

In the dialogue system, there was a bug that consisted of some lines of text from the first NPC interacted with transferring to the next interaction with other NPCs, which effectively soft-blocked the game in the dialogue. At first, I tried using Ink for the dialogue system as it provides a powerful branching dialogue system, but ultimately decided against it as switching to a different one with its own API had rather unnecessary risk of wasting a huge amount of time (DialogueStartInk_cs_1.png). When I used Debug.Log(index) (DialogueStart_cs_bugfix_4.png) I found out that it wasn't tracking correctly. In order for the code to keep track of the current status of the dialogue, I introduced new variables `_isRunning` and `_isTyping`, as well as forcefully clearing the text left in the canvas after the dialogue is over. In the end, according to my notes (Bugfix_notes_1.png), removing the 61st line (`textComponent.text = lines[index];`) solved the issue