

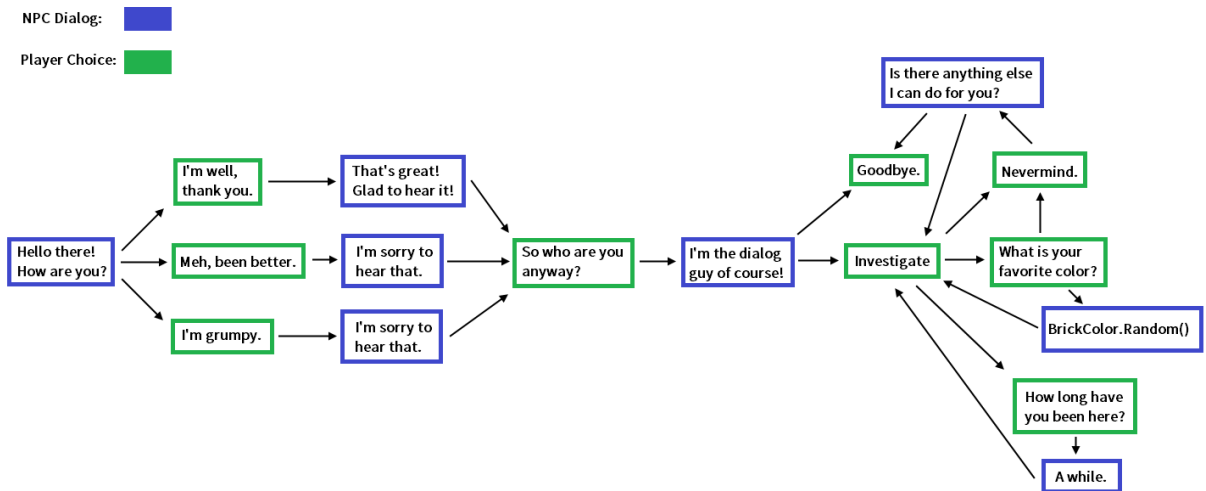
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🕒 Created	@September 20, 2022 2:55 PM
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Feature list

- ☐ A node graph: Showing the narrative flow

This graph is for one NPC

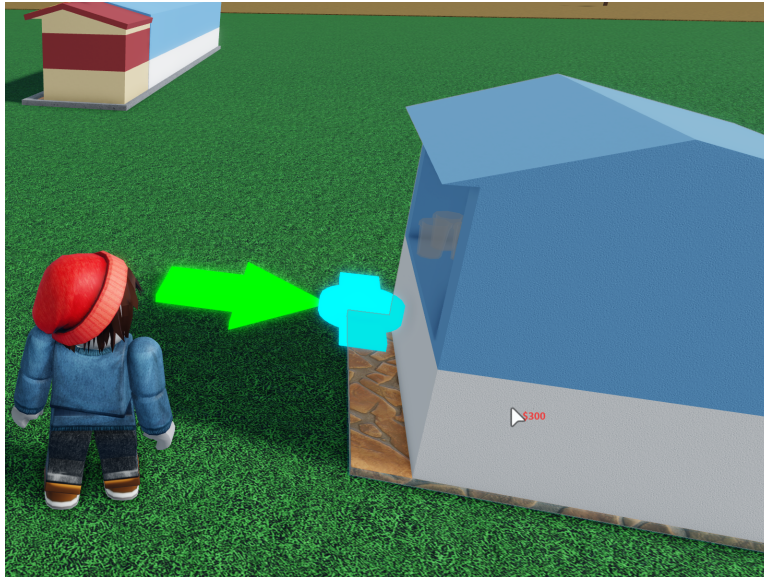


- ☐ A global status system, which can let each node get stats of belongings, whether interacted with other NPCs or not, or values like money, etc.

- ☐ A basic building system, as simple as tycoon-like games

- Placement
- Movement

- Character adding



- ☐ Should have a save-and-load system, each student can have their own server(Theme-park tycoon)

