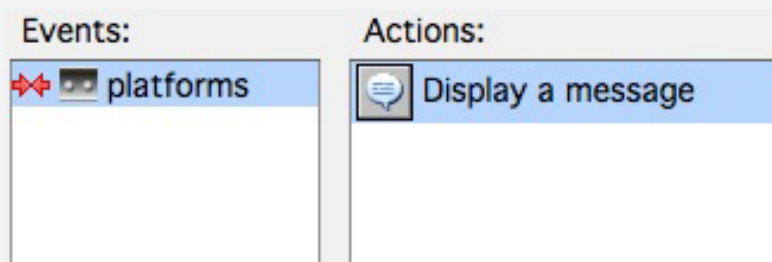


Dialog Box

A dialog box can be useful to give your game's player a message. The box can be triggered by any number of events such as collisions, a certain score reached, a low health level, or even a button press.

REMEMBER: The dialog box will require the user to click OK before proceeding.

Object: (whatever event object you want to trigger the dialog box)



Event: (Whatever event you want to trigger the box - in this case it is a collision)



Display a message

Message: (whatever message you want displayed)
