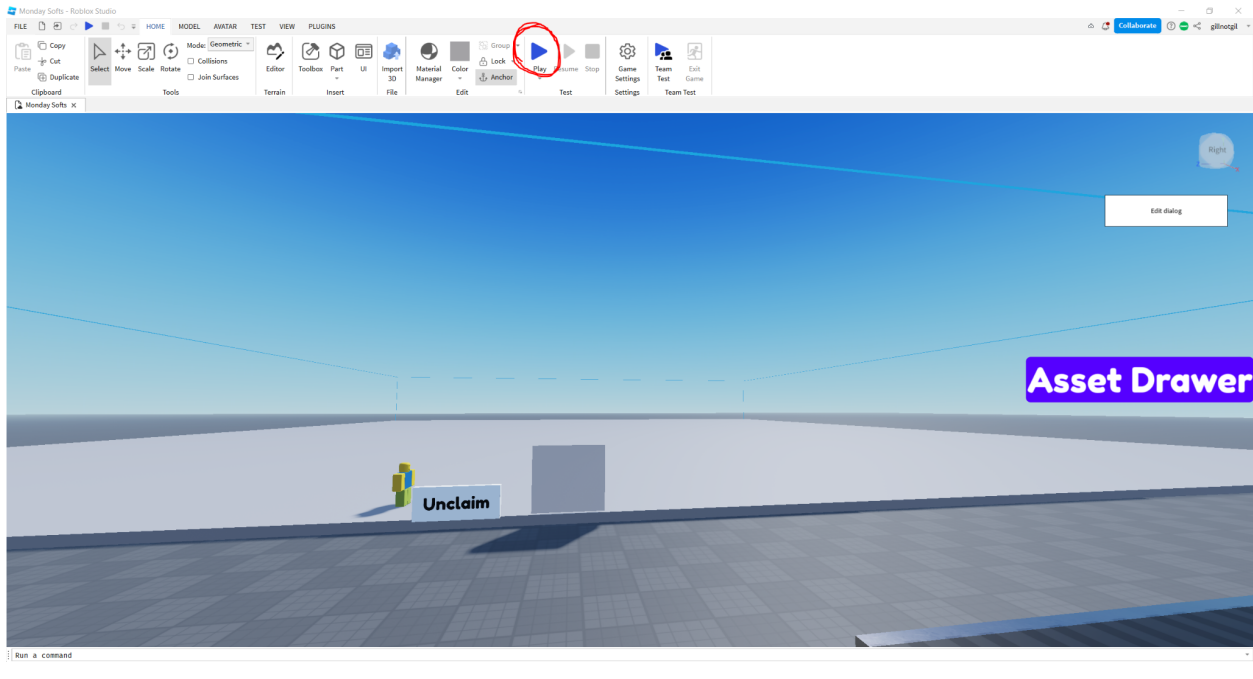


How to use our tool

**Starting the Game:** To start the game, select the blue play button at the top of the screen.

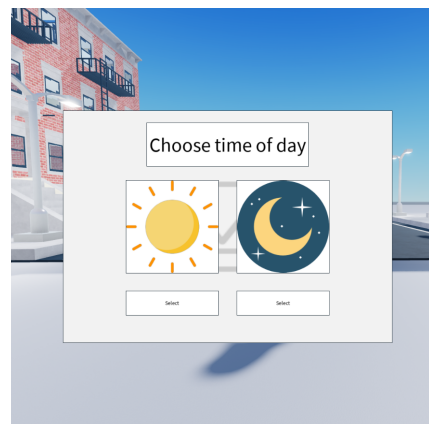
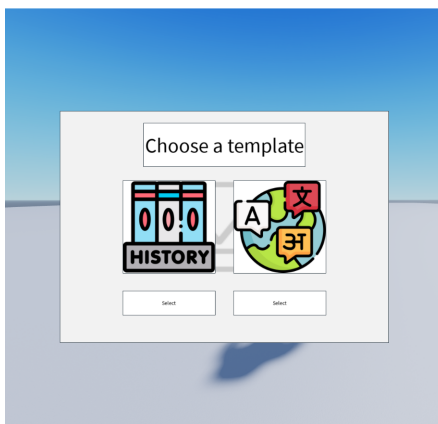


## Roblox Controls

- Use the WASD keys to walk around.
- Hold shift in tandem with WASD to sprint.
- Right click and drag to rotate the camera.
- Press the spacebar to jump.
- Hold down the “E” key to interact with NPCs.

## Claiming a Plot

- Using WASD, run through the gray translucent block on the open plot with the sign labeled “Unclaim” to claim it as your work space. Your plot allows you (and only you) to place and edit items or dialogue. Any other players can interact with the NPCs and run around in your plot, but they cannot edit it.
- Select the scene template you wish to use and choose whether you want night or day.



## Placing Items



- Click the “Asset Drawer” button to open the item placement mode in your plot.
- Select the item you wish to place from the drawer by selecting “Use” then “Yes.” While placing the item, you can use the “R” key to rotate the object. If you want to opt out of placing an item you have selected, you can click the Exit button at the top of the screen.
- Any items you place can be deleted if you decide you don’t want them. To delete items, select the “Delete Item” and click on the placed items you wish to delete. When you are done deleting items, select “Exit” at the top of the screen.
- To close the Asset Drawer, click the “Asset Drawer” button again.
- You can access the Asset Drawer at any time to edit and place items.

## Creating and Editing Dialogue

- To enter or edit dialogue for the existing NPC, use the “Edit Dialogue” button on the right side of the screen.

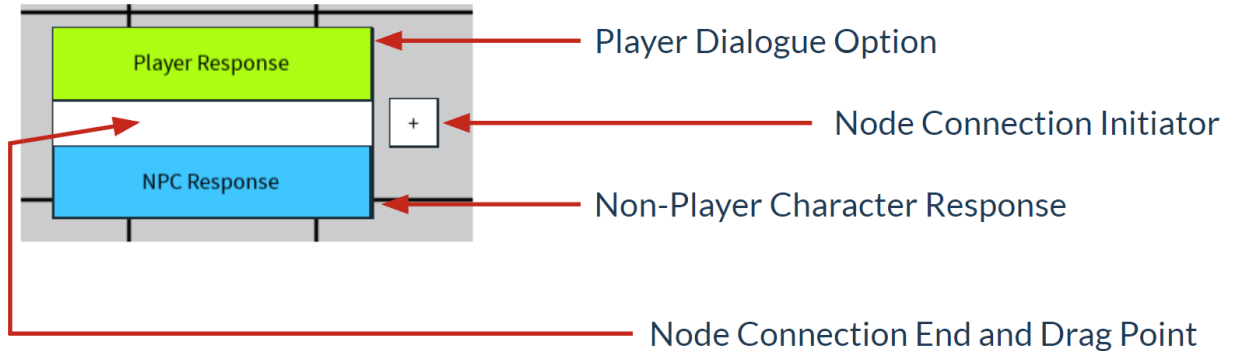


This will pull up an empty dialogue editor. In order to create a conversation in Roblox, you will need to add and connect dialogue nodes. Currently, there is no undo feature available so be careful when creating dialogue connections.



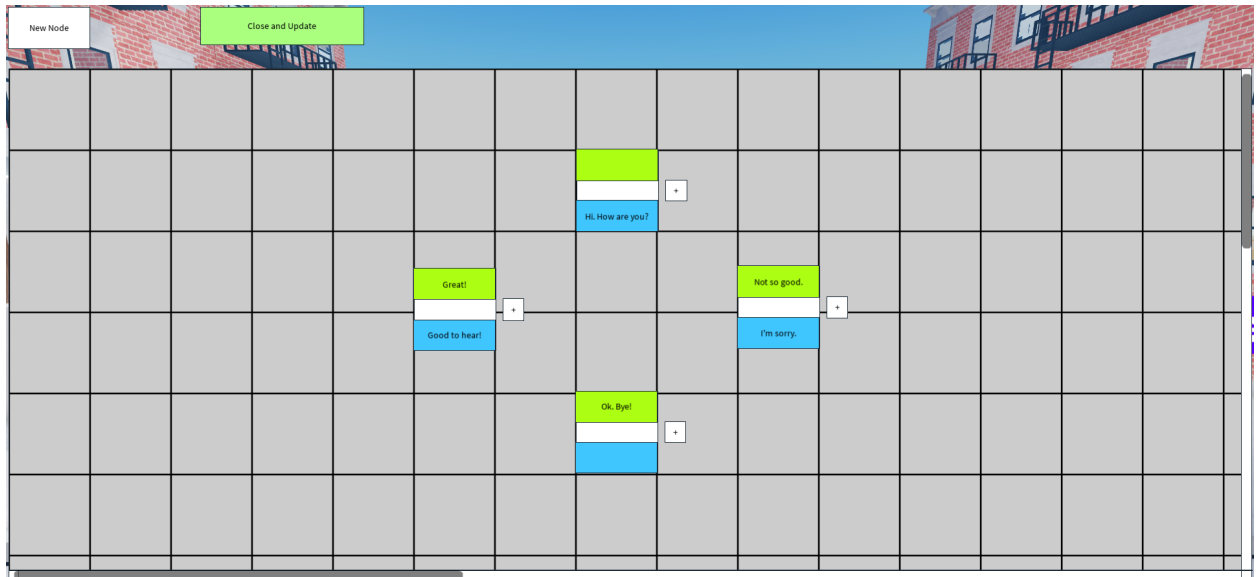
- To add a dialogue box, select “New Node.” This will cause an empty green and blue dialogue node to appear.

### Dialogue Node Anatomy

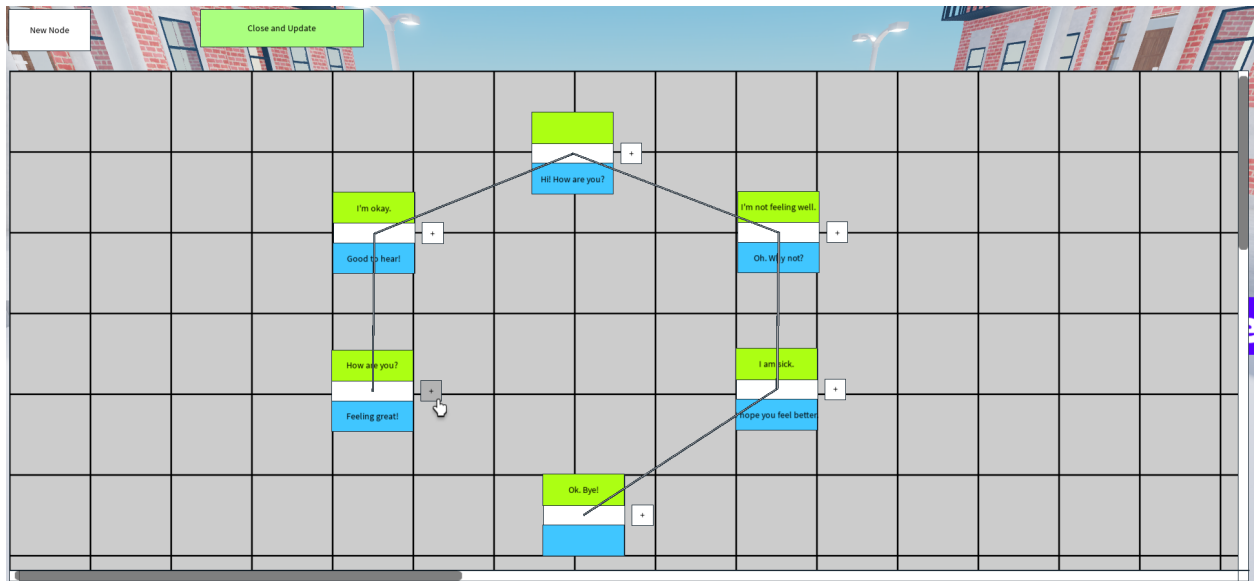


- You can drag and arrange the nodes in any way you want by grabbing the middle white section of the node with your cursor.
- To enter dialogue in the node, type in either the green or blue text fields. The blue section is an NPC response while the green section is the Player response options.

To build a properly functioning conversation, **your first node should always have the green text field left blank.**



- To connect two or more nodes, select the “+” button on the node that should display text first. Then, click the white section of whichever node you want to come next. Attaching multiple nodes will allow for multiple player response options. Nodes can only handle up to three connections response connections so do not exceed three node connections.



- When you're finished writing your dialogue, select the "Close and Update" button at the top of the screen.
- To test your dialogue, run up to the NPC and hold the "E" key to interact. Click through and select dialogue with your mouse.