

```
1 //Telling which Libraries we can get components from.
2 using System.Collections;
3 using System.Collections.Generic;
4 using UnityEngine;
5
6 [System.Serializable]
7 public class Dialogue {
8     //defining variables
9     public string name;
10
11     //pretty simple script which just makes the boxes inside of unity bigger so that
12     //we can edit the game easier.
13     [TextArea(3, 10)]
14     public string[] sentences;
15
16 }
17
```