Dialogue:

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

[System.Serializable]

public class Dialogue {

    public string name;

    [TextArea(3, 10)]

    public string[] sentences;

}

DialogueMnager:

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.UI;

public class DialogueManager : MonoBehaviour

{

    public Text nameText;

    public Text dialogueText;

    public Animator animator;

    private Queue<string> sentences;

    // Start is called before the first frame update

    void Start()

    {

        sentences = new Queue<string>();

    }

    public void StartDialogue (Dialogue dialogue){

        animator.SetBool("IsOpen", true);

        nameText.text = dialogue.name;

        sentences.Clear();

        foreach(string sentence in dialogue.sentences){

            sentences.Enqueue(sentence);

        }

        DisplayNextSentence();

    }

    public void DisplayNextSentence(){

        if(sentences.Count == 0){

            EndDialogue();

            return;

        }

        string sentence = sentences.Dequeue();

        StopAllCoroutines();

        StartCoroutine(TypeSentence(sentence));

    }

    IEnumerator TypeSentence (string sentence){

        dialogueText.text = "";

        foreach(char letter in sentence.ToCharArray()){

            dialogueText.text += letter;

            yield return null;

        }

    }

    void EndDialogue(){

        animator.SetBool("IsOpen", false);

    }

}

DialogueTrigger:

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class DialogueTrigger : MonoBehaviour

{

    public Dialogue dialogue;

    public void TriggerDialogue (){

        FindObjectOfType<DialogueManager>().StartDialogue(dialogue);

    }

}

LostScript:

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using System.Diagnostics;

public class LostScript : MonoBehaviour

{

    public GameObject WrongOne;

    public void ShowWrong()

    {

        transform.GetChild(0).gameObject.SetActive(true);

    }

}

MoveSystem:

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using System.Diagnostics;

public class MoveSystem : MonoBehaviour

{

    public GameObject correctForm;

    private bool moving;

    private bool finish;

    private float startPosX;

    private float startPosY;

    private Vector3 resetPosition;

    public GameObject WrongText;

    [SerializeField] private AudioSource WrongAnswer;

    [SerializeField] private AudioSource RightAnswer;

    [SerializeField] private AudioSource DropItem;

    [SerializeField] private AudioSource PickItem;

    // Update is called once per frame

    void Start()

    {

        resetPosition = this.transform.localPosition;

    }

    void Update()

    {

        if(finish == false){

            if(moving)

            {

                Vector3 mousePos;

                mousePos = Input.mousePosition;

                mousePos = Camera.main.ScreenToWorldPoint(mousePos);

                this.gameObject.transform.localPosition = new Vector3(mousePos.x - startPosX, mousePos.y - startPosY, this.gameObject.transform.localPosition.z);

            }

        }

    }

    private void OnMouseDown(){

        if(Input.GetMouseButton(0))

        {

            PickItem.Play();

            Vector3 mousePos;

            mousePos = Input.mousePosition;

            mousePos = Camera.main.ScreenToWorldPoint(mousePos);

            startPosX = mousePos.x - this.transform.localPosition.x;

            startPosY = mousePos.y - this.transform.localPosition.y;

            moving = true;

        }

    }

    public void deleteWrongone()

    {

        WrongText.SetActive(false);

    }

    private void OnMouseUp(){

        moving = false;

        if(Mathf.Abs(this.transform.localPosition.x - correctForm.transform.localPosition.x) <= 1.5f && Mathf.Abs(this.transform.localPosition.y - correctForm.transform.localPosition.y) <= 1.5f)

        {

            this.transform.localPosition = new Vector3(correctForm.transform.localPosition.x, correctForm.transform.localPosition.y, correctForm.transform.localPosition.z);

            finish = true;

            GameObject.Find("PointsHandler").GetComponent<WinScript>().AddPoints();

            RightAnswer.Play();

        }

        else{

            if(Mathf.Abs(this.transform.localPosition.x - 5f) <= 1.5f && Mathf.Abs(this.transform.localPosition.y - 3.5f) <= 1.5f){

                this.transform.localPosition = new Vector3(resetPosition.x, resetPosition.y, resetPosition.z);

                WrongAnswer.Play();

                WrongText.SetActive(true);

                Invoke("deleteWrongone", 0.5f);

            }

            else if(Mathf.Abs(this.transform.localPosition.x + 6f) <= 1.5f && Mathf.Abs(this.transform.localPosition.y - 3.5f) <= 1.5f){

                this.transform.localPosition = new Vector3(resetPosition.x, resetPosition.y, resetPosition.z);

                WrongAnswer.Play();

                WrongText.SetActive(true);

                Invoke("deleteWrongone", 0.5f);

            }

            else if(Mathf.Abs(this.transform.localPosition.x - 0f) <= 1.5f && Mathf.Abs(this.transform.localPosition.y - 3.5f) <= 1.5f){

                this.transform.localPosition = new Vector3(resetPosition.x, resetPosition.y, resetPosition.z);

                WrongAnswer.Play();

                WrongText.SetActive(true);

                Invoke("deleteWrongone", 0.5f);

            }

            else{

                DropItem.Play();

            }

        }

    }

}

Pause\_Menu:

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.SceneManagement;

public class Pause\_Menu : MonoBehaviour

{

    public static bool GameIsPaused = false;

    public GameObject pauseMenuUI;

    // Update is called once per frame

    void Update()

    {

        if(Input.GetKeyDown(KeyCode.Escape)){

            if(GameIsPaused){

                Resume();

            }

            else{

                Pause();

            }

        }

    }

    public void Resume(){

        pauseMenuUI.SetActive(false);

        Time.timeScale = 1f;

        GameIsPaused = false;

    }

    void Pause(){

        pauseMenuUI.SetActive(true);

        Time.timeScale = 0f;

        GameIsPaused = true;

    }

    public void LoadMenu(){

        Time.timeScale = 1f;

        SceneManager.LoadScene("Main menu");

    }

    public void QuitGame(){

        Application.Quit();

    }

}

SceneChanger:

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.SceneManagement;

public class SceneChanger : MonoBehaviour

{

    public void NextLevel(int \_sceneNumber){

        SceneManager.LoadScene(\_sceneNumber);

    }

}