Rina API

# Page elements

* Avatar
* Talkbox
* Choicebox
* Alertbox
* Appbox

# Rina App API

manifest.json

* name
* version
* description

main.py

* void emote(Emotions emotion)
  + Sets the avatar emotion to the given emotion
* void say(String str)
  + Makes the talkbox display the passed string
* String ask(String str, [List<String> choices])
  + Makes talkbox display str as question and returns user input
  + If choices are given, displays choices as button choices
* void alert(String str)
  + Displays an alert dialogue box with the str which can be closed by clicking OK.
* bool confirm(String str)
  + Displays an confirm dialogue box with the str which can be closed with either OK (returns true) or Cancel (returns false)
* void startapp(React.Component comp)
  + Opens up the Appbox and generates the React Component comp
* void endapp()
  + Forcibly closes the Appbox
* void end()
  + Forcibly ends the app
* bool checkvar(String varname)
  + Checks if a variable with varname has been created
* void createvar(String varname)
  + Creates a variable with the name varname with a null value
* void setvar(String varname, Anytype value)
  + Sets the value of a variable named varname to the given value
* Anytype getvar(String varname)
  + Returns the value of the variable named varname
* void destroyvar(String varname)
  + Destroys the variable with the name varname

# Skin API

manifest.json

* name
* version
* description

# Other

* enum Emotions
  + HAPPY
  + SAD
  + ANGRY
  + BLUSHING
  + NEUTRAL
  + SERIOUS
  + SMUG
  + WINKING