As can be seen in the readme, my project is a visual code editor for ChoiceScript.

I am NOT using qml as my interface is more dynamic than can be easily accomplished with qml.

See ChroniclerUML.vsdx diagram for class structure.

When the program starts, the user is greeted with the Homepage which displays an HTML news page as well as a list of recently opened projects. There will also be New, Open, and Import buttons.

Once a project has been successfully created or loaded/imported, the view opens tabs that correspond to the .scn files of the project (startup.scn is created by default). All scenes will have a “Scene Start” anchor bubble that can be moved but not deleted.

Scene tabs can be opened and closed at will via the x’s on the tabs, and double clicking a scene in the project view.

Bubbles are selected from the toolbar at the top of the screen and then can be placed in the scene. Similarly, connections are created by selecting the appropriate toolbar icon and then dragging a connection line between two bubbles.

The detachable dock (on the left side of the screen by default) displays a tree view of the project structure. When the user selects a bubble, the dock switches to the properties tab. When no bubble is selected the dock switches back to the project tab.

Scenes can be reordered via clicking and dragging in a subtab of the project tab.

All editing of bubble properties will be done in the dock with the exception of colors which will be designed in the color palette editor accessible in the toolbar.

Palettes are composed of background, line, and selected line colors. Selecting a palette will allow the user to “paint” that palette on bubbles in the scene.

Palettes can me marked global (added to the program settings file), or local (added to the .chron project file).

The new format for .chron files will consist of a .zip file containing project settings and the .scn files. Older .chron files can be detected based on their format and converted appropriately via a small separate program I will build in Game Maker Studio (the old files use GM:S’s proprietary encryption).