Design: game node-conversation

Visual - non-interactable elements	source link	position	size width	size height		
background picture [0..1]	-- {1}	-- {1}	-- {1}	-- {1}		note: {<number>} means for the same object of this data, the same object contains <number> of this property value that is, {0..1} is optional
character picture [0..n]	-- {1}	-- {1}	-- {1}	-- {1}		
						note: [<number>] means for this piece of conversation, how many object can it contains. for example, there can be no or multiple character picture on the same piece, but only 1 or none background picture is allowed

Text	content					
text: content (on UI) [0..1]	-- {1}					
text: speaker name (on UI) [0..1]	-- {1}					

Visual - interactable elements	shape /picture source	sound effect	pressed consequence			
button/clickable item [0..n]	-- {1}	-- {0..1}	-- {1} (for example, udpate some game data)			

Audio	source link	loop or not	volume			
background music [0..1]	{1}	{boolean}	integer?			
voiceline [0..1]	{1}	FALSE	integer?			

Visual - visual effect	options					
visual effect [0..n]	-- (for example, filters, move effect later: weather)					

Output of the data above would be parsed by the **to-do custom conversation parser**, to be the generated website presentation