|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Start Node | | | | |
| nodeID | Unique identifier for the start node. | STRING | nodeID | startNode01 |
| outputConnection | Links the start node to the next dialogue node | STRING | nodeID | dialogueNode01 |
| Dialogue Node | | | | |
| Field Name | Description | Data Type | Data Format | Example |
| nodeID | Unique Identifier for the node. | STRING | nodeID | startNode01 |
| speakerName | Name of the character delivering a dialogue | STRING | Name | Lilyia |
| dialogueLine | Calls the string of text being delivered by a speaker during dialogues | STRING |  | Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. |
| sprite | A filename that calls an image assigned to a character | STRING | character.jpg | Lilyia.jpg |
| cameraEffect | A filename that dictates what effect should take on the screen | STRING | camera\_effect | screen\_shake |
| visualFX | A filename that dictates what effect should be displayed on the screen | STRING | vfxName.prefab | magic\_circle-blue |
| soundEffect | A filename that calls a sound clip onto the scene acting as background ambience | STRING | sfxName.mp3 | sparkle\_sound |
| musicClip | A filename that calls a music clip onto the scene acting as background ambience | STRING | music.mp3 | throneroom\_amb |
| inputConnection | Identifier for the preceding node in the sequence. | STRING | nodeID | startNode01 |
| outputConnection | Identifier for the next node in the sequence. | STRING | nodeID | dialogueNode02 |
| End Node | | | | |
| nodeID | Unique identifier for the end node. | STRING | nodeID | endNode01 |
| inputConnection | Identifier for the preceding node in the sequence. | STRING | nodeID | dialogueNode03 |
| targetSceneID | The scene transitions upon activation of the node. | STRING | sceneID | FIGHT\_DSRT-01 |
| Scene | | | | |
| SceneID | Unique Identifier for a scene included in the Game | STRING | INTRO-01 | FIGHT\_DSRT-01 |
| Save | | | | |
| saveID | Unique Identifier for the save file in the game. This stores the sceneID and nodeID | STRING |  |  |
| saveSlotNumber | This is the slot number of the save file | INT |  | 1 |