For object generation the code I wrote uses multiple different files to achieve the desired outcome.

The outcome: A random event is spawned at a random point in time on the path in front of the player character which runs down the path and when the player hits the event object it cuts to the first multiple answer dialogue tree.

When the event\_spawner is spawned in it runs two different scripts. One for counting if the player has gotten to the right amount of steps to spawn an event and one for spawning an event.

The object should be created when the player gets to the main level.