I also have a button you can physically press, I want to use this to be able to spawn a coffee cup when you press a button on the coffee Machine.

I have a safe with the coffee in it, in which the character demo asks for the coffee. I could potentially use this for the future when I want to add ingredients to make the coffee.

When you find and give the coffee to Demo, he will take it from your hand and it is no longer interactable, that way it appears he has taken the coffee from you.

I added a very simple menu as well as a face you function for the dialogue box

I chose to do a working dialogue box because most of my game story will be delivered through dialogue so being able to click through dialogue on a canvas will be very helpful.

Extras: I added an animation so that Demo can Blink, I also made it so that the text box disappears after he is done talking.