

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 [CreateAssetMenu(menuName = "State")]
6 public class State : ScriptableObject
7 {
8     [TextArea(14, 14)] [SerializeField] string storyText;
9     [SerializeField] State[] nextStates;
10
11     public string GetStateStory()
12     {
13         return storyText;
14     }
15
16     public State[] GetNextStates()
17     {
18         return nextStates;
19     }
20 }
21
```