* In prefabs there are 3 objects
  + Character is the player
  + NPC are characters to place around
  + TextBoxUI is the canvas that instantiates when clicking on the NPC
* In the scene, place the NPC, change its clothing and features with the materials.
* Right click the NPC and unpack it completely from prefabs.
* Click on hoverdetector. There is a script attached called chatbox handler. You will need to set the public objects.
  + GV should be attached to main camera.
  + Player should be the player in the scene.
  + X and Y threshold are for detecting how close the player is to the NPC. Adjust them as you see fit. Default is 2 for each.
  + This Character should be set to the empty parent NPC object this script is attached to.
  + Talking script is a .txt document that will run through the dialogue
* Theres a scene called CM that is a test scene that has examples to go off of.
* TALKING SCRIPT FORMAT:
  + Lines of dialogue should be separated by a new line.
  + It could be as many as you like.
  + Once you ask a question and need the responses you put 1101588 onto a new line.
  + Then four responses, each starting with either 0 (false answer) or 1 (true answer), then immediately followed up with the responses.
  + The next 4 lines after the responses should be their follow-ups to the responses in correlation to their previous placement.
  + If you want the dialogue to continue, after the response follow-ups, put 8675309 onto a new line.