# Audio

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

# Character

* **Enter scene**
  + **Direction**
  + **Enter**
* **Exit Scene**
* Expression
  + Character
* Pose
* Move

# Story

* **Dialogue**
* **Audio Dialogue**
* Visual Dialogue ?
* **Branch**
* Affect Value
* !Show Image!

# Scene

* **Change Background**
  + Panning
* Change UI Sprite
* Show Particle
* Weather
* Color Gradient

# Utility

* **Spawn Object**
* Rotate Object
* Move Object
* **Loading Screen**

# Other

* **Log**