

```
1 //Defining Libraries from where we can get Components.
2 using System.Collections;
3 using System.Collections.Generic;
4 using UnityEngine;
5
6 public class DialogueTrigger : MonoBehaviour {
7     //defining variables
8     public Dialogue dialogue;
9
10    public void TriggerDialogue ()
11    { //Essentially, there must be a trigger that starts the actually conversation.
12        //inside of Dialogue Manager, I created a script to make a BoxCollider2D which
13        //so When "E" was pressed, the dialogue would open.
14        FindObjectOfType<DialogueManager>().StartDialogue(dialogue);
15    }
16
17 }
18
```