

```
1  //Telling what libraries we can get Components from.
2  using System.Collections;
3  using System.Collections.Generic;
4  using UnityEngine;
5  using UnityEngine.UI;
6
7  public class DialogueManager : MonoBehaviour {
8      //defining variables
9      public Text nameText;
10     public Text dialogueText;
11
12     public Animator animator;
13
14     private Queue<string> sentences;
15
16     // Use this for initialization
17     void Start () {
18         //make sentences a string so we can have multiple together and have
19         //queue to make one go after another instead of making an array
20         //which for this would be overall less efficient...
21
22         sentences = new Queue<string>();
23     }
24     //start the dialogue
25     public void StartDialogue (Dialogue dialogue)
26     {
27         animator.SetBool("IsOpen", true);
28
29         nameText.text = dialogue.name;
30
31         sentences.Clear();
32         //once we displace one sentence, go to the next
33         foreach (string sentence in dialogue.sentences)
34         {
35             sentences.Enqueue(sentence);
36         }
37
38         DisplayNextSentence();
39     }
40     // when the number of sentences left = 0, close the dialog box and allow
41     // movement of
42     // both player and villager.
43     public void DisplayNextSentence ()
44     {
45         if (sentences.Count == 0)
46         {
47             EndDialogue();
48             return;
49         }
50
51         string sentence = sentences.Dequeue();
52         StopAllCoroutines();
```

```
52     StartCoroutine(TypeSentence(sentence));
53 }
54
55 IEnumerator TypeSentence (string sentence)
56 {
57     //creates a text that can be edited inside unity so that
58     //I don't have to keep going inside script to enter text
59     // mostly quality of life.
60     dialogueText.text = "";
61     foreach (char letter in sentence.ToCharArray())
62     {
63         dialogueText.text += letter;
64         yield return null;
65     }
66 }
67
68 void EndDialogue()
69 {
70     animator.SetBool("IsOpen", false);
71 }
72
73 }
74
```