To add a talkable character or other sprite:

Add sprite to scene. Attach boxcollider2D with trigger enabled, and attach rigidbody2D with fixed angle, is Kinematic, and gravity scale = 0. Make collider 1x1 or 1x0.5 and make y center = 1. Make tag “Talkable” and give character a meaningful name. Use this name in scripts/dialog/characterLines.cs to choose lines to give them in sequence.