

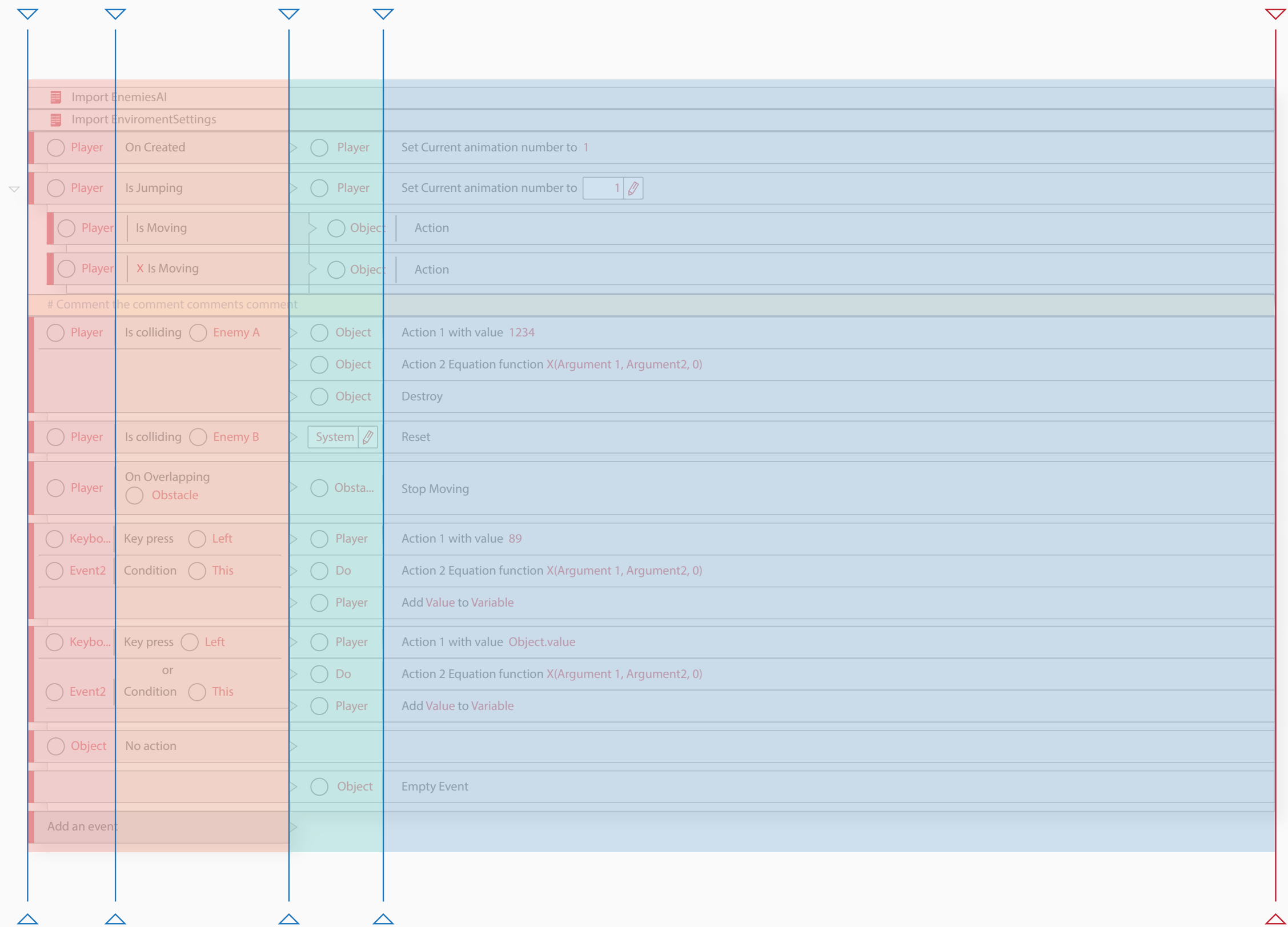
Event Sheet Mockup
for



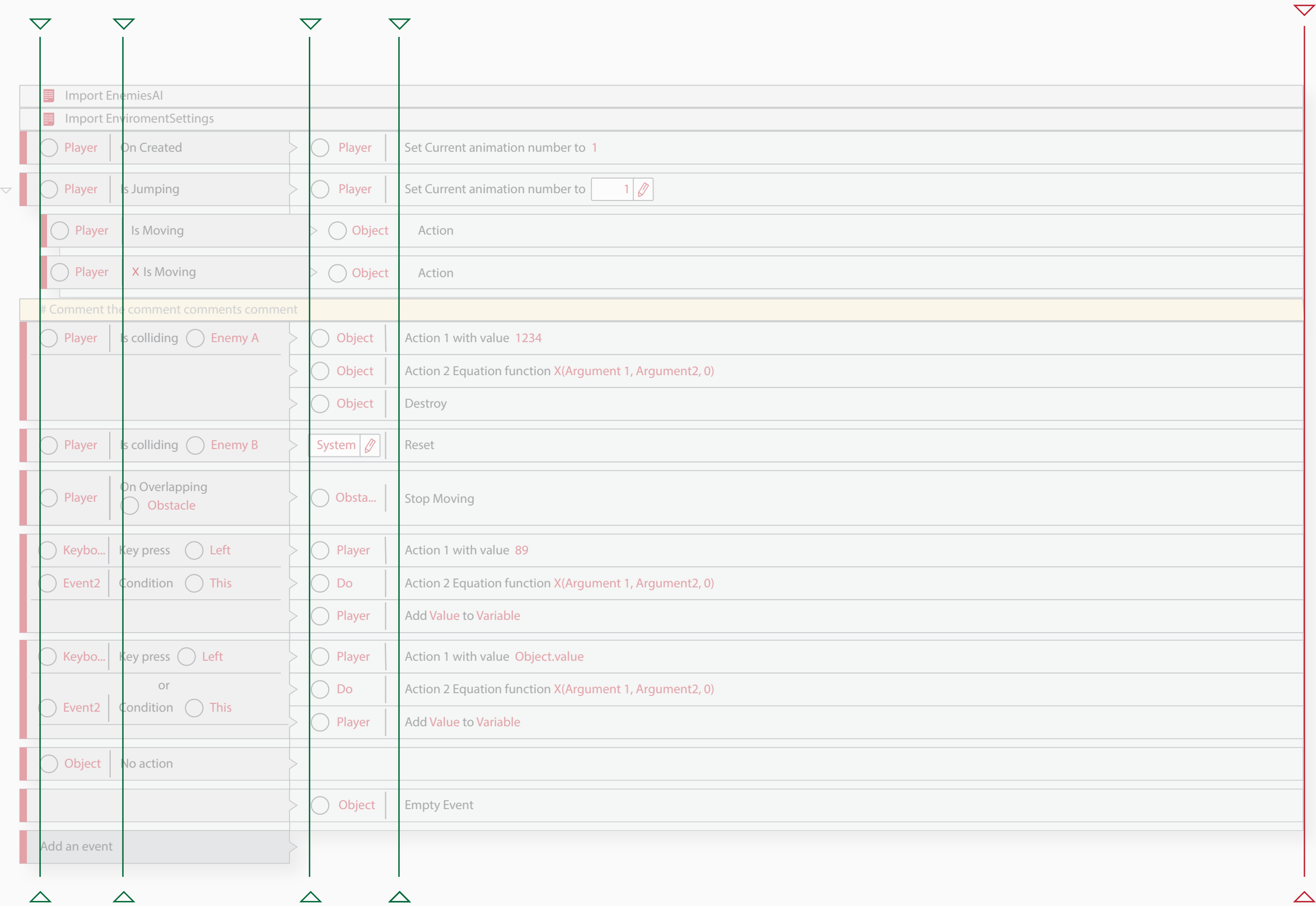
Event Sheet Mockup

<div>Import EnemiesAI</div>		
<div>Import EnviromentSettings</div>		
<div><div></div>Player</div>	On Created	<div><div></div>Player</div> Set Current animation number to 1
<div><div></div>Player</div>	Is Jumping	<div><div></div>Player</div> Set Current animation number to <div>1</div>
<div><div></div>Player</div>	Is Moving	<div><div></div>Object</div> Action
<div><div></div>Player</div>	X Is Moving	<div><div></div>Object</div> Action
# Comment the comment comments comment		
<div><div></div>Player</div>	Is colliding <div><div></div>Enemy A</div>	<div><div></div>Object</div> Action 1 with value 1234
		<div><div></div>Object</div> Action 2 Equation function X(Argument 1, Argument2, 0)
		<div><div></div>Object</div> Destroy
<div><div></div>Player</div>	Is colliding <div><div></div>Enemy B</div>	<div>System</div> Reset
<div><div></div>Player</div>	On Overlapping <div><div></div>Obstacle</div>	<div><div></div>Obsta...</div> Stop Moving
<div><div></div>Keybo...</div>	Key press <div><div></div>Left</div>	<div><div></div>Player</div> Action 1 with value 89
<div><div></div>Event2</div>	Condition <div><div></div>This</div>	<div><div></div>Do</div> Action 2 Equation function X(Argument 1, Argument2, 0)
		<div><div></div>Player</div> Add Value to Variable
<div><div></div>Keybo...</div>	Key press <div><div></div>Left</div>	<div><div></div>Player</div> Action 1 with value Object.value
	or	<div><div></div>Do</div> Action 2 Equation function X(Argument 1, Argument2, 0)
<div><div></div>Event2</div>	Condition <div><div></div>This</div>	<div><div></div>Player</div> Add Value to Variable
<div><div></div>Object</div>	No action	
		<div><div></div>Object</div> Empty Event
Add an event		

Data Grid Division



Intended Data Grid Division

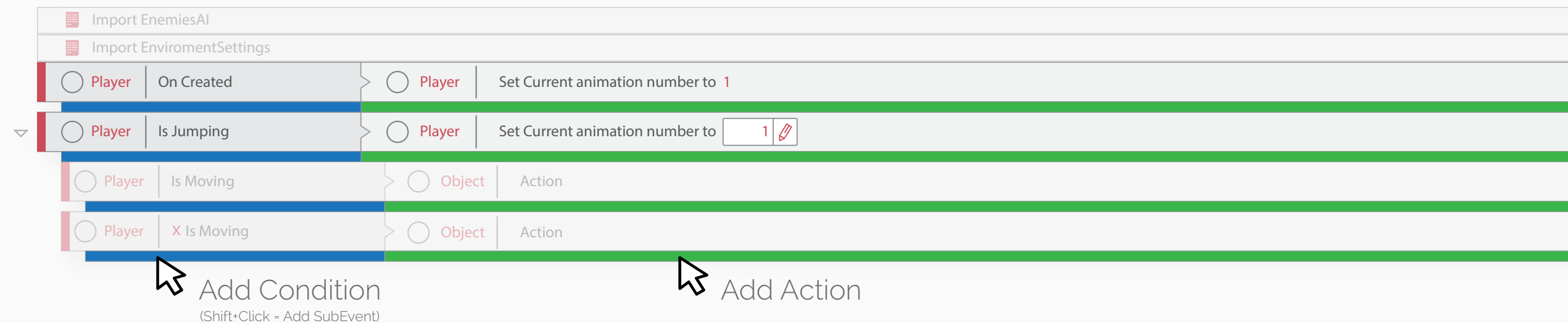


Adding New Conditions and Actions

Hovering menu over every event row is distracting and obtrusive especially when you just want to review code and not add/remove them.

Making use of the action bars under each row will help achieve 2 things:

- 1) Easily add new conditions and actions with just one click. Also, when the user holds shift while clicking a sub event is added.
- 2) Act as dividers between rows for easy readability and organisation.



The action bar highlight when hovered and display a simple tooltip.

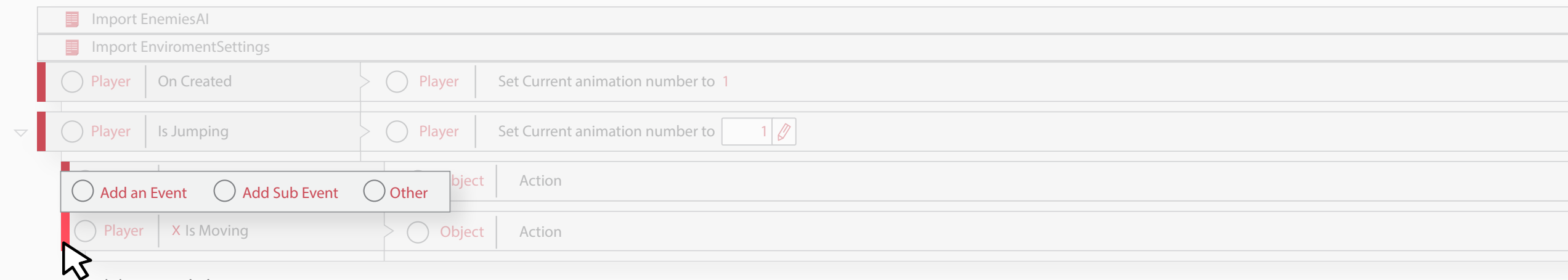
Although it does add slightly to the learning curve, it will be easier to organise and speed up repeated tasks in the long run when the project starts growing up.

Hover Menu and Floating Options

The hover menu is not discarded completely instead it only appers when the user hovers above the block infont of each rows.

This way we achieve:

- 1) Distraction free and clutter free browsing.
- 2) Dedicated spot from where users know the menu will appear.
- 3) Adding event below the selected row instead of all the way in the end.



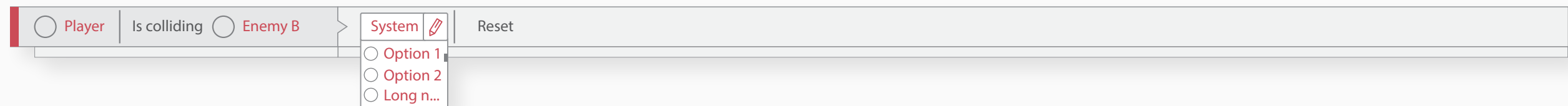
Hover Menu

(Activates only when hovered on the block)

(Adds the selected option right below the event)

Editing Inside the Event Row

Editing inside the rows instead of opening the expression editor is one of the best features of the GD Event System. The system is enhanced using clutter free data divisions.



Adding A New Event

Adding a new event should be the easist task in the event sheet. For this we have a blank block always present below the last row. The block preents us with the Hover menu which has more option.

<input type="radio"/> Keybo...	Key press	<input type="radio"/> Left	<input type="radio"/> Player	Action 1 with value 89
<input type="radio"/> Event2	Condition	<input type="radio"/> This	<input type="radio"/> Do	Action 2 Equation function $X(\text{Argument 1}, \text{Argument2}, 0)$
			<input type="radio"/> Player	Add Value to Variable
<input type="radio"/> Object	No action			
			<input type="radio"/> Object	Empty Event
Add an event				

Add New Event

'Multicondntions' and 'Or' Rows

Multiple actions

<input type="radio"/> Player	Is colliding	<input type="radio"/> Enemy A	<input type="radio"/> Object	Action 1 with value 1234
			<input type="radio"/> Object	Action 2 Equation function X(Argument 1, Argument2, 0)
			<input type="radio"/> Object	Destroy

Multiple Conditions

<input type="radio"/> Keybo...	Key press	<input type="radio"/> Left	<input type="radio"/> Player	Action 1 with value 89
<input type="radio"/> Event2	Condition	<input type="radio"/> This	<input type="radio"/> Do	Action 2 Equation function X(Argument 1, Argument2, 0)
			<input type="radio"/> Player	Add Value to Variable

Or Conditions

<input type="radio"/> Keybo...	Key press	<input type="radio"/> Left	<input type="radio"/> Player	Action 1 with value Object.value
	or		<input type="radio"/> Do	Action 2 Equation function X(Argument 1, Argument2, 0)
<input type="radio"/> Event2	Condition	<input type="radio"/> This		

In IDE Mockup

