

Speech in MissionMaker

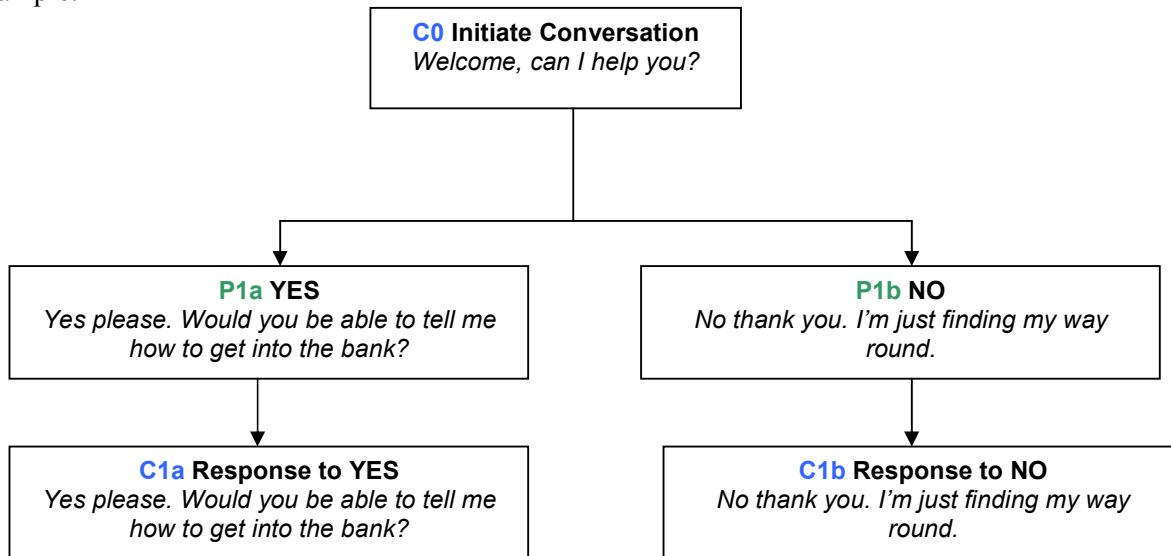
Before you start...

- **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:

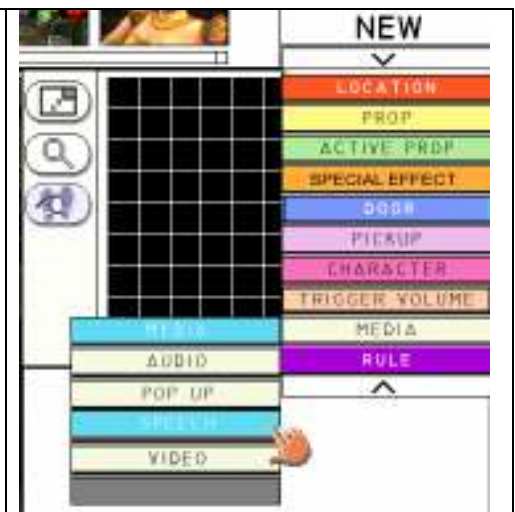


Note that the Character has the first and last word. Note also that the character has a programmed response, no choices.

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:

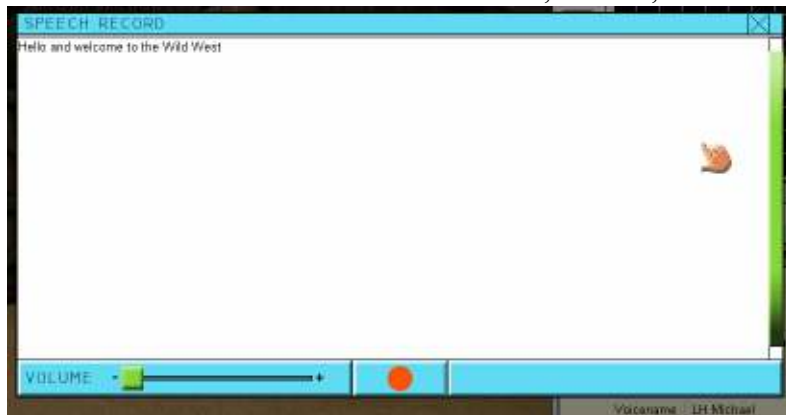
- Click on MEDIA in the NEW menu and on SPEECH.



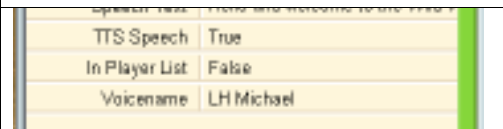
- Overtyping the title in the title bar to make sure you can easily find the speech later. You can code this with **C** representing a **Character's** piece of speech and **P** being used as a prefix for the **Player**. Decide on your own naming convention, but look at the diagram in Step 1 for some 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.



- 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.



- 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



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



Step 3 Allocate the Media and set the Triggers

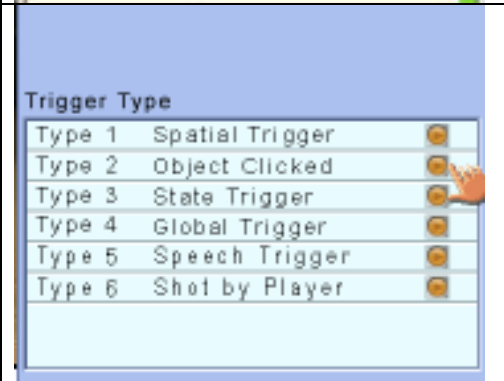
Note to allocate speech to the **Character**, click on the character in the game space.

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.



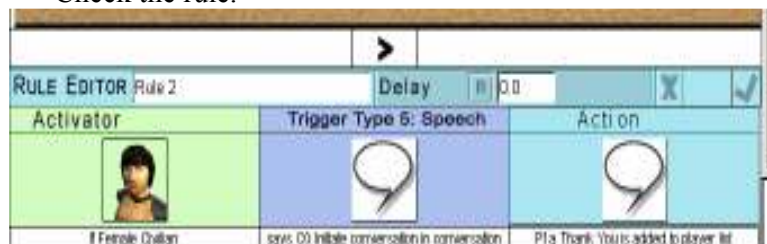
- If you are happy click on the Accept Rule tick.
- Now add the choices available to the **Player** in the Player List.
- Click on MY GAME and MEDIA. Select the first **Player's** speech.
- Click on ACTIONS and Add to Player List and then the arrow at the end of the line. Remember the **Player** is not 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.

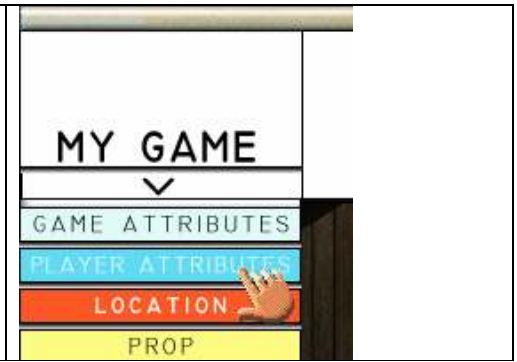


- You will be asked to specify who speaks the line. Select Spoken in Conversation by ... then click on the **Character**.
- Check the rule.



- 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?*

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

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?*

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