Project Setup

# Overview

## Scenes, Prompts, Responses

The game’s story is divided into scenes. A scene contains a set of prompts that are displayed to the player. Each prompt has a set of responses that the player can choose from. Each response contains an ID of a prompt or scene to jump to when the response is selected by the player.

## Structure

The dialogue tree is represented as a [directed graph](https://en.wikipedia.org/wiki/Directed_graph). Each response points to a prompt.

# Scenes

## Overview

A **scene** is a collection of prompts and their respective responses. A scene is identified by a text ID, contains a title that is displayed at the top of the screen, and contains an optional image that is displayed below the title. The prompt’s text is displayed below the scene’s image and each response is displayed below the prompt’s text.

## Structure

* ID: string
  + Unique identifier for the scene.
* Root prompt ID: string
  + ID for the prompt to be displayed when entering the scene.
* Title: string
  + The scene’s title that is displayed on the screen.
* Image path: string
  + Relative path to the image file to be displayed.
  + “null” if no image is to be displayed.

# Prompts

## Overview

A **prompt** is a message and a set of responses to be displayed. A prompt is identified by an ID, contains a message to be displayed to the player, and contains a set of up to four responses for the player to interact with.

## Structure

* ID: string
  + Unique identifier for the prompt.
* Message: string
  + Text to be displayed when the prompt is loaded.
* Responses: string[4]
  + Array of four strings containing IDs for each possible response, with the first index being the first response displayed.

# Responses

## Overview

A **response** is an option the player can select in reaction to a prompt.

## Structure

* ID: string
  + Unique identifier for the response.
* Text: string
  + Message to be displayed to the player.
* Next prompt: string
  + ID of the prompt to jump to when the player selects the response.