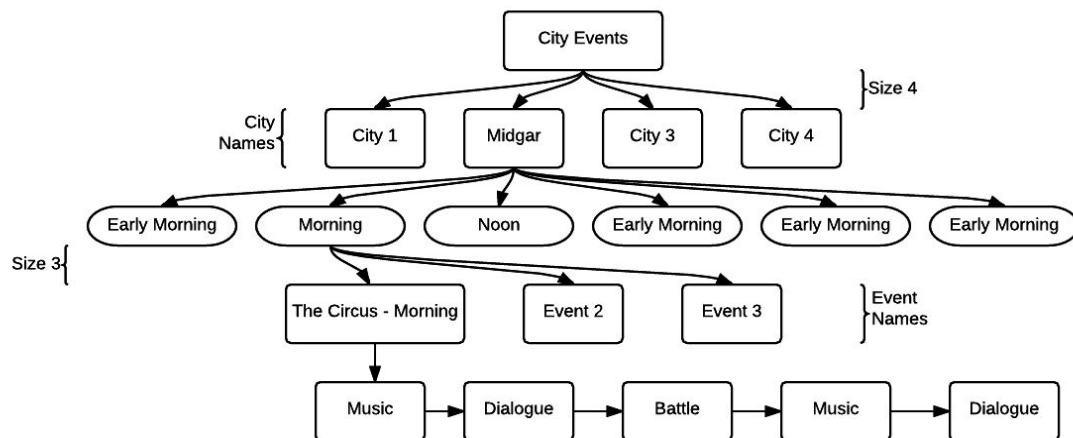**Where to Find Scene Editor:**
1. Click on **_GameController** gameobject in hierarchy
2. Look for **SceneFlowController (Script)**
3. Under **In Game Time** should be **City Events**. **City Events** is where you can edit and create scenes for specific cities and times

Variables of SceneFlowController
- In Game Time: Sets in game time with an int value
    - 0 = Early Morning
    - 1 = Morning
    - 2 = Noon
    - 3 = Afternoon
    - 4 = Night
    - 5 = Midnight
- City Events: List of events. This is where you can edit and create scenes for specific cities and times. The size should match the number of city nodes there are. And the index of the city should match the index of the node meant to represent it.
    - City Name: Name of city
    - Early Morning: List of chained events that happen in the city during early morning
    - Morning: List of chained events that happen in the city during morning
    - Same applies to Noon, Afternoon, Night, Midnight
    - The size of these lists dictate how many possible events can happen during the given time {Early Morning, Morning, etc} and the given location.
        - Unlocked: Determine if sequence of events are unlocked for the user to play through. **IMPORTANT:** make sure this feature is checked if you want the sequence to be able to play
        - Sequences: Set size based on how many "sequences" you want to have in chain of events

Flow Chart of How it Works:

Commands for Sequences:

Sequence Type	Description	Settings
None	Sequence does nothing	n/a
Music	Sets music	Corresponding names from **Audio Control Script** for music -Overworld -CarnivalBattle -Carnival -BattleTheme1 -BattleTheme2 -BattleStart -Battle01
Dialogue	Sets what dialogue to play	Index for corresponding dialogue text from **Dialogue Handler Script**
Battle	Activates battle	Corresponding name for Battle Scene to load. Should refer to a element that is a child of **Combat** in the heirarchy -Mephisto -Chariot -3M
Background	Sets background for dialogue	Corresponding names from **Dialogue Handler Script**
Activate Node	Activates a node on the map	Index for corresponding node to activate. Feature may not be needed.

Important Notes:
- Time Automatically proceeds by one unit after a scene is complete
- Have not made a button or feature to forcefully proceed time (but there is a function for it available), so if there's no event during a given time period...you can't advance the time without changing the public variable **In-Game Time** from the Inspector
- Overall Flow:
  - There are cities
    - Cities has a name and events that happen at certain time periods

- The Events have a name and have a list/chain of sequences that occur during the event
- Examples of sequence chain flow:
  - Dialogue:1
  - Music:Carnival -> Dialogue:1
  - Music:Carnival -> Dialogue:1 -> Music:CarnivalBattle -> Battle:Mephisto
- Music automatically resets to the Overworld scene when a scene is complete
- You can set the music for battle and dialogue by making sure to set the Music before the event/sequence you want it to be played in. Example of this below
- You can also still set the Music from the Dialogue if you want to change music mid-dialogue

Example of How to Make a Sequence in the Inspector :

▼ The Circus - Morning
    Name   `The Circus - Morning`
    Unlocked   ☑
  ▼ Sequences
      Size   `6`
    ▼ Element 0
        Type   `MUSIC ▼`
        Parameter `Carnival`
    ▼ Element 1
        Type   `DIALOGUE ▼`
        Parameter `1`
    ▼ Element 2
        Type   `MUSIC ▼`
        Parameter `CarnivalBattle`
    ▼ Element 3
        Type   `BATTLE ▼`
        Parameter `Mephisto`
    ▼ Element 4
        Type   `MUSIC ▼`
        Parameter `Carnival`
    ▼ Element 5
        Type   `DIALOGUE ▼`
        Parameter `2`