local Chat = game:GetService("Chat")

local npc = script.Parent

local characterParts = npc.CharacterParts

local head = characterParts.Head

local clickDetector = npc.ClickDetector

--Add table below

local dialogueArray= {"Oi tudo bem?" ,"De onde você vem", "Venho de Brumandinho","Vamos comer um Hamburguer?", "Sei um bom lugar" }

local function speak()

local dialogue = dialogueArray[1]

Chat:Chat(head, dialogue)

wait(1)

local dialogue = dialogueArray[2]

Chat:Chat(head, dialogue)

wait(1)

local dialogue = dialogueArray[3]

Chat:Chat(head, dialogue)

wait(1)

local dialogue = dialogueArray[4]

Chat:Chat(head, dialogue)

wait(1)

local dialogue = dialogueArray[5]

Chat:Chat(head, dialogue)

wait(1)

end

clickDetector.MouseClick:Connect(speak)