

Design: game node-conversation				
Input - visual - non-interactable elements	source link	position	size width	size height
background picture [0..1]	--	--	--	--
character picture [0..n]	--	--	--	--
Input - visual - text	content			
text: content (on UI) [1]	--			
text: speaker name (on UI) [1]	--			
Input - visual - interactable elements	shape /picture source	sound effect	pressed consequence	
button/clickable item [0..n]	--	--	-- (for example, update some game data)	
Input - visual - visual effect	options			
visual effect [0..n]	-- (for example, filters, move effect later: weather )			
Input - audio	source link	loop or not	volume	
background music [0..1]	--	--	--	
voiceline [0..1]	--	--	--	