# App Explanation: Excel format

## /Users/jsantillan/Desktop/Excel Maker/Screen Shot 2016-10-13 at 12.24.10 AM.png

Format:

A: Section; (What branch this is)

B: Name; Name/Commands go here

C: Line; Line/Command text goes here

D: Support; Where Convers Branches to from commands

Commands (Needs a \* each time)

\*Note

Makes the Line a note that doesn’t appear in game

\*Menu

Makes a Menu where the player picks a dialog option

\*Jump

Jumps to a specific dialog

\*If (EventName)

\*If\_End

Makes a statement to say something if player did some event

Things between \*if and \*If\_end will only be said if the Player did said event

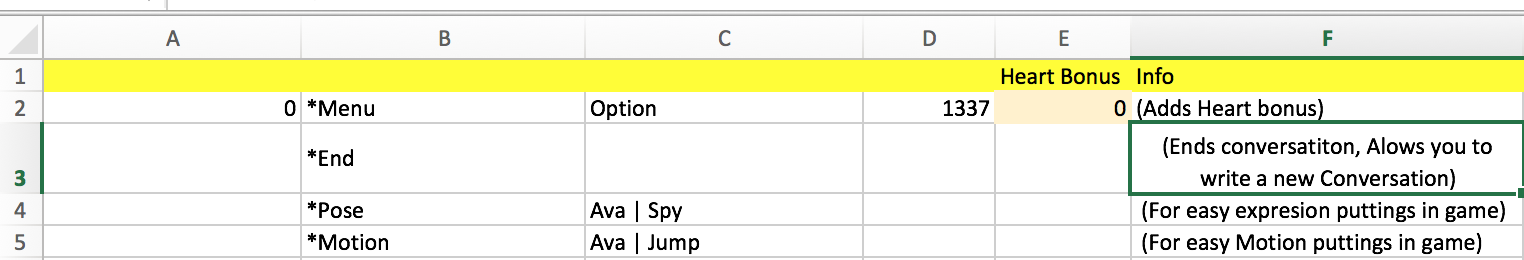
You can put other commands in between \*if commands, even other \*if commands.

\*Else

\*Else\_End

Works only if follows an \*If\_End, and if the Event was not activated.

Otherwise works the same as the \*If command



Commands in Development:

\*Menu (with heart bonus)

Planning to add the component that determines the heart bonus/penalty per option

\*End

Ends Conversation

\*New

Ends conversation and allows the writer to start a new conversation

\*Pose

-For Animator uses- Sets a pose for a girl

\*Motion

-For Animator uses- Sets a Motion for a girl