

Authors:
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jRPG Designer Design Description

Coding:

1. All interface classes should start with the letter i.
2. All of the Interface Components should start with the initials of the component they create(e.g. tbSomething for a textbox).
3. All parenthesis for starting a class, method, or loop should be at _____(gotta decide whether on line with name of class/method/loop or next).

System:

1. All parts of the program should run on Windows, Mac, and Linux in both 32-bit and 64-bit.
2. The editor should integrate to look like their operating systems own ui components.
3. The game created should look the same on all environments.

User Interface:

1. The program should use tabs to organize the different sections of the editor.

Player Interface:

1. This interface should utilize images rather than java ui components.
2. These pictures used should be included under the Resources/ui folder.