

Requirement 4

instance where more than one condition has to be met in order to add the new monologue into the list.

Pros:

- Similar to the previous requirement, the speaking functionality can be integrated into new NPCs without many changes.
- The design allows for monologues to be added or removed with ease.
- The design allows for changes to be made without changing a lot of things.

Cons:

- The design requires high complexity even for basic task.

Future extension support:

- Allow for more NPCs to be created with different specific conditions to activate some monologues.