

GUI Mockup Notes

- The idea is that the user is given the main Parchment window as a “workspace” (think of a large desk). Then, they can add additional windows as they please (object tree, game view, object properties, etc.) and arrange these sub-windows within the main window (think various papers on a desk).
- Sub windows can be resized and moved around to the user’s preference.
- Closing the main window will close the entire application.
- File Dropdown:
 - New
 - Open (Import Existing Project)
 - Save
 - Save As
- Add Dropdown:
 - Game View Window
 - Object Tree Window
 - Current Obj. Properties Window
 - Page Editor Window
 - Map Editor Window
 - Entity Editor Window
 - Prototype Editor Window
 - Sprite Editor Window
 - Logic Editor Window
 - Script Editor Window
 - Control Editor Window
 - Audio Editor Window
 - Networking Editor Window (time permitting, unlikely)
- View Dropdown:
 - Parchment Preferences
 - Parchment color scheme
 - Dark/light mode
 - Fullscreen
 - Sub-window settings
 - Color
- Options Dropdown:
 - Debug (launch game instance using Parchment)
 - Undo (maybe make this an arrow on the top menu bar like Microsoft Word)
 - Redo (same as above)
 - Source control (time permitting, unlikely)
 - User code settings
- Help dropdown
 - Parchment documentation, tutorials (time permitting)
 - Current version of Parchment

Obviously, all of this is subject to change as development progresses. It’s just a rough mockup/idea of where we want to go with the GUI.