

# BunnyWorld Instruction

Team members:

qiao1997@stanford.edu Jiaqiao, Zhang

ranle@stanford.edu Ran Le

hekaijun@stanford.edu Kaijun He

zhong133@stanford.edu Wentao Zhong

guo322yp@stanford.edu Yipeng Guo

Basic usage:

Buttons:

- Bunny World: open the default bunny world game.
- New Game: select an existing game to start. If empty, then nothing happens.
- Edit Game: edit or delete an existing game, create a new game.

Edit Game:

The top bar display the current page you are at.

1. Shape

- a. Set Property: select a shape first, then click set the default properties of the shape
- b. Delete shape: delete the selected shape
- c. Edit Text: edit the text of the text (only for text shape)

2. Page

- a. Create Page: create a new page. If no name is given, it will give a default name like "page 2", "page 3". When entering duplicated name, the name will be extended by a star "\*" to avoid the same name for different page. When you create, the current page would new page for convenience.
- b. Delete Page: delete a page which is not the start page. When clicked, all pages will be listed, if selecting the start page, it will warn you not to delete it.
- c. Jump to Page: jump to the any existing page.
- d. Rename Page: rename an existing page. The start page cannot be renamed. If there is a duplicated name, the name will be updated with the same rule of "Create Page".

3. Script

- a. Edit Script: edit the existing script of the selected shape.
- b. Create Script: create script for the selected shape (On Click, On Drop, On Enter)

- c. Delete Script: Delete a selected script of a selected shape
- 4. Save: Save the current progress in Database

#### Warnings:

- The world's name should not be SQLite reserved keyword.
- The world's name cannot contain space or point.
- The world's name can only start with a letter or number

#### Extension Features:

- Allow specification of background images. After entering the game (for example, click "Bunny world"), there is a button on the top right where you can choose different backgrounds for the game.
- Support for rich text. Click "Edit game", create a new game, put a "Text" on the page, select it and click "Shape", "Set property" and on the bottom right you can make it italic or bold.
- Shrink into possessions. Shapes automatically shrink and evenly spaced when in the possessions area.
- When switching pages in a game (for example, click "Bunny world"), when entering a new page, the images will gradually appear after the transition.
- Ambient sounds. The background music will automatically play after starting a new game (for example, click "Bunny world"), and will stop properly after exiting the game.