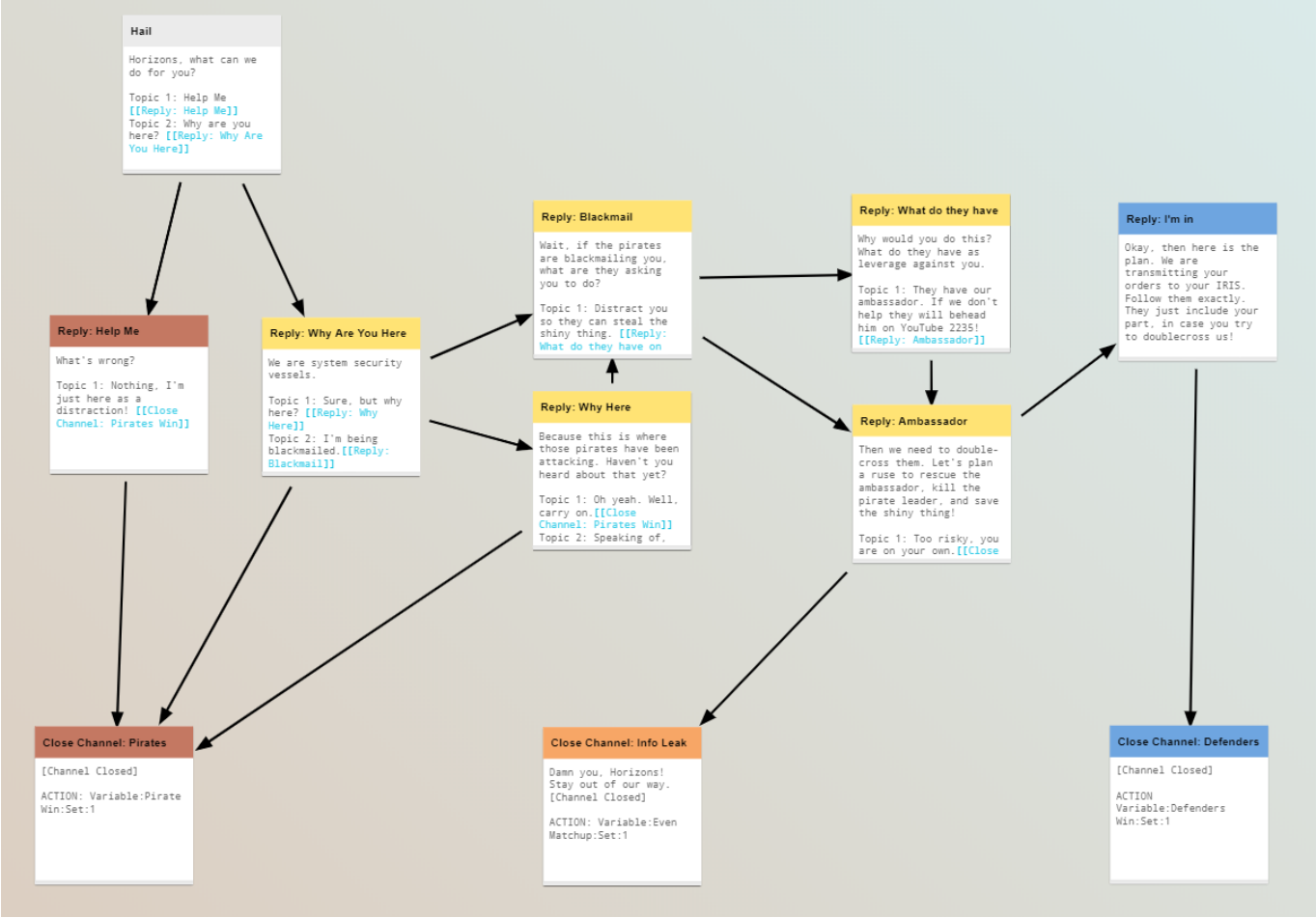
Dialog Tree

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. *Opening the image will make it easier to read.*



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.

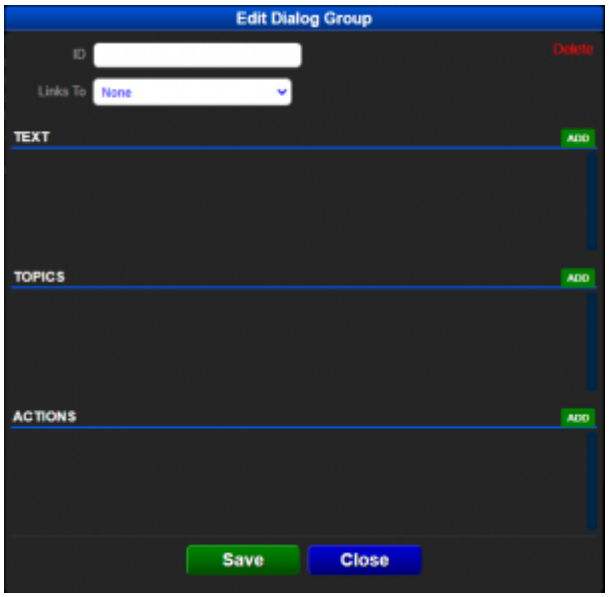
ACTIONS are triggered when the Dialog Group is activated (and the NPC Text is transmitted).

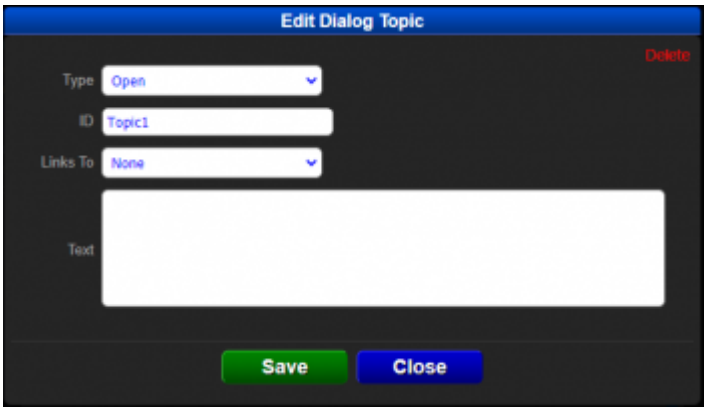
Looking at the flowchart, explore the sample conversation and see how the Player's future is impacted by their choices.

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 Topics
Actions	Actions that are triggered when this Dialog Group is activated.	see Actions





Add Topic

Name	Description	Value
Type	The type of communication being sent. Use open for general text and the other options for specific transmissions (such as requesting permission to dock). See Dialog Topic Types for more details.	drop-down selection
ID	The unique ID of this particular Topic from within the Dialog Group.	text
Links To	The ID of another Dialog Group that will be triggered after the transmission of this topic.	drop-down selection
Text	The text message sent by the Player to the NPC.	text

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