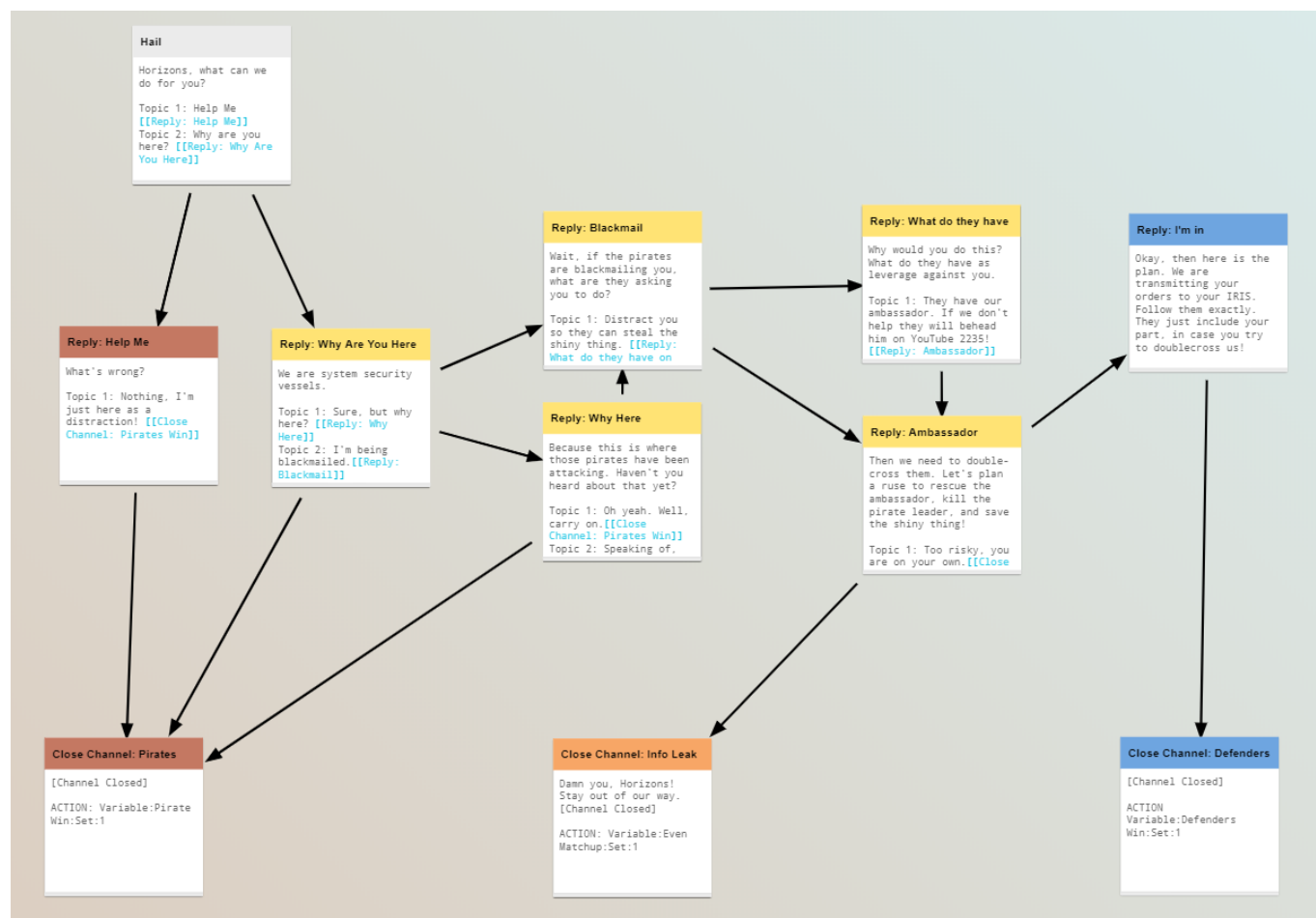


# Dialog Tree

The “tree” of available dialog between players and NPCs that can be explored in the Operations/Communications station.

Below is a flowchart outlining a potential conversation.



Each box represents a DIALOG GROUP. Each Dialog Group can contain Text, Topics, and Actions.

TEXT is what the NPC sends to the Player.

TOPICS are what the Player can say in reply to the NPC. Choosing a Topic will link the player to the next Dialog Group.

ACTIONS are triggered when the Dialog Group is activated (and the NPC Text is transmitted).

Looking at the flowchart, explore the sample conversation and see how the Player's future is impacted by their choices.

*A tutorial article and video on how to write this sample conversation are coming soon!*

## Add Dialog Group

| Name     | Description  | Value                      |
|----------|--|----------------------------|
| ID       | The unique ID for this Dialog Group  | text field, must be unique |
| Links To | The ID of another Dialog Group that will be triggered after the activation of the current dialog group.  | drop-down selection        |
| Text     | The text message sent by the NPC to the Player. If multiple options are added, one will be randomly selected from the list each time this Dialog Group is triggered. | text                       |
| Topics   | The response(s) available for the player to send to the NPC. Each Topic has its own ADD TOPIC menu.  | see next section           |
| Actions  | Actions that are triggered when this Dialog Group is activated.  | see Actions                |

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