Dialogue Adjustment

This a very short class with just a few lines, which uses the Unity System Serializable. That will help store information about the text boxes created in the previous tutorials and load it into the Dialogue Trigger attached on the NPC. This scrip simply refers to the Name of the NPC which remains untouched, but the aim here is to adjust the size of the text boxes containing the Sentences, so there is more space to type lines of conversation. This scrip doesn’t need to be attached to any object on the scene as it refers directly to the Dialogue.

