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Bunny World Main Page:

Features:

* By clicking the corresponding buttons, choose one of the two options:
  + Edit Mode
  + Play Mode

Can Navigate to:

* PlayMode
* EditMode

Edit Mode Starter:

Features:

* By clicking the corresponding buttons, choose one of the two options:
  + Edit an existing game
  + Create a new game

Can Navigate to:

* EditMode

Play Mode Starter:

Features:

* By clicking the corresponding buttons, choose one of the two options:
  + Play a previously played game
  + Play a new game

Can Navigate to:

* PlayMode

Edit Mode:

Features:

* A PageView :
  + draws the current page and all the shapes in it
  + respond to all user motions, including
    - select a shape
    - cancel a selection
    - drag the selected shape around
    - use the circles at the 4 corners of the shape to resize the shape
* A menu:
  + navigate to Bunny World Main Page, also remind the user if they want to save their unsaved changes before navigate to Bunny World Main Page to prevent data loss.
  + navigate to Saving Activity for saving the current edit (details explained in the Saving Activity)
  + navigate to Edit Page Activity to edit the current page (details explained in the Edit Page Activity)
  + switch among any already-created pages
  + add a new empty page
* Delete Shape Button:
  + Delete the current selected shape
  + Also delete all of the scripts that are related to the deleted shape
  + If no shape is selected, throw a toast to notify the user
* Edit Shape Button:
  + lead to Edit Shape activity to edit the current selected shape
  + If no shape is selected, throw a toast to notify the user
* Copy Shape Button:
  + copy the current selected shape in the backend clipboard
  + If no shape is selected, throw a toast to notify the user
* Paste Shape Button:
  + paste the shape in the backend clipboard onto the current page
  + the pasted shape will have name {copied-shape-name}-2, {copied-shape-name}-3, etc.
  + If no shape is copied, throw a toast to notify the user

Can Navigate to: Bunny World Main Page, Saving, Edit Page

Add Shape:

Features:

* A clickable listview with image and text explanation for user to view and click to create a shape
* A cancel button to get back to Edit Mode

Can Navigate to: Edit Mode

Edit Shape:

Features:

* Outside the edit shape window:
  + Edit the size of the selected shape by dragging the dots at the corner of the shape.
  + Edit the position of the selected shape by dragging the shape.
* Inside the edit shape window:
  + Change the name of the shape. Also change all the scripts that’s related to the shape.
  + Turn the shape into a text-base shape, or change the text of the selected shape.
  + Rich text options: italic, bold, or underlined.
  + Change the font size of the text
  + Change the color of the text by dragging the slide bar. The color preview will instantly show the color.
  + Set whether the shape is hidden or not.
  + Set whether the shape is movable or not.
  + Add scripts to the shape:
  + The script is managed by one long and three or four short spinner
    - 1. the editor will read in the script within the shape at the start, which will be shown on the long spinner
    - 2. After a script is selected on the long spinner, the short spinners will change accordingly. And after one short spinner is changed, other corresponding spinners will also change. E.g. If choose “play” the spinner right after will show music options and if choose “goto” the spinner will show page options
    - 3. User can choose “Add Script” to put content in small spinners into the long one. Or he can choose “Edit Script” replace the script on the long spinner with the one on short spinners. User can use “Delete Script” to delete script.

Can Navigate to: The main page, saving, edit pages.

Note: Only after user click “Confirm Changes”, the editor will save user’s choice into the shape

Edit Page:

Features:

* Delete Page Button:
  + On click, pop up window to ask the user if they really want to delete. If yes
    - Remove the page object from document, along with its associated shapes.
    - Also, delete all the scripts that involve the deleted page and/or the shapes contained in the page.
    - Then go to page1
  + If cancel
    - Simple go back to the original page.
* Edit View:
  + Get a new name for the current page to be edited. Also change all the scripts that’s related to the page.
* Clickable List View:
  + List all the available images with which user can set and update the background of current page
  + Pop up a toast notifying user the image he selected to be the background image
* Check Box:
  + Get a boolean value indicating whether the user wants to tile the background with multiple copies of the image or just use a single copy of the image
* Submit Change Button:
  + Execute all the update for the current page, then navigate back to the updated current page
* Cancel Button:
  + Leave the page editor and return to the current page

Can Navigate to:

* EditMode

Savings:

Features:

* Clickable List View:
  + List all the saved documents/games and an item named “new saving”
  + if user clicks “new savings”, the current game will be serialized as a separate file and its name will be dumped into database
  + if user clicks an existing game, the current game will be saved to the existing file corresponding to the clicked name, and the original saved game will be overwritten
* Pop-up window:
  + Get name for the saved game
  + Cancel and return to the PlayMode or EditMode

Can Navigate to:

* EditMode
* PlayMode

Play Mode:

Features:

* A Page View:
  + draws the current page and all the shapes in it
  + when the user enters a page, call the onEnter trigger of all shapes inside of it
  + respond to all user motions within the current page and run the right triggers. The user motions include:
    - click on a shape
    - cancel a selection by clicking on the blank area
    - drag a shape around
    - drop a shape on another shape by dragging
* A Menu:
  + navigate to Bunny World Main Page, also remind the user if they want to save their unsaved changes before navigate to Bunny World Main Page to prevent data loss.
  + navigate to Saving Activity for saving the current play (details explained in the Saving Activity)
* Pick Up Button:
  + Add the selected shape to the possession area in the backend and remove the shape from current page
  + If no shape is selected, throw a toast to notify the user
* Possessions Button:
  + Navigate to the possession area to enable user add shapes back to current page (details explained in the Possession Activity)

Can Navigate to: Bunny World Main Page, Saving, Possession

Possession:

Features:

* A clickable listview with shape image and name text for user to view and click to add a shape back to current page
* A cancel button to get back to Play Mode

Can Navigate to: Play Mode