* NPC’s
  + When adding an NPC from prefabs, there will be a component script called NPC talking handler. In that you will need to set certain materials in a specific order.
  + *The NPC has a child object called hoverdetector that will have a script called chatbox handler. Make sure its public variables are set* 
    - *GV - main camera*
    - *Player - character*
    - *Talking script - any script you want. I have them saved and ran as .txt files in the scripts folder for the time being. As long as you follow the format, you can write in any script you want and drag and drop it in there.*
    - *X threshold - default 2*
    - *Z threshold - default 2*
    - *This character - The NPC*
  + Skins
    - Element 0 will be default skin looking left
      * M1, f1, m2, f2, m3, f3, m4, f4
    - Element 1 will be blinking skiing looking left
      * M1blink, f2blink, m3blink…
    - Element 2 will be default skin looking right
      * M1r, m2r, f2r, f4r….
    - Element 3 will be blinking skin looking right
      * M1rblink, f2rblink, m3rblink…
    - Element 4 will be looking left and talking
      * M1tl, f2tl, f4tl, m3tl…
    - Element 5 will be looking right and talking
      * M1tr, f2tr…
  + Clothes
    - Element 0 will be looking left
      * shirtl
    - Element 1 will be looking right
      * Shirtr
  + Hair and glasses will follow the same format. If they are bald and/or have no glasses be sure to set two elements to the blank material
  + GV (MainCamera)
  + Player (Character)
* Main Camera script components
  + Global variables
  + Camera movement
  + Global Character materials
    - This is going to be a nightmare and if you ask, I will set it up.
    - This is a global holder of all player materials that will make up their animations.
    - What to set:
    - (COLOR) Scrubs:
      * Structure of material names:
        + Scrubwrf1
        + Name of material part
        + Color of material (w-white)(p-purple)(y-yellow)...
        + R = facing right. If there is no R its facing left.
        + Frame number. If its not there its the default frame.
      * Element 0: default frame looking left
        + scrubw, scrubb, scrubp…
      * Element 1: first foot up frame looking left
        + Scrubwf1, scrubbf1, scrubpf1…
      * Element 2: second foot up frame looking left
        + Scrubwf2, scrubbf2, scrubpf2
      * Element 3: default frame looking right
        + scrubwr, scrubbr, scrubpr…
      * Element 4: first foot up frame looking right
        + Scrubwrf1, scrubbrf1, scurbprf1…
      * Element 5: Second foot up frame looking right
        + Scrubwrf2, scrubbrf2, scrubprf1
    - ^This will have to be done for each color of scrubs to automatically set the materials for the animation script.
    - Glasses:
      * Element 0 & 1
        + Two blank materials
      * Element 2:
        + glasses
      * Element 3:
        + Glassesr
    - Ponytail:
      * Will go through the same order as the ints in the Global Variables describe
      * Element 0:
        + pblack
      * Element 1:
        + pblackr
      * Element 2:
        + pblonde
      * Element 3:
        + pblonder
      * Element 4:
        + pbrown
      * Element 5:
        + pbrownr
      * Element 6:
        + porange
      * Element7:
        + poranger
      * Element 8:
        + pred
      * Element 9:
        + predr
    - Short hair will follow the same format, replace p with s.
    - No hair will be 2 blank materials
    - Skin blink male
      * m1blink
      * m1rblink
      * m2blink
      * m2rblink
      * m3blink
      * m3rblink
      * m4blink
      * m4rblink
    - Skin male
      * m1
      * m1r
      * m2
      * m2r
      * m3
      * m3r
      * m4
      * m4r
    - Skin blink female and skin female will follow the same format, just replace the m with f.
  + Character Loader
    - Hold tight on this because I might remove a lot of public material objects in this script because I think they are unnecessary now.
* Character scripts
  + I think since this is a prefab it will set automatically but just in case.
  + GV and GCM will be attached to main camera