***Moonscraper* Chart Editor Design Document**

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*Milestones-*

* Basic chart editing with forced and tap note compatibility
* Demo/playtesting mode with GH controller compatibility
* Windows, Mac, Android and WebGL versions

*Controls-*

* Clickable scrollbar to navigate chart
* Mouse scroll: Adjust snapping, zoom, or move chart?
* Keyboard shortcuts
  + Ctrl s- Save
  + Ctrl o- Open/Load
  + Ctrl n- New

*Function list-*

System-

* New
* Open
* Save (Ctrl-s)
* Properties (name, charter, etc)
* Switch chart (difficulties etc.)

Editor-

* Default arrow (select to change individual note properties and/or delete, click and drag notes to move, right click to delete)
* Group selection
* Time display
* Snapping
* Zoom
* Offset
* Scroll bar navigation

Placeable-

* Natural, Tap
  + Left-click natural note with Natural selected to toggle forced property
  + Left-click natural note with Tap enabled to enable tap property and vice-versa
  + Default w/ sustains (Click and drag note, add horizontal for chords)
  + Staggered/bursts w/o sustains (Click and drag, vertical for strumming, add horizontal for chords)
* Star power (2 dragable sliders on the side of the chart)
* BPM
* Timescale
* Sections

*Art Asset list-*

Notes-

* Normal
* HOPO
* Tap
* SP normal
* SP HOPO
* SP tap
* Sustain

Game-

* Fretboard
* Strikeline

UI-

* Play
* Pause

*Screen design prototypes-*