

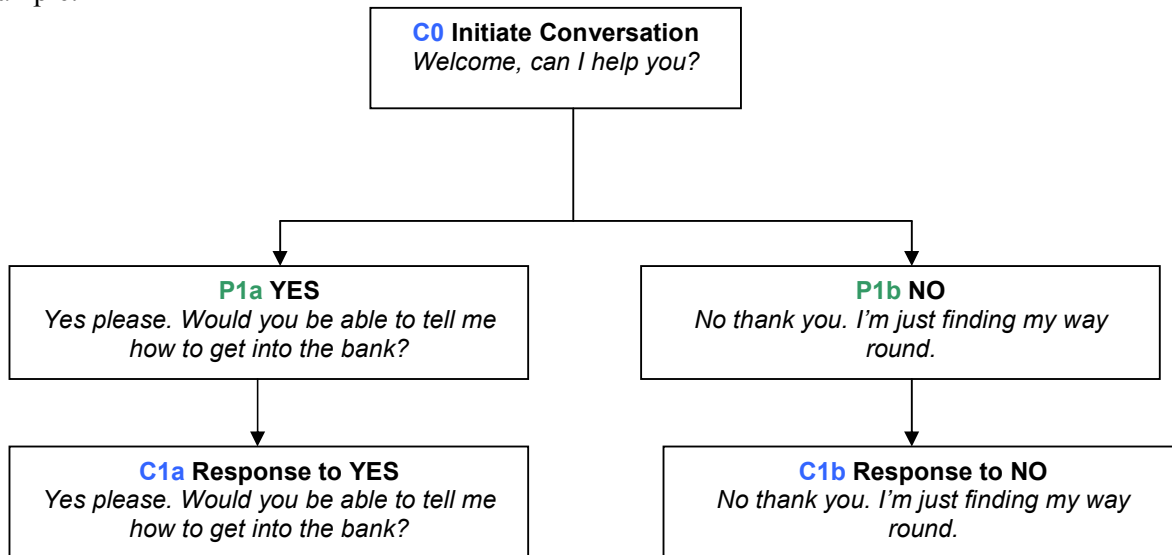
Speech in MissionMaker

Before you start ...

- **Note** that the **Character** must always have the first and last word.
- **Note** that the **Character** 'says' the speeches that you create, whereas the **Player** has choices of things to say 'added to player list.' That is, you have to program the **Character**; you need to give the **Player** choice, otherwise it gets boring!

Step 1 Planning

Plan what you want the **Character** and **Player** to say or be able to say using a branching diagram. For example:

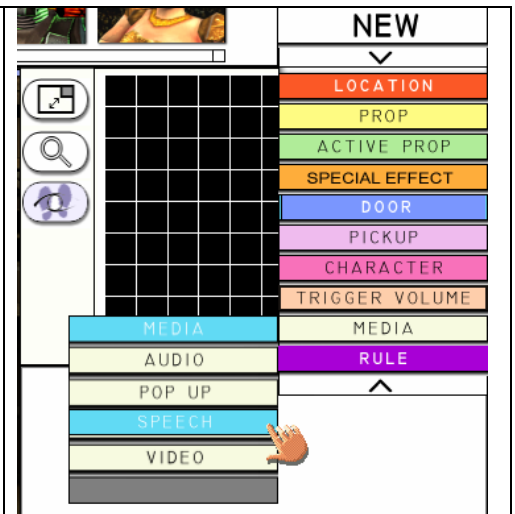


Note that the Character has the first and last word. Note also that the character has a programmed response, no choices.

Step 2 Create the Media

Create all the media, that is, all the speeches that you want the **Character** to say and all the speeches that the **Player** has the choice of saying. To do this:

- Click on MEDIA in the NEW menu and on SPEECH.



- Overtyping the title in the title bar to make sure you can easily find the speech later. You can code this with **C** representing a **Character's** piece of speech and **P** being used as a prefix for the **Player**. Decide on your own naming convention, but look at the diagram in Step 1 for some ideas.
- Type what the **Character** or **Player** will say or be able to say in the Speech Text line. Just click on the line and the box will appear.

PROPERTIES	ACTIONS	ASSOCIATIONS
Filename	ud000000.wav	
State	Stopped	
Audio Volume	1.0	
Speech Text	Hello and welcome to the Wild West	
TTS Speech	<input type="checkbox"/>	
In Player List	<input type="checkbox"/>	
Voicename		

- Decide whether you want the **Character** or **Player** speeches to be Text to Speech (TTS) or recorded.
- If you want the speech to be TTS leave the line as True and select the electronic voice you want by clicking on the Voicename line. You will see a dropdown menu of all the voices available on your machine or network.
- If you want to record audio, click on the microphone button at the bottom of the palette. This will bring up the speech record box. Set the volume level and click on the red, circular, start button.

SPEECH RECORD

Hello and welcome to the Wild West

VOLUME - [slider] +

Voicename | LH Michael

PROPERTIES	ACTIONS	ASSOCIATIONS
Filename	ud000000.wav	
State	Stopped	
Audio Volume	1.0	
Speech Text	Hello and welcome to the Wild West	
TTS Speech	<input checked="" type="checkbox"/>	
In Player List	<input type="checkbox"/>	
Voicename	LH Michael	

EDITOR MAIN

- When you have finished recording click on the square, red, stop button.
- If the speech is to be allocated to the **Character**, leave **In Player List** as False.
- If the speech is to be allocated to the **Player** change **In Player List** to True

Speech Text	Hello and welcome to the Wild West
TTS Speech	<input checked="" type="checkbox"/>
In Player List	<input type="checkbox"/>
Voicename	LH Michael

- Repeat this step for the other speeches that you want to include.
- Check them in the MY GAME, MEDIA menu.

Media (6)

1: Default Game Over Screen

2: C0 Initiate conversation
"Hello and welcome to the Wild West"

3: P1a Thank You
"Thank You, very kind of you to agree to meet me. Where are we going first?"

4: P1b Go Away
"What do you want? Don't bug me. Go away."

5: C1a Response to Thanks
"We are going to the saloon to meet the boys and get a key."

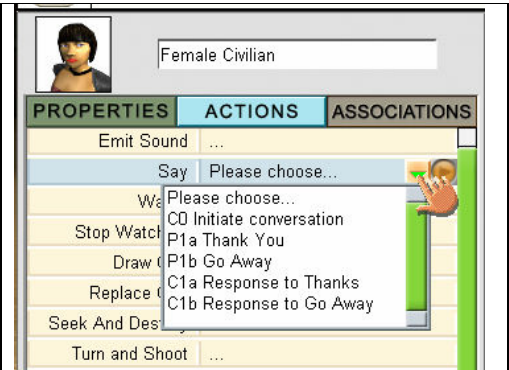
6: C1b Response to Go Away
"I'm sorry. I didn't mean to bug you. I'll go away."

Step 3 Allocate the Media and set the Triggers

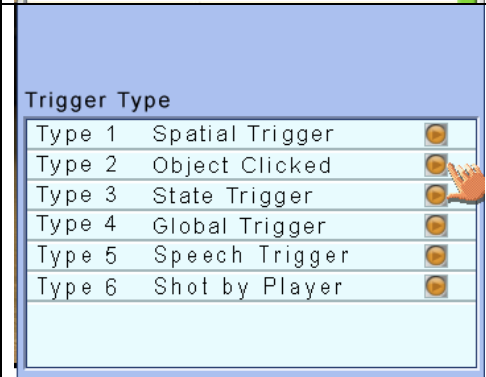
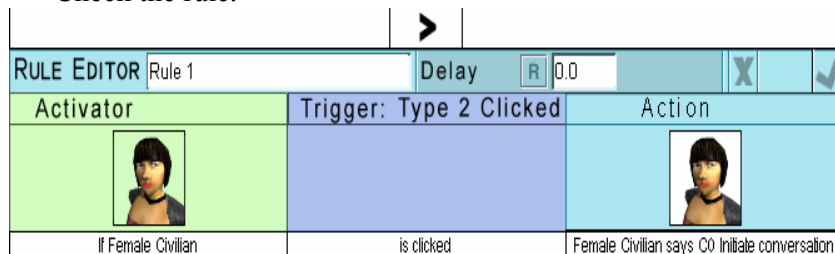
Note to allocate speech to the **Character**, click on the character in the game space.

Note to allocate speech to the **Player**, click on the speech in the MY GAME, MEDIA menu.

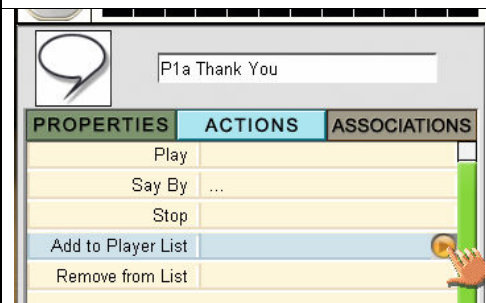
- Click on the **Character**.
- Click on ACTIONS.
- Click on Say and the downward pointing arrow, this brings up a menu of the things available for the **Character** to say.
- Select the item that you want them to say.
- Click on the arrow at the end of the line to set the trigger.



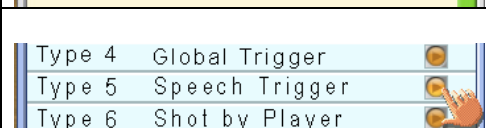
- This will bring up the Trigger Type box.
- If this is the **Character's** first speech you can select whatever trigger you like. For example, Object Clicked. You would then select the 'Object to be clicked' which could be the **Character**.
- Check the rule.



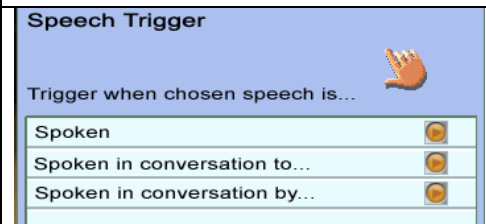
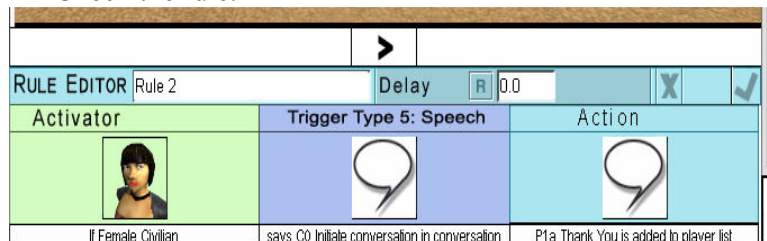
- If you are happy click on the Accept Rule tick.
- Now add the choices available to the **Player** in the Player List.
- Click on MY GAME and MEDIA. Select the first **Player's** speech.
- Click on ACTIONS and Add to Player List and then the arrow at the end of the line. Remember the **Player** is not saying this line: he or she is being given the option of saying it in response to the character.



- This time the Trigger is a Speech Trigger.
- You will be asked to 'Select a piece of Speech Media from your game'. Go to the MY GAME MENU, MEDIA and the speech that prompts this speech to be added to the Player's List, that is, the **Character's** first speech.

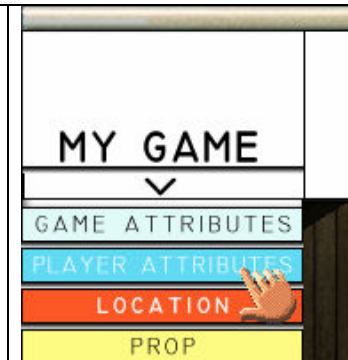


- You will be asked to specify who speaks the line. Select Spoken in Conversation by ... then click on the **Character**.
- Check the rule.



- Do this again for the other option(s)
- You cannot test whether this works until you have added the **Character's** final speeches in response to what the **Player** chooses to say.

- Add the **Character's** responses to the Player's choices.
- Click on the **Character**, ACTIONS and Say.
- Select the response and choose the Speech Trigger.
- This time Spoken in Conversation by ... will be the **Player**. To select the **Player** click on PLAYER ATTRIBUTES in the MY GAME MENU.
- Check your game.



Summary

Click on:
Character;
ACTIONS, Say
Create a Trigger

**C0 Initiate
Conversation**
*Welcome, can I help
you?*

Click on:
MY GAME, MEDIA
and Speech to be
added to Player List
Create Speech
Trigger

P1a YES
*Yes please. Would
you be able to tell me
how to get into the
bank?*

Click on:
Character;
ACTIONS, Say
Create Speech
Trigger

**C1a Response to
YES**
*Yes please. Would
you be able to tell me
how to get into the
bank?*

P1b NO
*No thank you. I'm just
finding my way round.*

**C1b Response to
NO**
*No thank you. I'm just
finding my way round.*