Otter Float

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| Date : | February 16th 2023 |
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| --- | --- | --- | --- |
| Default/ |  |  |  |
|  | Buttons/ |  |  |
|  |  | ButtonName/ |  |
|  |  | Buttons.json |  |
|  | Documentation/ |  |  |
|  |  | DirectoryStructure.docx |  |
|  |  | EditorNames.docx |  |
|  | Images/ |  |  |
|  |  | ImageName/ |  |
|  |  | Images.json |  |
|  | Scripts/ |  |  |
|  |  | ScriptName/ |  |
|  |  | Scripts.json |  |
|  | Text/ |  |  |
|  |  | TextName/ |  |
|  |  | Text.json |  |
|  | Views/ |  |  |
|  |  | ViewName/ |  |
|  |  | Views.json |  |
|  | Pjfish.json |  |  |

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PrismaticJellyfish/

Default/

Buttons/

buttons.json

Documentation/

PrismaticJellyfishDirectoryStructure20230216.docx

PrismaticJellyfishNewNames20230216.docx

Images/

images.json

Scripts/

scripts.json

Text/

text.json

Themes/

themes.json

Views/

views.json

pjfish.json

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To-Do:

1. Write base object/class js
2. Write base object/class css
3. Choose base Images (.svg, .png, (.html, .css))
4. Add link to sample class files, all filetypes (.json, .html, .css, .js, .svg, .png)
5. Update directory (v00010+v00011, OtterFloat Version/Edition, OtterFloat View/Editor)
6. Create OtterFloat Editor GUI (View)
7. Arrange View (Sketchbook)
8. Choose Button Icons (Sketchbook)
9. List Required Files

Check |v|

Required Files List :

* Json Path Links (.json)
* Script (.js)
* Theme (.css)
* View Layout (.html, .css)
* Text (.html)
* Bg Images (.svg, .png)
* Button Images (.svg, .png, .html, (.txt?))
* Index.html (.html, .css, .js, .img, .json, (?engine? Ask chat gpt (? ? Good delimiter for later date? I don’t like ?, but something similar. Ask chat gpt)

Final To-Do, get ready for the day before going to chat gpt...

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