

XML JDE format Quick Reference Card for version 0.04, updated at 21 July, 2014

Tag name <i>referenceable</i> (type)	Attributes mandatory , <i>optional</i> (<i>default value</i>)	Content mandatory , <i>optional</i> (<i>default value</i>), <u>multiple</u>
<i>bullet</i>	name: reference name	hitbox : hitbox (<i>not implemented yet</i>) movement : bullet base movement sprite : bullet sprite
<i>direction</i>	name: reference name <i>speed</i> (<i>0</i>): initial speed (vgapx/sec) <i>rotation</i> (<i>0</i>): rotation (degrees/sec) <i>acceleration</i> (<i>0</i>): acceleration (vgapx/sec^2) <i>duration</i> (<i>infinite</i>): duration of the direction (milliseconds)	
<i>direction</i> (fixed)	<i>angle</i> (<i>0</i>): initial direction (degrees)	
<i>direction</i> (homing)		vertex : homing position
<i>direction-modifier</i>	name: reference name <i>anglestart</i> (<i>0</i>): initial angle (degrees) <i>angleend</i> (<i>0</i>): final angle (degrees) <i>rotationstart</i> (<i>0</i>): initial rotation (degrees/sec) <i>rotationend</i> (<i>0</i>): final rotation (degrees/sec) <i>speedstart</i> (<i>0</i>): initial speed (vgapx/sec) <i>speedend</i> (<i>0</i>): final speed (vgapx/sec) <i>accelerationstart</i> (<i>0</i>): initial accel. (vgapx/sec^2) <i>accelerationend</i> (<i>0</i>): final accel. (vgapx/sec^2)	
<i>enemy</i>	name: reference name health : health points of the enemy	hitbox : hitbox (<i>not implemented yet</i>) movement : bullet base movement sprite : bullet sprite wave : attacking wave of the enemy
game		spawn : spawns
import	file : XML file route to import	
<i>movement</i>	name: reference name	<i>vertex</i> (<i>0,0</i>): initial position direction : set of directions taken by order
spawn	time : spawn time stamp	vertex : spawn position enemy : enemy template to spawn
<i>sprite</i>	name: reference name sheet : reference to a <spritesheet> x : x-coordinate of the NW corner y : y-coordinate of the NW corner w : width of the sprite h : height of the sprite <i>scaling</i> (<i>1</i>): scalation value of the sprite	
spritesheet	name : reference name for <sprite>.sheet file : file route of a PNG file	

vertex	name: reference name x(0): x-coordinate value y(0): y-coordinate value	
wave	name: reference name repeat(no): if yes, wave will repeat interval(0): time between repetitions (millsecs) timestart(0): start time for the wave (millsecs) timeend(0): ending time for the wave (millsecs)	vertex(0,0): offset position
wave (basic)	bullets(1): number of bullets generated by the wave	bullet : bullet template for the wave direction-modifier : set of directions modifiers
wave (composed)		wave : set of waves that forms this one direction-modifier : modifier for the waves