

The screenshot displays the Unity development environment. The central 3D scene shows a cave environment with a treasure hunter character (a green cube) and a treasure chest. A UI panel is overlaid on the scene, displaying the text "TreasureHunter" and a list of items: "Shrug shoulders." and "Do nothing." The left panel shows the Hierarchy window with a tree of UI elements, including "NPC Subtitle Panel", "Subtitle Text NPC", "PC Subtitle Panel", "Subtitle Text PC", "PC Response Menu Panel", "Scroll Rect", "Scroll Content", "ResponseButton", "Response: <i><color=#ffffff>Shrug shoulders.", and "Response: <i><color=#ffffff>Do nothing." The bottom panel shows the Console window with a log of messages, including "Mucs: 0", "FPS: 29.5", and "On Close ()". The right panel shows the Inspector window with a list of properties, including "First Selected", "Focus Check", "Refresh Selectable", "Select Previous", "Visibility", "Visibility", "Start State", "Show Animation", "Hide Animation", "Focus Animation", "Unfocus Animation", "Has Focus", "Wait For Show", "Wait For Open", "Wait For Close", "Deactivate On M", "Clear Text On C", "On Open ()", "List is Empty", "On Close ()", "List is Empty", "On Closed ()", "List is Empty", "On Focus ()", "Runtime On", "NPC Sub", and "NPC Subtitle Par".