Normal Dialogue

{ string : TextID | int : SpecialCaseFlag | string : Character Name| string : DialogueFile | string : Line |

int : BustID | string : TextIDToGoTo }

Hero Dialogue

{ string: TextID | int : specialCaseFlag | int : BustID | int : NumberOfChoices | string : Line | string : TextIdToGoTo } - repeat the red data for each choice

Concluding Dialogue

{ string : TextID | int : specialCaseFlag | string : EventToGoTo }

Description of variables

TextID : Unique ID for each specific dialogue (i.e. A1, AA5, ZZ10)

SpecialCaseFlag : Identifies which type of dialogue this is (1 - Normal Dialogue, 2- Hero Dialogue, 3- Concluding Dialogue)

Character Name: Name of the character talking.

Dialogue File: File path of the voice clip "null" if there is no voice clip.

Line : The text to display.

Bust ID: The enumerated value of which bust to display.

TextIDToGoTo: Unique ID for which dialogue to play next

NumerOfChoices: The amount of choices the user has to select from.

EventToGoTo: Unique ID for each specific dialogue to go to next(i.e. A1, AA5, ZZ10)