

# Gizmoball: Revised Specification

CS308    Group MW1

## Build Mode

### Interface

- Separate interface to play mode
- Initiated by clicking “Build Mode” button on play mode interface
- Switching between interfaces can be done using the always visible “Play Mode” or “Build Mode” buttons at the top of each interface.

### Buttons

#### Shape Gizmo Buttons

- Used by clicking desired shape and clicking a free space on the grid to be placed
- Will not be able to place gizmos on top of each other.
- Can be moved using “Move Gizmo” button and selecting a free space to move Gizmo to.
- Can be rotated by clicking a gizmo to rotate it 90 degrees, each subsequent click will rotate another 90 degrees.
- Gizmo can be deleted by clicking the delete gizmo button and selecting the gizmo you wish to delete.
- Board can be completely cleared using the “Clear Board” button.
- Can connect Gizmos together using the Connect Gizmo button and then selecting the gizmos to be connected by clicking on them.
- Connected Gizmos can be disconnected in the same way but using the disconnect button.
- Key Connect/Disconnect are the same as above except with gizmo-key bindings instead of gizmo-gizmo binding.

### Absorber

- Similar to other shape gizmos except to place it you must drag over the area you want it to cover.

### Flippers

- Similar to other shape gizmos, will be able to rotate both right and left flippers 90 degrees if connected to a key or other gizmo. Upon placing on the grid must have enough space to rotate.

### Friction

- Allows user to define the build friction by entering a value in the text box and then clicking the Friction button to apply it.

### Gravity

- Allows user to define the build gravity by entering a value in the text box and then clicking the Gravity button to apply it.

### Add Ball

- Define ball size in text box, click button to place it.
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## Options

### Save Build

- Once a build has been created the user can save it to a command file and give it a name to work on later or load into play mode.

### Load Build

- User can load a saved build from a command file using a file viewer
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# Play Mode

## Buttons

### Start

- Providing a build has been loaded, clicking the start button will start the motion of the ball and allow the game to start.

### Pause

- Stops the game clock at it's current tick which also stops the motion of the ball and unlocks the ability to use the tick feature.

### Tick

- Allows user to increment the game clock one tick at a time and subsequently update the game view for each tick to monitor details of movement more closely.

### Reload

- Allows user to reload the build that was previously loaded, used for example if the ball becomes stuck.