# Audio

* Background Music
  + Stop previous track
* Play Audio
* Stop Audio //Stops ALL audio

# Character

* Enter scene
  + Direction
  + Enter
* Expression
  + Character
* Pose

# Story

* Dialogue
* Branch
* Affect Value

# Scene

* Change Background
* Change UI Sprite

# Utility

* Spawn Object
* Rotate Object
* Move Object

# Other

* Log