Character placement/movement order:

Characters moving in pairs (or who meet by collision if they will have separate pathing) should have either dialogue boxes pop up in order to read properly, or this can be easily fixed by having them simply move in pairs, and the character who speaks first would be placed on the left with the responding character to their right to be read properly. Examples are below:

Pairs: Each character will have their corresponding chat bubble appear over their head. Again, if needed to simplify, they can move in pairs and chat bubble will just remain affixed over their individual head so no need to have it pop up. In the final version of the game, the plan is to have the chat speech bubble pop accompanied by the sound of breaking glass, and the (CharName) Fart reaction bubble will appear over their head in place of the asset (CharName) Chat bubble.

First Chat Dialogue pairs below:

Ronda (left, 1st) and Blaire (right, 2nd)

Guava (left, 1st) and Xander (right, 2nd)

Winston (left 1st) and Boss (right, 2nd)

Obeesha (left, 1st) and Vlor (right, 2nd)

Dirk (left, 1st) and Flavia (right, 2nd)

Cammy (left, 1st) and Dale (right, 2nd)

Alt or second Chat Dialogue pairs below:

Rhonda (left, 1st) and Obeesha (right, 2nd)

Guava (left, 1st) and Blaire (right, 2nd)

Dale (left, 1st) and Vlor (right, 2nd)

Winston (left, 1st) and Dirk (right, 2nd)

Boss (left, 1st) and Flavia (right, 2nd)

Cammy (left, 1st) and Xander (right, 2nd)