**Text Effects and Colors Guide**

BBCode RichTextLabel – Godot Guide Site: <https://docs.godotengine.org/en/stable/tutorials/ui/bbcode_in_richtextlabel.html#text-effects>

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**Text Effects Preferences**

* Shake Effect: [shake rate=60.0 level=8 connected=1] [shake]
* Wave Effect: [wave amp=50.0 freq=6.0 connected=1] [wave]

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**Color Effect & Key Term Preferences**

\*I’ll most likely just make “characters” with these colors so that the game automatically does this for me instead, But I’ll still have the hexdecimal colors and key terms here.

* Gaia’s Advocates: [color=#5EFFD5]Gaia’s Advocates[/color]
* Plan PHEONIX: [color=#FF5733]PHEONIX[/color]
* Side Quest item: [color=#FFFF00]\*item name[/color]