**Graph-viz requirements**

There should be a MonoBehaviour class GraphRenderer that can be attached to a UI element with a Rect Transform and Canvas Renderer

GraphRenderer should have a method that accepts an array of edge data, to define the vertices and connections of the graph. Based on the selected layout, GraphRenderer will determine how the node and edges should be arranged. Since MonoBehaviours cannot be generic, edges should probably be int based.

User must be able to supply functions that can control edges and vertices. E.g. if the vertex is a button user should be able to supply an e.g. onclick function