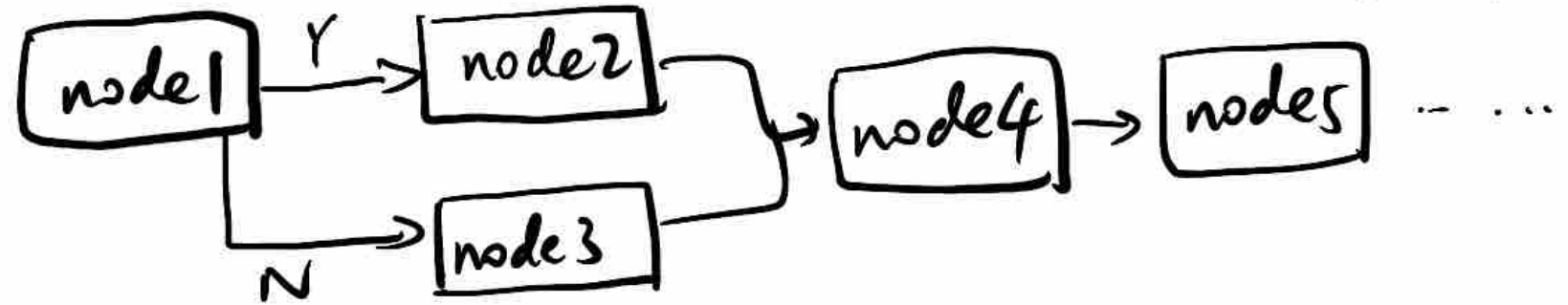


Project in
Game Maker

Chapter Arranger

→ in one chapter: sequence/node arranger

exp:



IN-GAME UI/MENU
in each node

(allows
editing
inside.....)

a **node** can be ONE of the following:

- OR {
- 1 or more pieces of conversation
 - 1 round of card/board/fort offence/fort defense



↓ piece editing