Level Editor based Game Manual

Written by Bryce Summers

Version 1.0 (6-19-2014).

When creating new entities, the names need to agree in the following classes:

Entities : Set the name of the created objects.

Room\_level : the names for importing object data attributes.

obj\_Editor: the names for importing objects into the level editor.

The Editor serves to associate images with coordinates and names

TODO

I need to implement Treaps, Range Query Structures, Collision Detector between shapes.

I need to implement the range query structure for collisions!!!

The JAVA VM fatal error is most likely caused by the windows Math.pow() implementation that is invoked in the mover ColorCalculator specification.

Level Editor Notes

* Find a way to fix the grid bug, where objects cannot be placed on the top or left sides of the screen.

Ideas : Make pieces with arrows on them that limit their movement.

Make pieces that stick together in larger blocks.

Implement rush hour.

Let the teleport locations move as well.

Implement the level graph map functionality.

Implement arrow properties for objects.

// Enable blocks to be stuck together.

// Allow for blocks to be immovable. (Make colored walls!)

File Loading window.

2. Augment the load/save file room. Fix transparent sections. Allow right clicking to bring up a menu. Add more user friendly features for creating new folders and deleting files. Make enter perform the save/load action.

Level Editor:

8. Implement Undo, Redo functionality.

9. Implement resizing handles. (Remove double click creation.)

Implement element moving

1. Implement autoDecorating for static wall art.

Automatically deselect the object when the guiBox is clicked on.

1. Implement a level solver.
2. Make sure the arrows are not being rendered more than once.
3. Do not allow more than one deletion per click. Implement deletion mode.
4. Implement depths for entitites.
5. Add a toggle button for multiple delete / single delete.
6. I should enable a property that specifies whether pieces can jump, and a property of whether pieces can jump over a piece.

FIXME : Saving files emits no error when illegal characters are used.

FIXME : Decompose the gui\_level editor into project specific buttons and general buttons.

Implement selection functionality.

Implement undo, redo stack.

Make the coordinate boxes tell you the coordinates in terms of the grid, not just increments of 16.

There may be a null pointer bug in the path computation when the user erroneously tries to move a teleporter.

FIXME : In the level graph, implement the level running and editing functionality within the graph specification nodes.

Eliminate errors in the serialization of node graphs when an edge has been contracted. Nodes should get claim to have children, when they do not exist.