What this code will achieve is that when the player walks to the designated unit near the npc, a dialog box will pop up in front of the player, and the pre-designed npc dialogue will appear on it. Among them, the npc dialogue will have several branches, and the player will be given different clues by choosing different options.

distance = 888

Dialog document = ??

**class** interaction:

    """

    Constructor here.

    """

**def** \_\_init\_\_(self) -> **None**:

        """

        Some basic parameters.

        """

        Self.\_distance = 0

        self.\_id = npcid

**def** meetnpc(parameter) -> None:

        """

        Players get clues through dialog.

        """

        If distance == Self.\_distance：

Read dialog ’a reader here’

If choice 1：

Clue 1：

Elif choice 2

Clue 2：

Else：

null