated. Arrange it so that when Spidy dies the PC is given 1500XP. This enables them to go up a level. You need to define The PC as a creature, in order for it to work.
- B. Set it up so that when the player puts on the amulet in room 5 and then steps into room 5B Norbert is "spawned". (HINT: you need to use Trigger enter - spawn creature near object, where your trigger and your target is **Room 5B trigger** and you need to create a new definition that checks whether "the item is equipped" in other words whether the Enterer has the amulet around their neck.)

* Try out the changed game!!

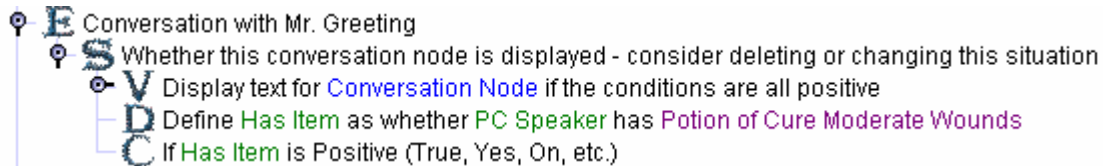
Tutorial 5: Conversation with Mr. Greeting

A short story needs to have conversation amongst the characters in order for the story to make sense. When a person is reading a short story they read every line. However, in the interactive short story we are creating we must guide our characters in order for the plot events to unfold. We use conversations to provide hints to the characters about what to do next. ScriptEase allows you to do a little bit more with conversations including: displaying certain text based on conditions you set up such as checking whether the character has a certain possession.

Earlier you created a conversation in the ScriptEase conversation editor. Some times, certain parts of the conversation may not make sense unless certain things have happened. If this is the case, ScriptEase can allow you to prevent these parts of the conversation from appearing depending on what your character did earlier, by using the patterns in the

"Conversation" menu.

In this tutorial, you will set up a specific conversation with Mr. Greeting only if the character has the "potion of cure moderate wounds" in their possession. An example of what part of your screen should look like when you have finished tutorial 5 is displayed below.



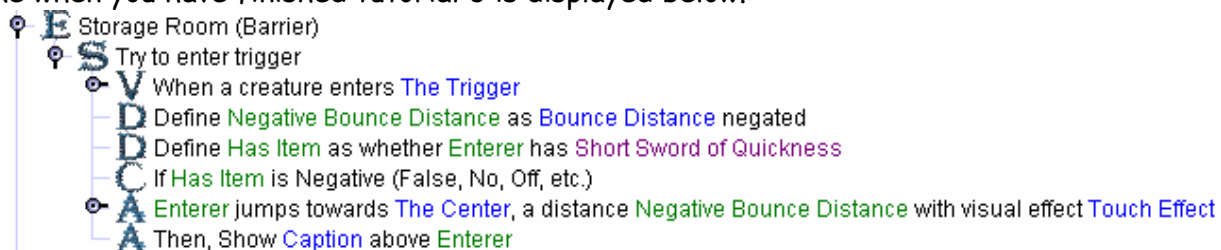
1. In ScriptEase, open CastleFull.mod if you don't already have it open.
2. Right-Click on the CastleFull.mod folder and select New-Specific Encounter | Conversations | Basic Conversation.
3. Under the description tab change the Instance Name to "Conversation with Mr. Greeting".
4. In the grey window click the Conversation Node tab.
5. Use the "Pick..." button to find the Conversation "mrgreetinghint.dlg".
6. Left-click on the conversation.
7. Select the **FIRST** "OWNER" line. ("Hello <FirstName> welcome to the castle") and click ok.
8. Expand the Encounter "Conversation with Mr. Greeting".
9. Right-click on the Situation "These actions will..." and select Delete.
10. Expand the remaining Situation.
11. Right click on the Condition "Always positive..." and select Delete.
12. Right click on the Situation "Whether this conversation..." select Add a Definition | Binary | Testing Creature/Placeable Properties | Whether a creature/placeable has an item.
13. In the grey window click the Owner tab.
14. Click the "Select Container" radio button and choose PC Speaker from the dropdown menu.
15. In the grey window click the Item tab.
16. Use the pick button to locate the "Potion of Cure Moderate Wounds" under Miscellaneous | Potions.
17. Right click on the Situation "Whether this conversation..." select Add a Condition | If Positive.
18. In the grey window click the Definition tab.
19. Click the Select Binary radio button.
20. Use the drop down menu to select Has Item.
21. Choose the Save Module and Compile option from the file menu and try talking to Mr. Greeting. Then leave the castle and obtain the Cure potion. Reenter the castle and talk to Mr. Greeting again to see the difference.

Exercise 5

- A. Set up a basic conversation with the Dragon - Norbert ONLY IF the PC is **WEARING** the amulet. The conversation was created previously and is called "norbert.dlg".
 - B. Set up a basic conversation with the Maid using the "bookhint.dlg" Conversation Node. Also arrange it so that the maid gives the PC their potion of invisibility. (HINT: this is an ACTION).
- * Try out the changed game!!

Tutorial 6: Barriers

As mentioned before, when a reader is reading a story it is easy to have them follow your desired path. With the game story we want to be able to stop the character from going certain places until plot events have unfolded. This tutorial shows you one example of blocking the character from going into a certain room. The character must obtain an item - sword, before the barrier disappears. An example of what part of your screen should look like when you have finished tutorial 6 is displayed below.



1. Open the CastleFull.mod you were previously working with.
2. Right-Click on the CastleFull.mod folder and select New-Specific Encounter | Triggers | Trigger enter/exit - barrier.
3. In the grey window, under the description tab, change the Instance Name to "Storage Room (Barrier)".
4. In the grey window click the Trigger tab.
5. Use the pick button to find the Barrier Trigger under Custom Palette | Generic Trigger. Once you have Barrier Trigger selected click ok.
6. In the grey window click the Center tab.
7. Use the pick button to find the Barrier Waypoint under Custom Palette | Waypoints. Once you have Barrier Waypoint selected click ok.

8. In the grey window click the Touch Effect tab.
9. Ensure the Constant Radio button is pressed. Select *Globe Use*.
10. In the grey window click the Destroy Effect tab.
11. Ensure the Constant Radio button is pressed. Select *Dispel*.
12. In the grey window click the Bounce Distance tab.
13. Ensure the Constant Radio button is pressed. Type 2.5.
14. In the grey window click the Caption tab.
15. Ensure the Constant Radio button is pressed. Type "YOU MUST OBTAIN THE SWORD TO GAIN PASSAGE".

We have now set up the encounter. However, we must add a Definition and a Condition in order to make sure the character is in possession of the sword to pass through. If you would like, try out the game to see what happens when you try to go into the storage room.

16. In the main window, right-click on Try to exit trigger and select delete.
17. In the main window, right-click on Destroy barrier on entry and select delete.
18. In the main window, right-click on Destroy barrier on exit and select delete.
19. Expand the Situation menu. Right click on Situation (Try to enter trigger) and choose Add a Definition | Binary | Testing Creature/Placeable Properties | Whether a creature/placeable has an item.
20. In the grey window, click the Owner tab.
21. Ensure the Select Container radio button is pressed and choose Enterer from the drop down menu.
22. In the grey window, click the Item tab.
23. Use the pick button to select Weapons | Bladed | Short Swords | Short Sword of Quickness. Click ok.
24. Right-click again on situation and choose Add a Condition | If negative
25. In the grey window click the Definition tab.
26. Ensure the Select Binary radio button is pressed. Select Has Item from the drop down menu.

It is now scripted so that if the character does not have the sword (If negative) then the barrier will go off. * Try adding an ACTION so that when a person does try to enter the barrier without the sword they take damage.

Exercise 6

- A. Create a barrier in the doorway of the 3rd bedroom in the long hall (numbered 13 in the previous tutorial). Use the Destroy barrier on entry Situation so that if the enterer has the skeleton key they are granted passage. Use also the Room 13 Trigger and Waypoint created in the previous tutorials.

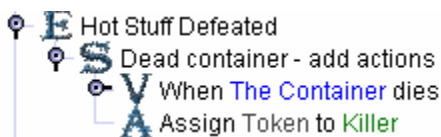
Tutorial 7 - Introduction to Plot Tokens

This tutorial introduces you to a unique feature of ScriptEase - plot tokens.

Plot tokens are invisible items that are given or taken away, when certain actions occur. Later in the game, you can test which plot tokens the character has, to determine what should happen next. They are very useful for tying plot events together. In our case, we want to give our main character a plot token when they defeat the boss monster. The castle will not be safe for your Grandmother until you have this plot token.

Most objects in the game can be destroyed. When these objects are destroyed, the "death" event occurs. This can be useful when you'd like to move the plot forward once the main character has killed an enemy.

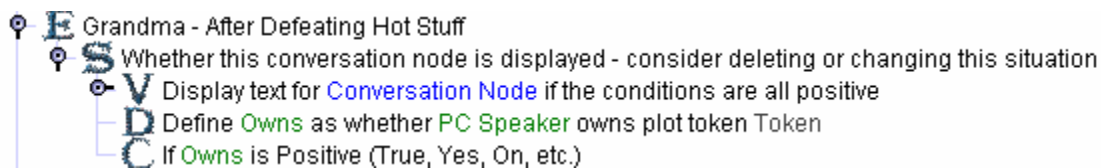
An example of what part of your screen should look like when you have finished tutorial 7 is displayed below.



1. Open the CastleFull.mod you were previously working with.
2. Right-Click on the CastleFull.mod folder and select New-Specific Encounter | Container open/dead.
3. In the grey window, under the description tab, change the Instance Name to "Boss Defeated".
4. In the grey window, click the Container tab.
5. Click "Pick..." and choose "Hot Stuff" from the menu. Click ok.
6. Right-click on the "Open container" situation and choose Delete.
7. Expand the "Dead container" Situation and delete the "action placeholder".
8. From the Tools menu at the top of the window select Plot Token Builder.

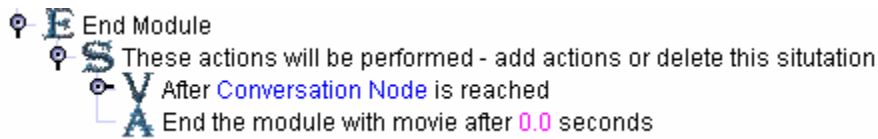
9. Right click in the white window and choose "New Plot Token".
10. In the Token Name field name the Plot token "DefeatHotStuff".
11. Click the X to close the window.
12. Right-click on the Dead container situation and Add an Action | Action Atom | Plot | Assign a plot token to an object.
13. In the grey window click the Plot Token tab.
14. Ensure the Constant Radio button is pressed. Select "DefeatHotStuff" from the drop down menu.
15. In the grey window click the Recipient tab.
16. Ensure the Select Object Radio button is pressed. Select Killer from the drop down menu.

Now you have created a plot token which is given to the character once the final monster is defeated. When you have that plot token, all the monsters have been killed, so you can safely bring your grandmother out from the bedroom. We'll do this by making a new part of the conversation available. Here's an image of what you should see when you're done:



1. Right click "CastleFull.mod" and click "New Specific Encounter | Conversations | Basic Conversation".
2. In the Description tab, change the Instance Name to "Grandmother - After Defeating Hot Stuff".
3. In the "Conversation Node" tab, click "Pick...", then click "grandmother.dlg", and on the right side, highlight "All of the monsters have been killed, everything's ok now."
4. Click ok.
5. Expand "Grandmother - After Defeating Hot Stuff".
6. Expand "Whether this conversation node is displayed".
7. Delete "Always Positive".
8. Right click "Whether this conversation node is displayed", then click "Add Definition | Binary | Plot | Whether an object owns a plot token".
9. On the "Owner" tab, click "Select Object" and choose "PC Speaker".
10. In the "The Token" tab, click "Constant" and choose "DefeatHotStuff".
11. Click the "These actions will be performed" situation.
12. Click the "Plot" tab.
13. Click "Yes, run it only the first time the conditions are satisfied."
14. Delete the situation "These actions will be performed" by right-clicking it and choosing delete.

Now we have allowed you to access a new part of the conversation. We will now make the module end when your Grandmother asks you to tea. Here's an image of what you should see when you're done:



15. Right click "CastleFull.mod" and click "New Specific Encounter | Conversations | Basic Conversation".
16. In the Description tab, change the Instance Name to "End Module".
17. In the "Conversation Node" tab, click "Pick...", then click "grandmother.dlg", and on the right side, highlight "Sure grandmother, you lead the way."
18. Click ok.
19. Expand "End Module".
20. Delete "Whether this conversation node is displayed".
21. Expand the "This actions will be performed" item.
22. Delete the placeholder action.
23. Right-click the "This actions will be performed" item. Click "Add an Action | Action Atom | Game Control | End the module."

Now play what you've created!

Exercise 7

- A. Try creating a new encounter that displays a visual effect when Hot Stuff is killed. There are many different effects you can try.
- B. If you have extra time, you can create items that your grandma will give you before you fight the last monster, to give your character an advantage. You can also customize your monster. These will require you to make changes in the Aurora toolset as well as ScriptEase.