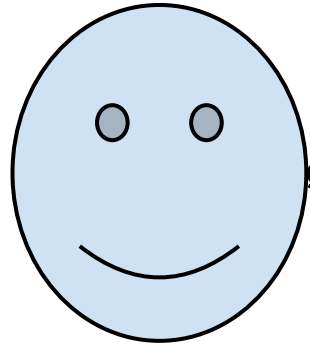


Designing User



Create new game

Modify Settings

Create & Modify Skills

Create & modify actors

create & modify events

create & modify maps

create & modify items

save project

export game

play test

Users should be able to specify whether they want the game to be saved by the player under specified save points or at any time during game play. Users should also be able to set what event happens at Game Over when the player wins or loses. They should also be able to set different events for a game over caused by losing the game or a game over caused by winning the game.

Users can create events which will include a set of actions that will occur on some actor or object. They should be able to create dialog between the playable characters and non playable characters, allow the player to find items, animate doors, and other interactions with objects. The user can set a required item for the event to occur (e.g. a key). Events can also be assigned to an NPC. The user can set whether the event occurs on touch or after a key is pressed.

Design a multilayer map using tilesets.  
User can add actors, items, and events to the map as well as directional blocks

Save a project to come back to it later

Export a game into a multiplatform  
playable format

The designer should be able to test the game  
during the designing process.