Programming Package Instructions

<u>Steps</u>

1) Create an empty game object and name it ChoiceManager
2) Attach the Typewriter script and Choice script to that object
3) Create a TextMeshPro textbox for your choices to display to
4) Customise the array of choice dialogue
5) Set up as many TextMeshPro buttons as you intend to use
6) Under On Click () for each button attach the ChoiceManager object and call ChoiceScript.Choice and assign the appropriate index to each button
7) Have fun 😊

<u>Dependencies:</u>

1) TextMeshPro