

Editor Guide

1. Hierarchy Window (Top Left)

Panel Description: Entity Creation handling. The top left section allows you to save scenes, create, clone and monitor entities.

Features:

- Game Objects: Click on available GOs (e.g., mainCharacter, Duck, wall) to see their components in the Inspector Window.
- Save Level: Use the Save button to save the current Scene.

2. Simulation Controls (Top Center)

Game Window:

Play/Stop Button: This button toggles the simulation state of the game. Click it to switch between playing and stopping the game.

3. Inspector Window (Right Side)

Panel Description: This area displays detailed attributes of the currently selected entity.

Features:

- Transform Settings:
 - Position (Pos): Adjust X and Y coordinates to move the entity.
 - Size (Size): Change X and Y values to resize the entity.
 - Depth: Modify the depth of the object to change rendering order
 - Rotation: Set the rotation angle.
- RigidBody & Collider Settings:
 - Velocity: Adjust velocity of the entity.
 - Mass: Change the mass of the entity.
 - Gravity: Modify the gravity of the entity
 - Rigidbody type: Change the state of the Rigidbody
- Animation Settings:
 - Set animation state
 - Remove animation as needed
- Component Management:
 - Remove script of struct
 - Destroy entities as seen fit

4. Dockable and Resizable Windows

Window Management:

All panels are dockable and resizable, allowing for flexibility in customizing your workspace.

Use Case: Rearrange the layout to suit your preferred workflow and screen size.

5. Assets Browser (Bottom Left)

Description: Provides quick access to assets.

Features:

- Explore different asset types such as Audio, Configurations, Fonts, Images, and Shaders.
- Double-click paths for navigation or asset preview.

6. Debugging Tools (Bottom Right)

Description: Displays real-time logs of engine activities and script outputs.

Features:

- Logger: Records messages for a specific application component or system
- Performance: Monitor Frame Time, FPS, GPU Time & Total Loop Time

7. Profiler (Bottom)

Description: The Profiler displays system statistics and performance metrics.

Metrics (Time & Load):

- Animation System
- Sound System
- Physics System
- Rendering System
- Collision System

8. Editor Camera

Allows user to move around scene in editor view camera, not locked by game scene camera

9. Finite State Machine

- State Creation
 - Define individual states with unique behaviors
- State Transition
 - Allow movement between states based on conditions

Main Window Structure

- Uses docking system for flexible window arrangement
- Implements a main docking space that contains all sub-windows
- Supports multi-viewport capabilities

Editor Camera

- Functionality to move around scene in editor view, separate from game scene

Hierarchy Window

- Scene graph visualization
- Parent-child relationships
- Object selection
- Drag and drop functionality

Finite State Machine

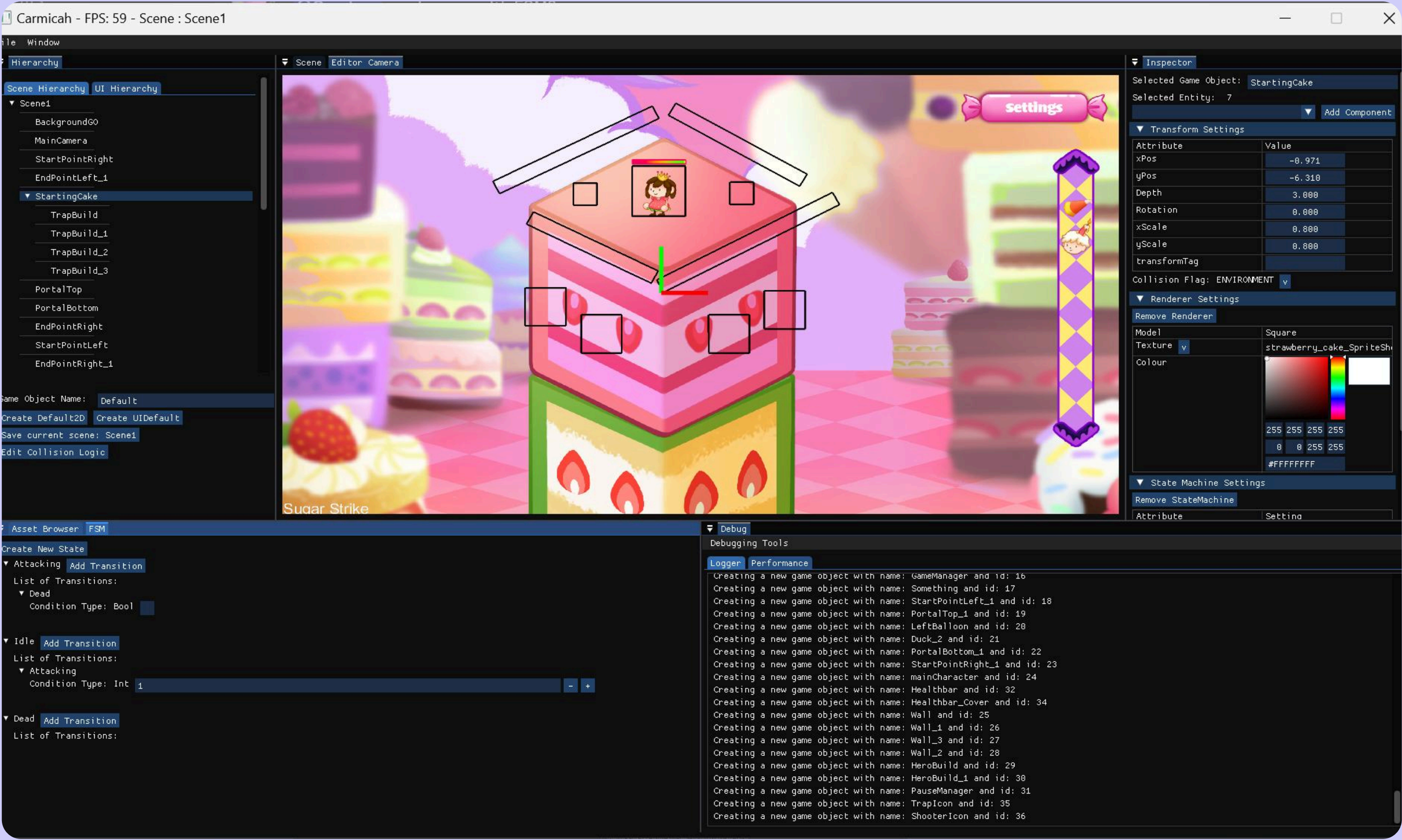
- State Creation
 - Adding of Transition
- State Transition
 - Conditional Movement between states

Inspector Window

- Component editing
- Property modification
- Add/Remove components
- Real-time updates

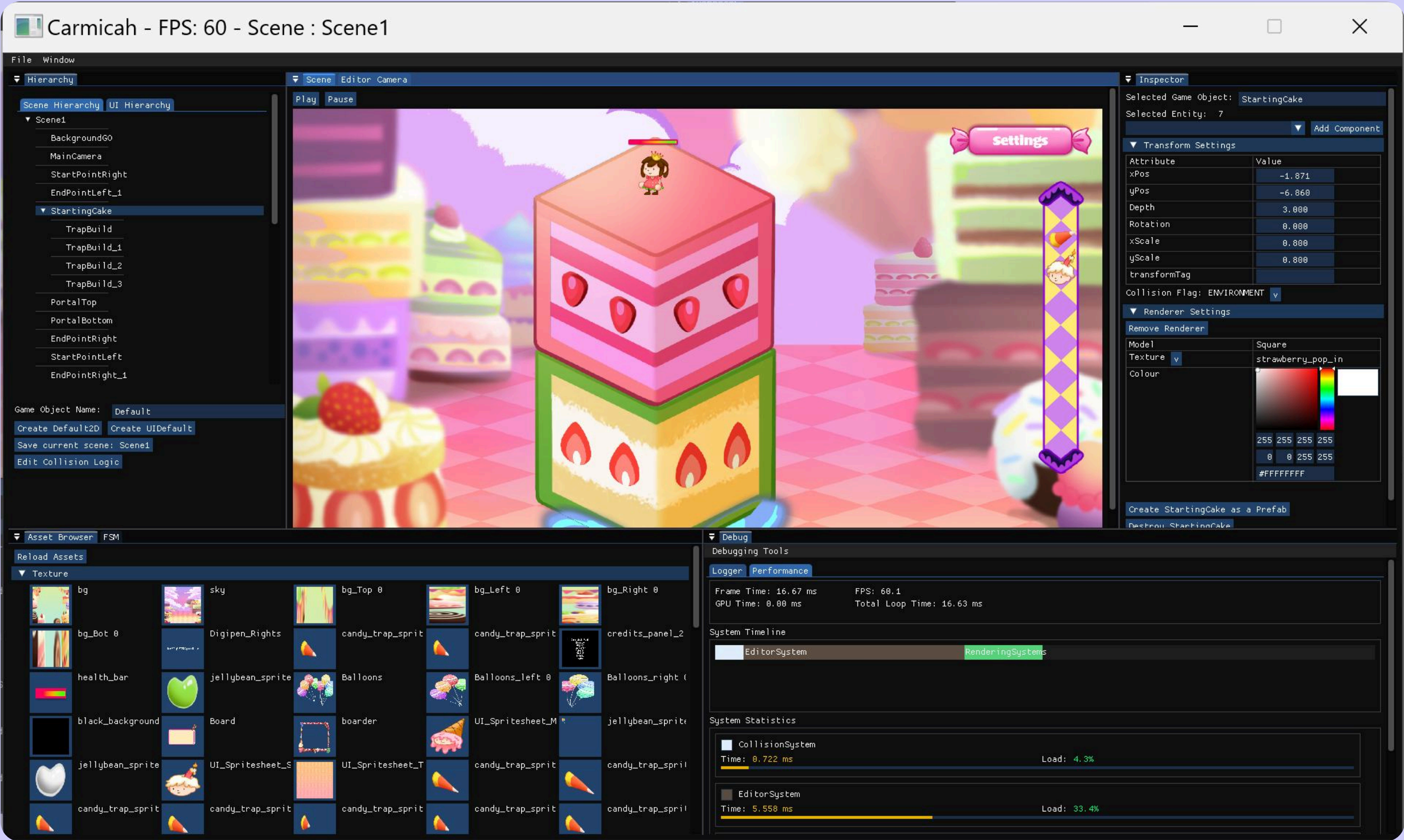
Debug Window

- Performance metrics
- FPS counter
- System statistics
- Logging interface



- Main Window Structure**
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- Scene Window**
- Main game view
 - Play/Stop controls
 - Scene camera controls
 - Mouse interaction handling



- Asset Browser**
- Resource management
 - Asset preview
 - Texture
 - Font
 - Audio
 - Prefab
 - Scene
 - Import/Export Functionality

- Performance Profiler**
- System Statistics:
 - Animation System
 - Sound System
 - Physics System
 - Rendering System
 - Collision System