Vivid Editor IDEAS –

* Sections for the scene graph management, not just a raw view of the graph.
* A.I assisted move/rotate/scale;
* Transistion Editor/Animator, including Class To Class transfers.
* “Good Parameters” – team name idea.

-Visual Logger – Not only text, but images and other media.

-GeoBake – bake all/selected entities into a pre-transformed mesh.

-Speech ideas, input/output.

- 3D RTS – War game.

- 3D Adventure game – set camera positions to simulate the feel of classic 2d adventure games.

- Resonance based IDE – Bright almost neon color scheme

Active Code Links – preview of meshes/pics/sounds within ide.

-Global var/func searches built into the engine.

-linker search engine – quick save/check of last 10 or so searched for vars.

- Forbidden – A world bans tech and art from the masses. You play someone who disagres.

-Battle flow – indicate areas of interest, such as team needs help, enemy in this area etc.

- High Speed code sections that blend asm/c++/glsl/opencl code in one easy to use format.

- Interactive tutorials within the ide.

- Skill Level (Beginner,Good, Pro)

-Code patterns/traces. Tracable Code Tags.

-Electic grid bg.

- Lit box map bg.

-Exist – game idea about existence.

-Code Sense – built using compiled script.

FuturePunk

* TimeForm

- Texture/Other compression

- Doom-Style demo game in fusion and other simple/popular smaller games.

-CL - Data Structres/Input Buffers based on chains of said said structures and output structures/chains of them.

- Platform/API agnostic back-end, to open up support for other graphic apis and platforms, including uwp/xbox one dev mode.