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... NPC Group + NPC Group()

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