Tester’s Name: Luis Andrade

Date: 11/3/2014

Time: 11:00am

**Feedback**

* Editor script folder too visible
* Quest Node script missing some documentation
* Clarify NPC – Dialog Response and Dialog relationship
* Conversations missing documentation

**Feature Request**

* Add more prefabs to allow easy conversation creation
  + Conversation
  + Quest node with rewarders
* Quick overview view document
* Allow conversations to be in different game objects

**Moderator Observations**

* tem requirement and quest requirement’s differences were unclear
* Add component button in script is important
* Dialog options must still exist even after they have been added to public outlets