Structure: Calls Local.getLesson() which will return a graph of screenNodes. It will then convert the nodes to actual screen objects by traversing the graph. Any null transition reference will be directed to the next act.

Local:

* Will have screen types: lesson, challenge, failure, success, additional info (neutral)
* Will understand learning objective transition types to create the transitions for the graph of screen nodes
* Wll have text types: user/player, enemy/villain, hero, alt1, alt2
* Will have general/generic placeholders for each screen type and dynamically create all the screenNodes for the screen graph nodes

Learning objective:

* Will have static transition types: beginning of lesson, beginning of store, beginning of challenge, next act – these will be used on options/answer choices
* Will define the number of each screen type, with text and text type, with q/a for challenge type and where to go for each answer choice