# Modules

* Normally allow for multiple instances which by default are **inactive**.
  + Add a Singleton module subtype that can only have a single instance.
    - Add a subtype to that for background modules that the user can’t see which can be utilized by other modules if necessary
* Users can add a module from the list of available modules. This creates an instance.
* Each module has its own settings.
  + Consider support for “static settings” which are shared across all instances of the same module.
  + Need to have a way in the configuration GUI of setting values for the same fields of multiple instances at the same time, so as to save time for the user from setting the same thing over and over again.
* Instances should be possible to duplicate (this might just be a GUI thing though).
* Instances should have settable names, to differentiate between them.
* Internal filters

# Events

* On:

Triggers for events. Can have parameters such as triggering for only specific users.

Create parameter filters that can be applied to multiple triggers – e.g. number filters that let you choose if a number needs to be = / ≠ / < / > from a given value, and a user filter which lets you choose if it is/isn’t a specific user or is/isn’t one of several.

Include string length limit for Twitch chat messages.

* + General trigger category
    - All the ones from before
    - Cheer [user] [amount]
  + Module category
    - Triggers exported by each module instance
* If:
  + General filter category
    - Same as before
  + Module category
    - Filters exported by each module instance
* Do:
  + Module category

# Configuration GUI

## Sections

### Main Settings

Same as the old bot, minus the channel rewards part.

### Modules

* Module selection: add/remove modules.
* List of present modules, configuration page for each one.

#### Module Configuration

* Fields:
  + Name
  + Enabled
* Messages (strings used by the module)
* Actions and events

### Event Editor

## Features

* “Duplicate module” option.
* “Copy settings” option that can let you copy the settings of one module to another.

# Overlays

* Overlay editor similar to the SE one.
* Widgets taken from modules: add widget 🡪 module selection 🡪 widget selection.
* Expose widgets that can accept contents (e.g. image or text display) that can be used in events.
  + Keep references and update the information in the events when the widgets or overlays change (when their names change, for example).

# Connections

Put all connections to the world outside the bot here.  
This will initially include:

* Twitch
  + Using the full Twitch API Node.js library.
* StreamElements

Consider adding:

* Discord
* Ko-fi
* General external API with URL

It should be possible to add a connection plug-in to support additional external connections.  
Each connection plug-in should provide a means of instantiating a connection that takes the necessary parameters (e.g. a channel name for Twitch for a single connection, or multiple names to monitor multiple streams at once, along with the credentials needed), and provide an “on” function for registering for events for an active connection.