Base_Group

- NPCs
- script
- ID
- availableSpace
- speakerDesignated
- topicRead
- topicString
- currentComment
- isReply
- lastSpoken
- polar
- GroupX
- GroupY
- GroupSize

+ Base_Group()
+ Base_Group()
+ renderConversation()
+ getID()
+ setID()
+ AddToGroup()
+ getScript()
+ isAvailable()
+ getSpace()
+ leaveSpace()
and 15 more...

User_Group

+ User_Group()
+ simulateConversation()
+ evaluateSpeaker()
+ setSpeaker()