

Data Item	Type	Size	Format	Example	Description
x-val	Floating Point	~ 4 bytes	x.yz	4.20	A value that indicates the x coordinate of where the user clicks.
y-val	Floating Point	~ 4 bytes	x.yz	4.20	A value that indicates the y coordinate of where the user clicks.
link	String	~ 19 bytes	res/<name>	res/dousticonb.png	A piece of data that indicates the location of sprites and other files.
id	String	~ 5 bytes	id_<item>	id_mug	An identifier that allows the program to reference objects and characters.
inv	Array	~ 25 bytes	[x, y]	[id_chair, id_spider]	An array that contains the elements that are in the inventory of the player.
event	Boolean	~ 2 bits	event_x	event_17	A piece of data that allows the game to tell wether certain events have been triggered.
dialogue	String	1 - ∞ bytes	dialogue_<character>_<number>	dialogue_matt_17	A value that references the witty banter and descriptions that will occur.
tan	Boolean	~ 2 bits	tan_x	tan_mug	A boolean value that indicates whether an object is tangible.
itemslink	Dictionary	100+ bytes	{x:y, a:b}	{id_mug: res/mug.png}	A dictionary that stores gives items identifier an image to reference.
itemsdesc	Dictionary	100+ bytes	{x:y, a:b}	{id_mug: dialogue_mug_01}	A dictionary that stores each items identifier and dialogue description.
itemstan	Dictionary	100+ bytes	{x:y, a:b}	{id_mug: tan_mug}	A dictionary that stores each items identifier and whether they are tangible.