Current State	Input	Next State	Output
Idle	Q	none	none
	Arrow Keys	Walking	Character Moves on Arrow Direction
	E on object	Interacting	Locks Player on place + new rules depending on object
	E on person	Talking	Locks Player on place and display dialog
Interacting	Q	Idle	Unlocks player and returns normal commands
	Arrow Keys	none	none
	E on object	none	none
	E on person	none	none
Talking	Q	Idle	Unlocks player and returns normal commands
	Arrow Keys	none	none
	E on object	none	none
	E on person	none	none
Walking	Q	none	none
	Arrow Keys	none	Moves Player
	E on object	Pushing	Locks Player to Object
	E on person	Talking	Locks Player on place and display dialog
Pushing	Q	Idle	Unlocks player and returns normal commands
	Arrow Keys	none	Moves object with player
	E on object	none	none
	E on person	none	none