Trii User Manual

A project by Devs101

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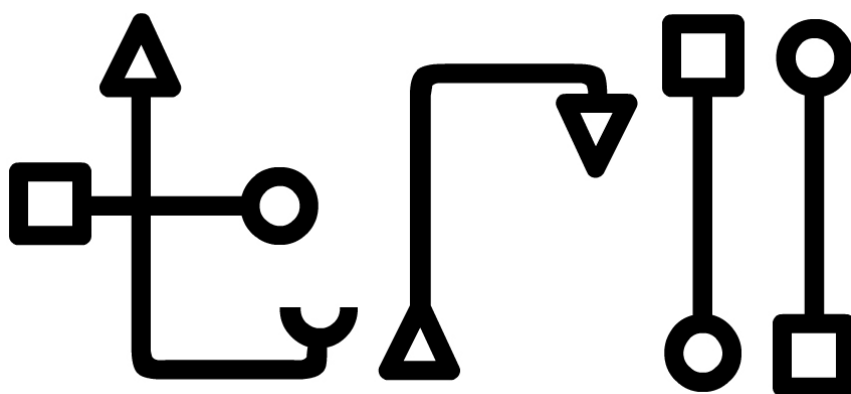Dail Nathan Jonker

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1 General information

1.1 System Overview

Trii is a skill tree editor, where a user can create, customize, test, import and export skill trees. A skill tree is a type of graph that represents certain, user defined, skills that have or can be acquired. These skills can be anything from learning how to walk or learning how to fly. A skill tree can be used for many purposes, such as managing character skills in games, visually represent the collection of skills of the employees of a company for management purposes or it can be used by anyone that wants a visual way of keeping track of all the skills they have acquired.

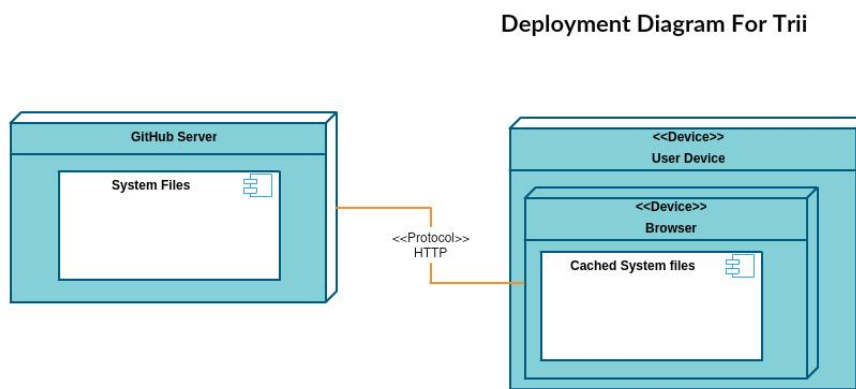## 1.2 System Configuration

Deployment Diagram For Trii

Figure 1: The Deployment diagram.

Trii is simple to access and does not require extensive hardware to be able to use it. The only requirement is that the user has Google Chrome and Internet access for the initial loading of Trii. Trii itself is hosted on a GitHub server and users that connect to it will then automatically allow Trii to be saved locally and can then be used offline if needed.

1.3 Installation

1. Google Chrome can be downloaded from `http://www.google.com/chrome/`

   (a) Once the site has loaded press download chrome.

   (b) Chrome will then be downloaded, once it is done click on the downloaded file.

   (c) Follow the prompts, Google Chrome will then download the remaining files.

   (d) After the installation Chrome can be accessed via the desktop, Start menu or Installed location. (Mobile users will either have it default on their phone or will be able to get it via the app store.)

2. The software(Trie) can be accessed at `https://dolan212.github.io.`

3. After the initial access Trii will be saved on the user's local storage allowing for quick access on and offline.

4. On mobile versions Trii has the option to set a app-like shortcut in your app list for ease of access.
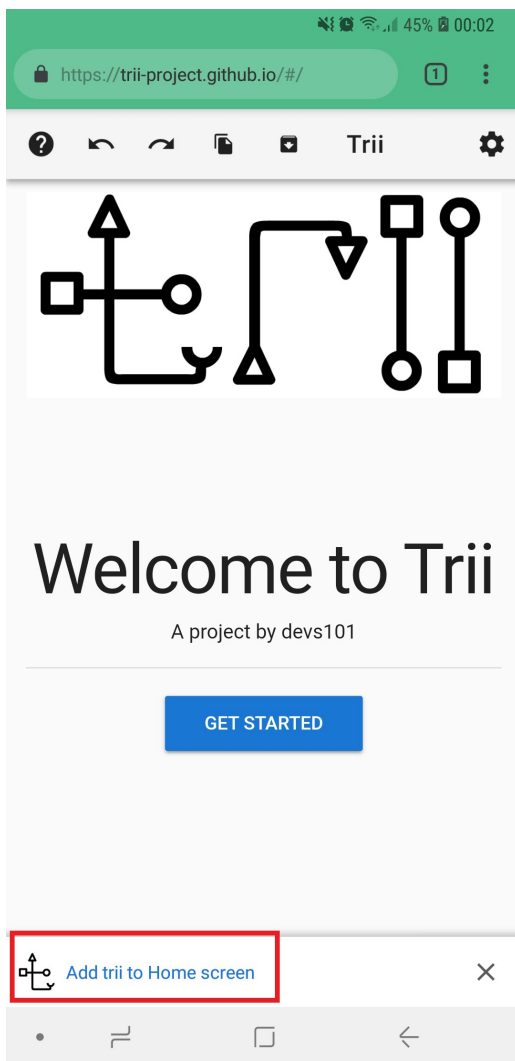
5. Trii is then ready for use.

Figure 2: Creating an app shortcut on the mobile version.

2 Getting started

2.1 Accessing Trii

1. Launch Google Chrome.

2. Once Google Chrome has opened type https://dolan212.github.io in the navigation bar located at the top and press enter.

3. When the site has loaded the following image below is what should be displayed. Press "GET STARTED" to access Trii.

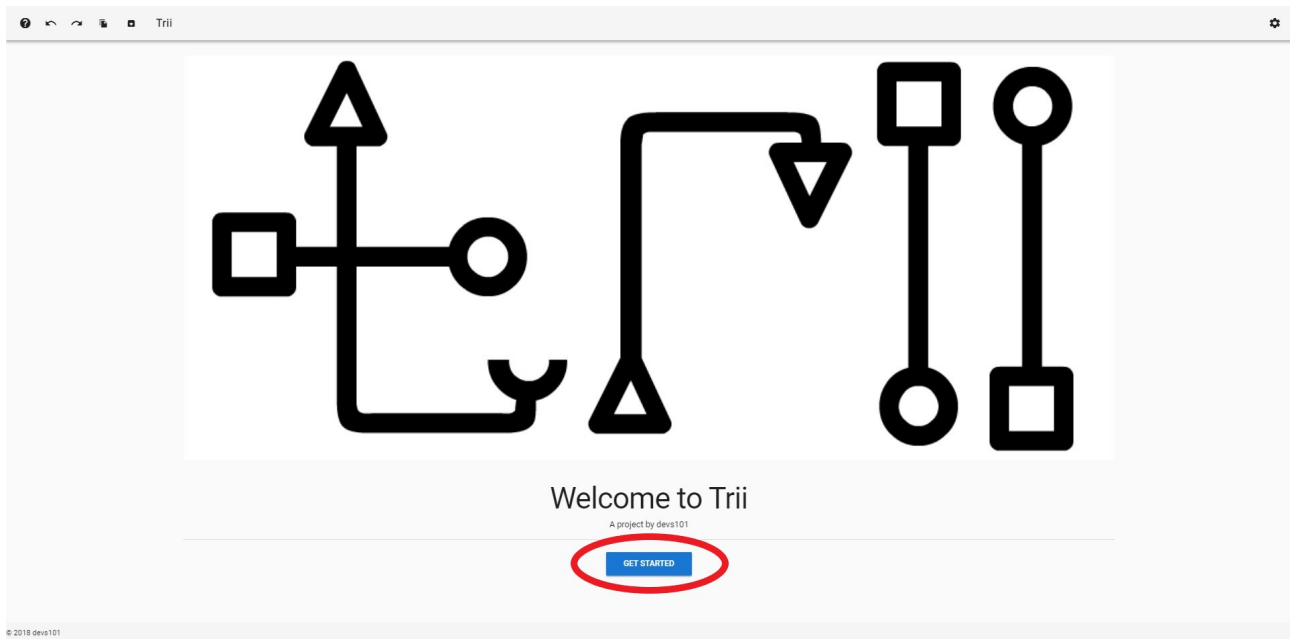4. To close Trii the user can close Google Chrome.
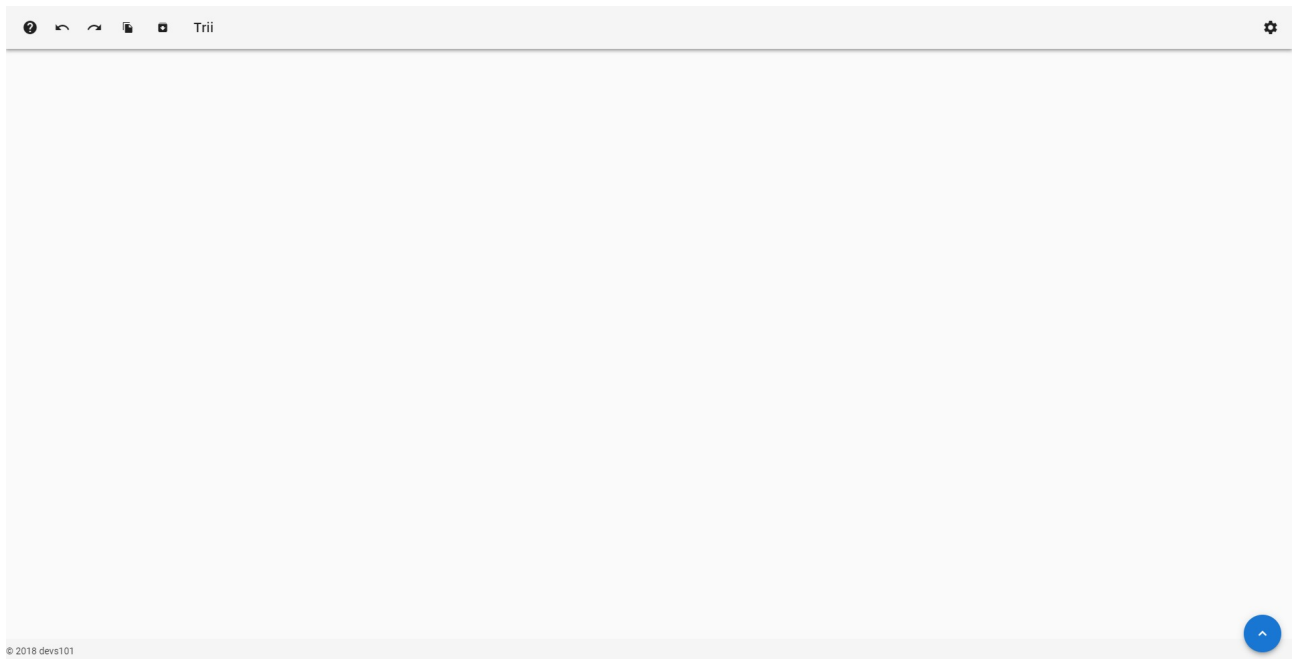

Figure 3: The Home Page of Trii.

Figure 4: Get started, main view of Trii.

3 Using the system

3.1 The Basics

In this section the basic layout will be discussed. This is just to help the user familiarize themselves with the layout with Trii. The following list will be accompanied by a few images to help with a visual guide.

1. Action bar

   (a) Add Skill, add a new node/skill.

   (b) Edit Skill, edit a node/skill.

   (c) Delete Skill, delete a node/skill.
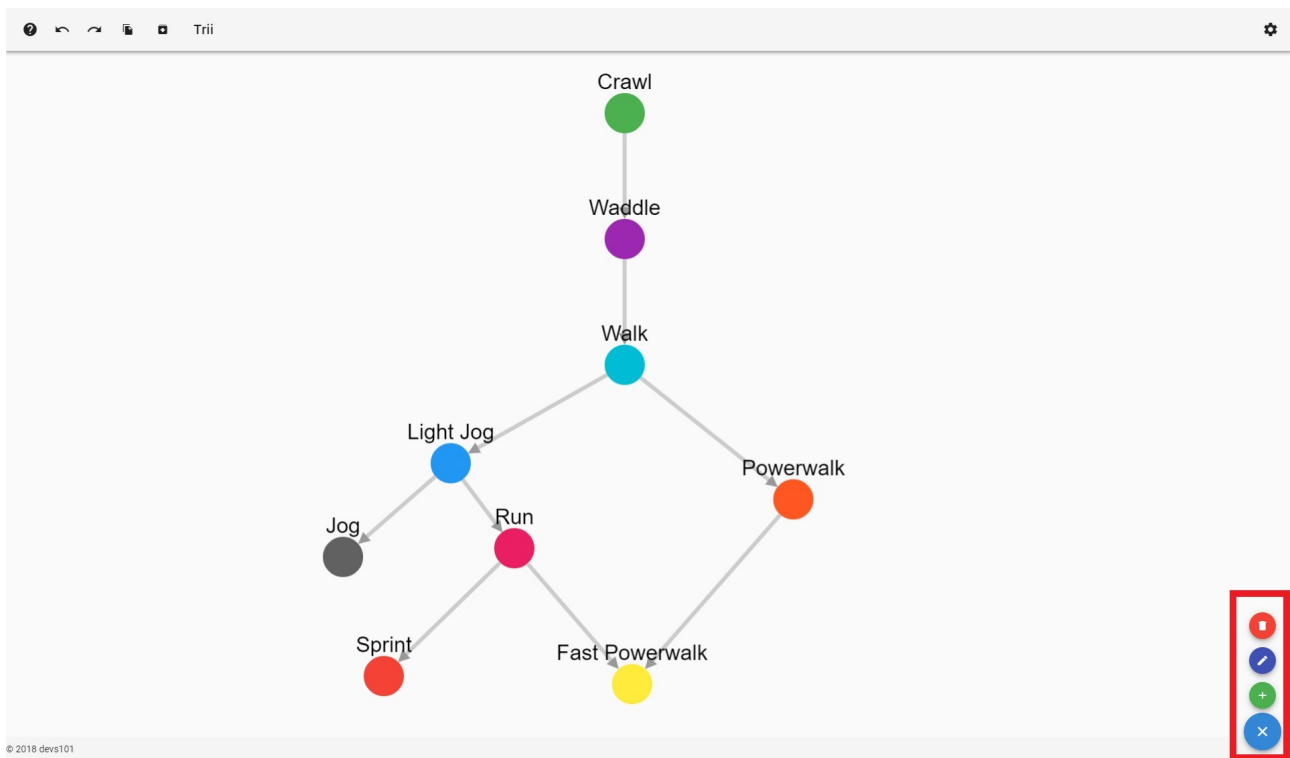
Figure 5: The Action Bar.

2. Toolbar

    (a) Undo, undo progress.

    (b) Redo, redo progress.

    (c) Copy, copy selected nodes/skills.
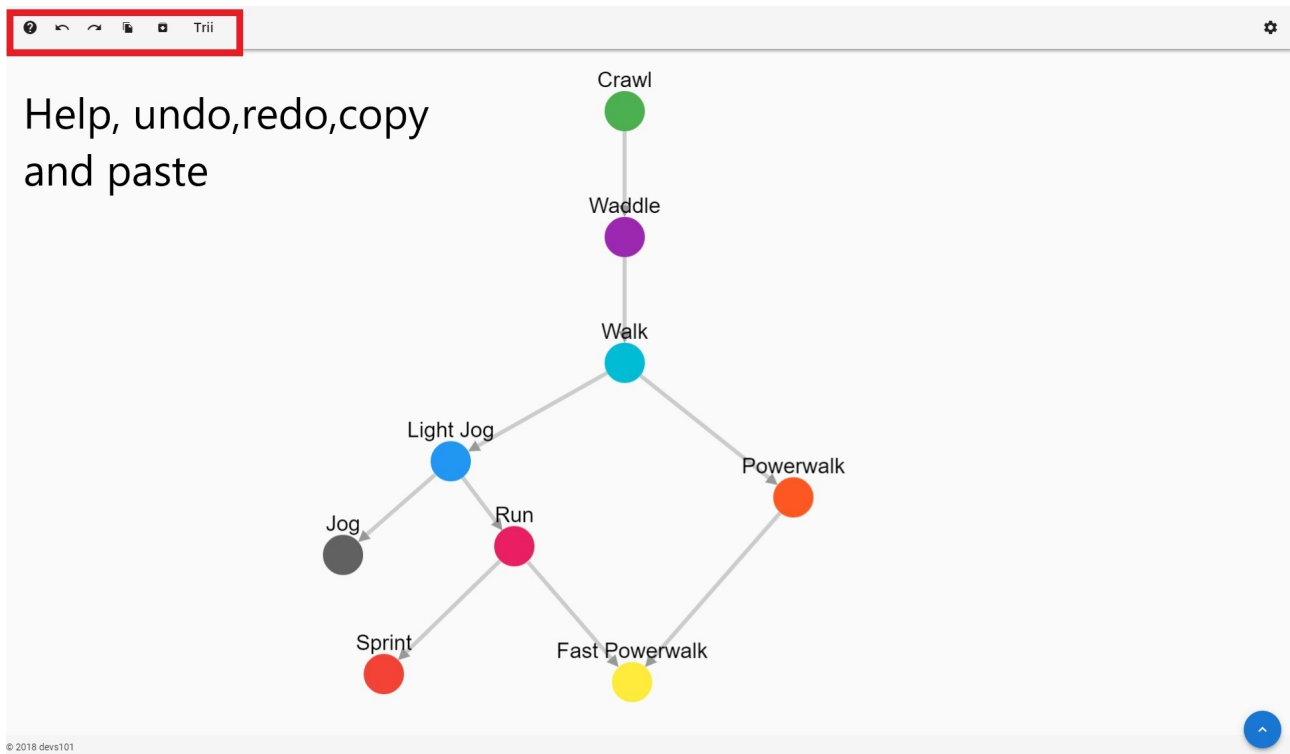
    (d) Paste, paste copied nodes/skills.

Figure 6: The Toolbar.

3. Settings

    (a) Clear Tree, delete the entire tree.

    (b) Auto Layout, restructures the tree.

    (c) Import Skill Tree, import a skill tree.

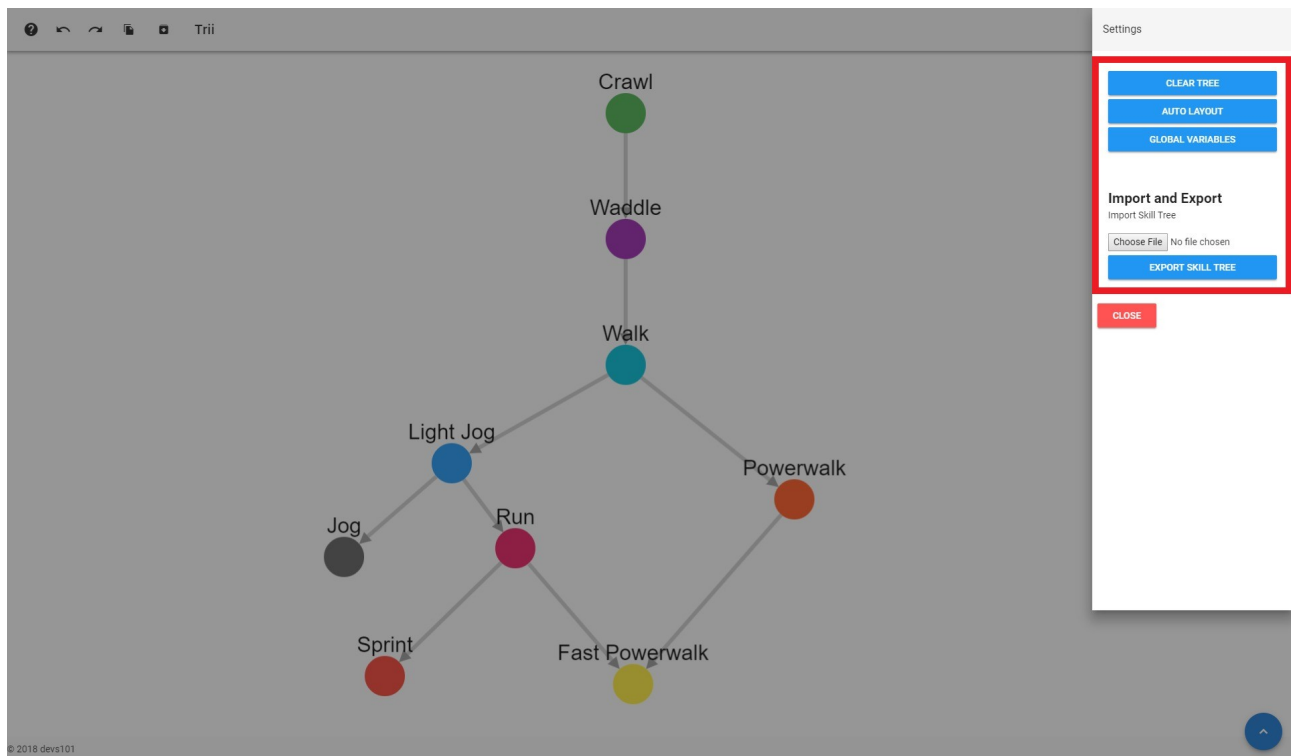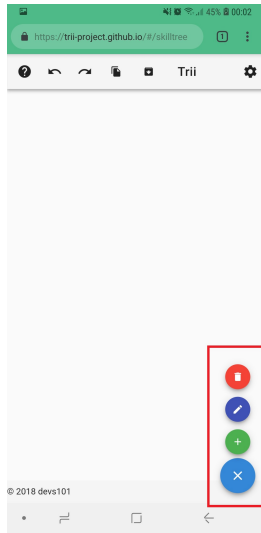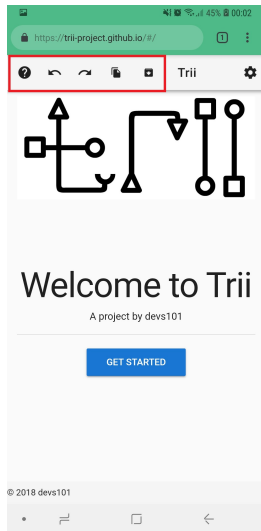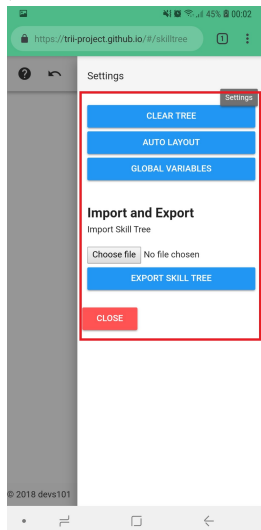   (d) Export Skill Tree, export a skill tree.

Figure 7: Settings for Trii.

(a) The mobile Action Bar.

(b) The mobile Toolbar.

(c) Mobile Settings for Trii.

Figure 8: The basics on the mobile version.

3.2   Creating a Tree

Creating a Tree will involve adding Nodes and Edges. A node will be displayed as a circle that is colored in. The node will have a name to aid in distinguishing between other nodes. An edge will be displayed as an arrow pointing from one node to another. The nodes are like the leaves and the edges the branches of the tree. What follows are some helpful tools to aid you in creating your own skill tree.

3.2.1   Adding a Node:

1. To add a Node press the Add Skill button.

2. A popup will appear and will prompt you for a name for the skill. Enter a name and press the ADD button.

3. If you do not wish to add a skill simply press the close button.

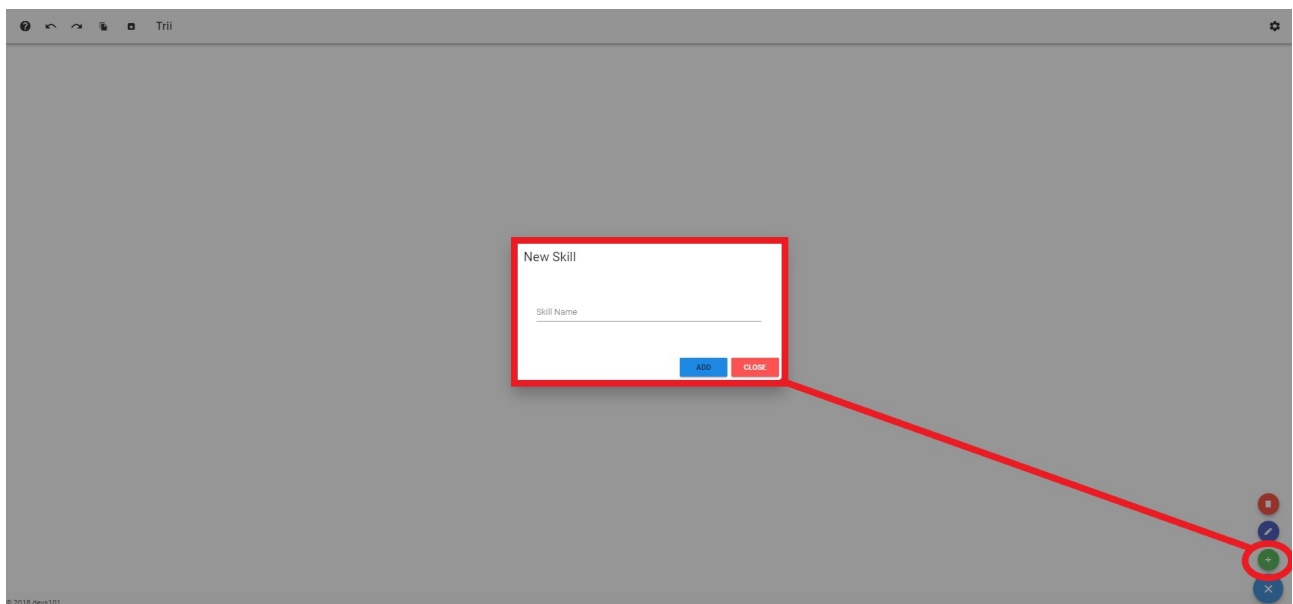4. A new node will appear on the screen.
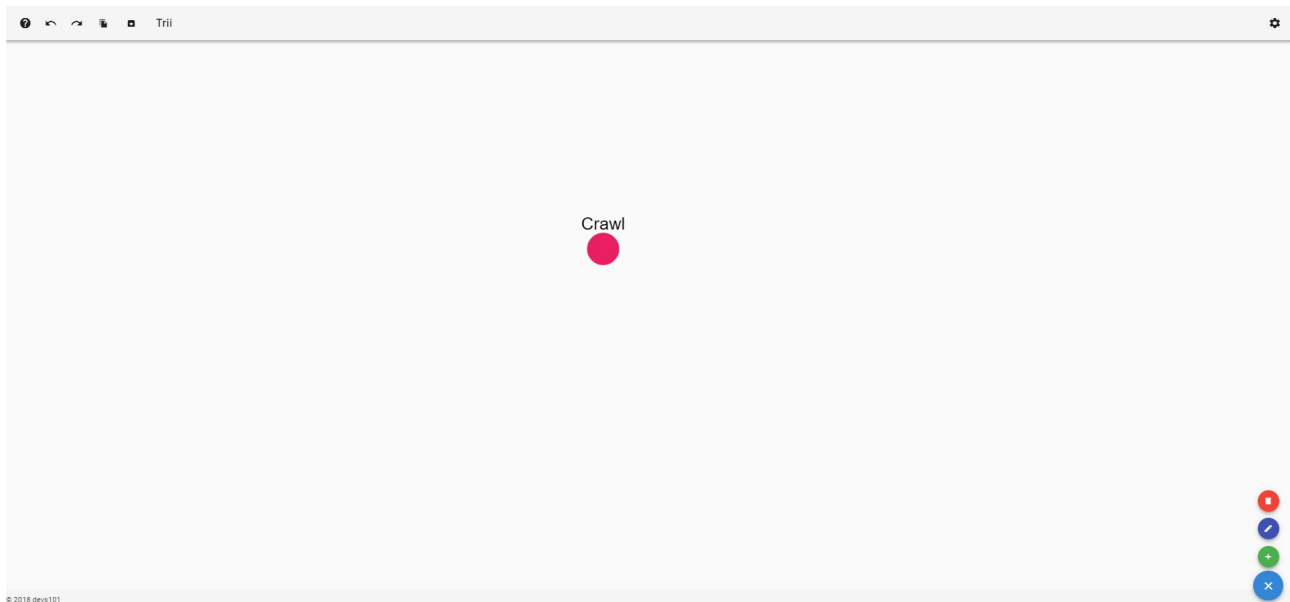

Figure 9: Adding a new Node.

Figure 10: A new Node.

3.2.2 Adding an Edge:

1. To add an Edge you require at least 2 Nodes/Skills.

2. To add an edge between 2 nodes select a node.

3. The selected node will now have a yellow outline to indicate that it is selected.

4. Press the Edit Skill button in the Action bar.

5. Press the Add Rule button.

6. A new window will appear with 2 dropdown menus.

7. For the first dropdown select Dependency, for the second choose the node you want it connected to.

8. Press save, a new edge will be created between the 2 nodes.
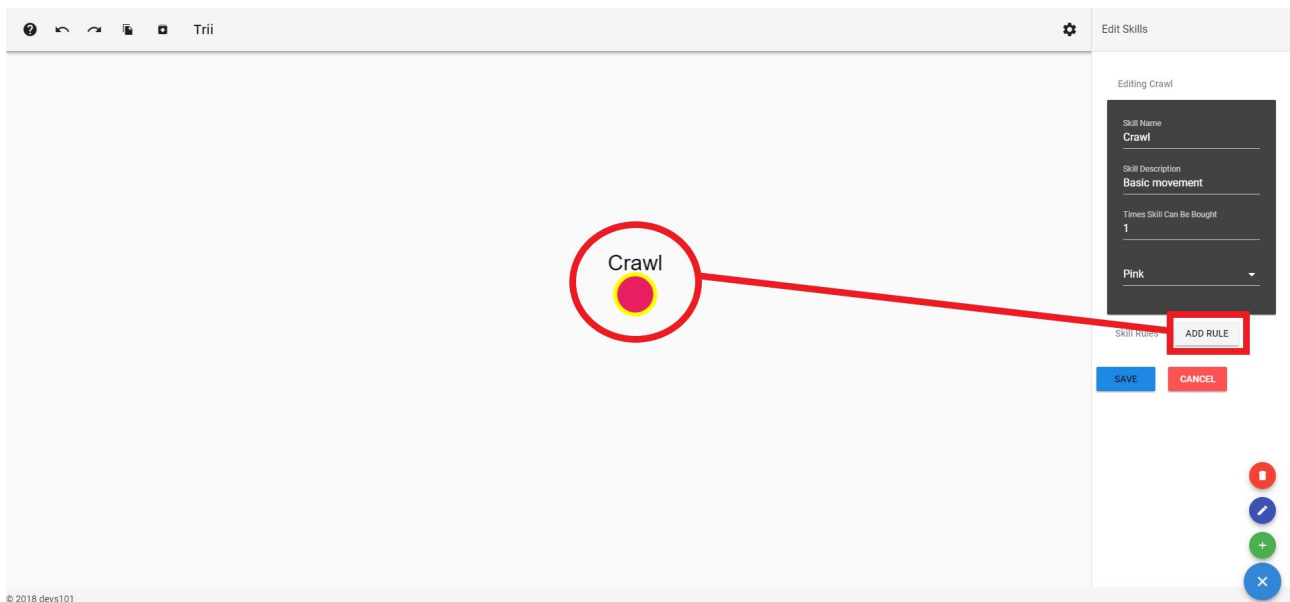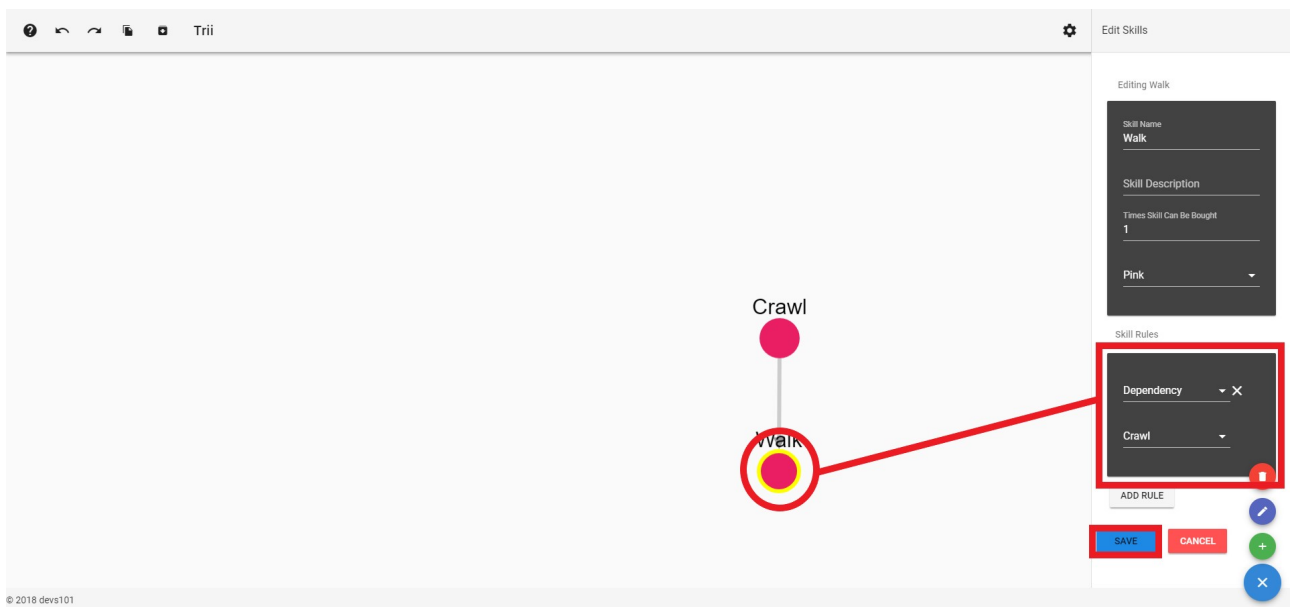
Figure 11: Adding a new rule.

Figure 12: Adding a new edge.

3.2.3 Editing the Node/Skill name:

1. Select a Node.

2. Press the Edit Skill button in the Action bar.

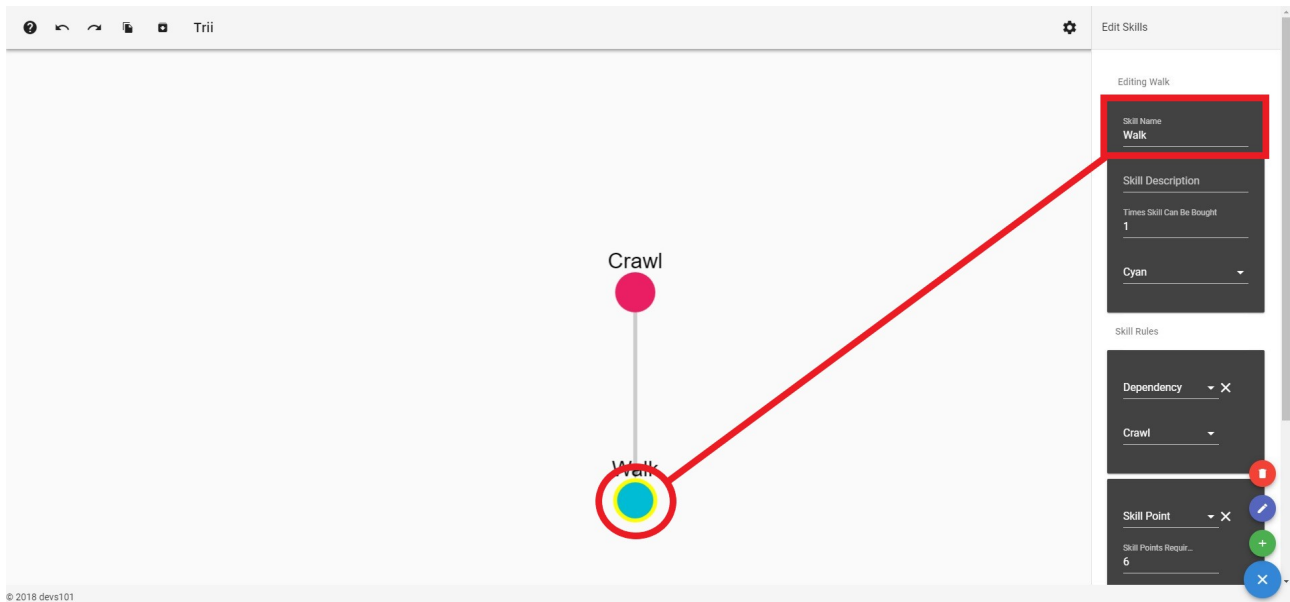3. Edit the name under the Skill Name edit bar.

Figure 13: Editing the skill's description.

3.2.4 Adding a description to the Skill/Node:

1. Select a Node.

2. Press the Edit Skill button in the Action bar.

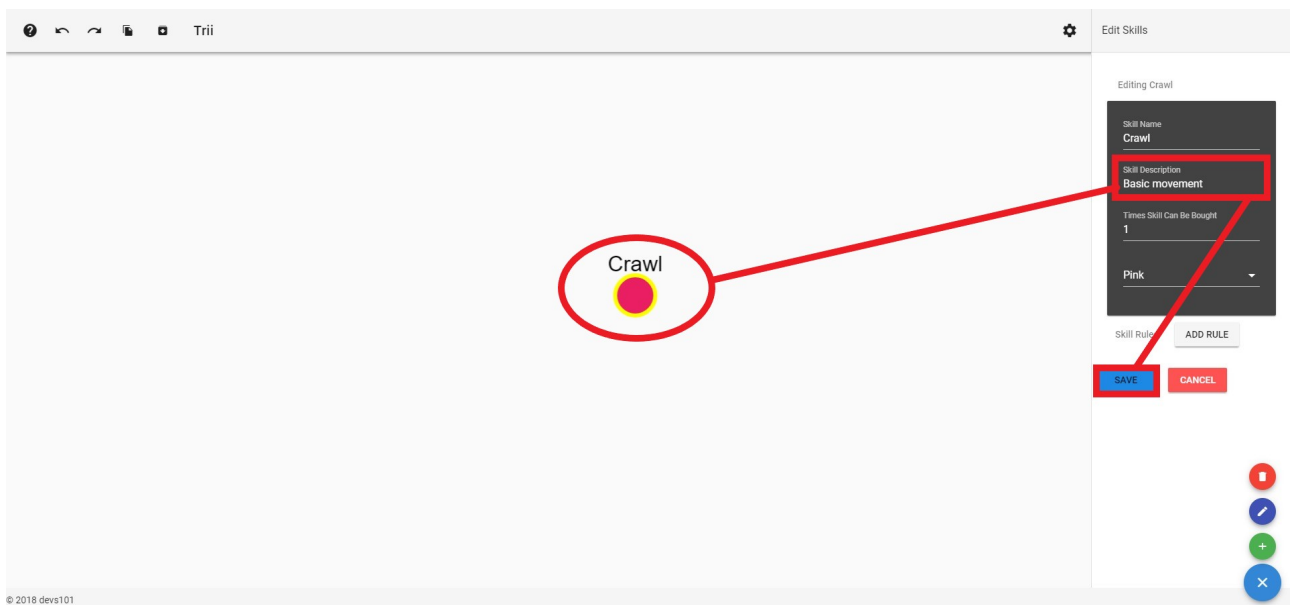3. Add your description in the Description edit bar and press save.

Figure 14: Editing the skill's description.

3.2.5 Editing the Node/Skill color:

1. Select a Node.

2. Press the Edit Skill button in the Action bar.

3. Select a color from the drop-down list.

13

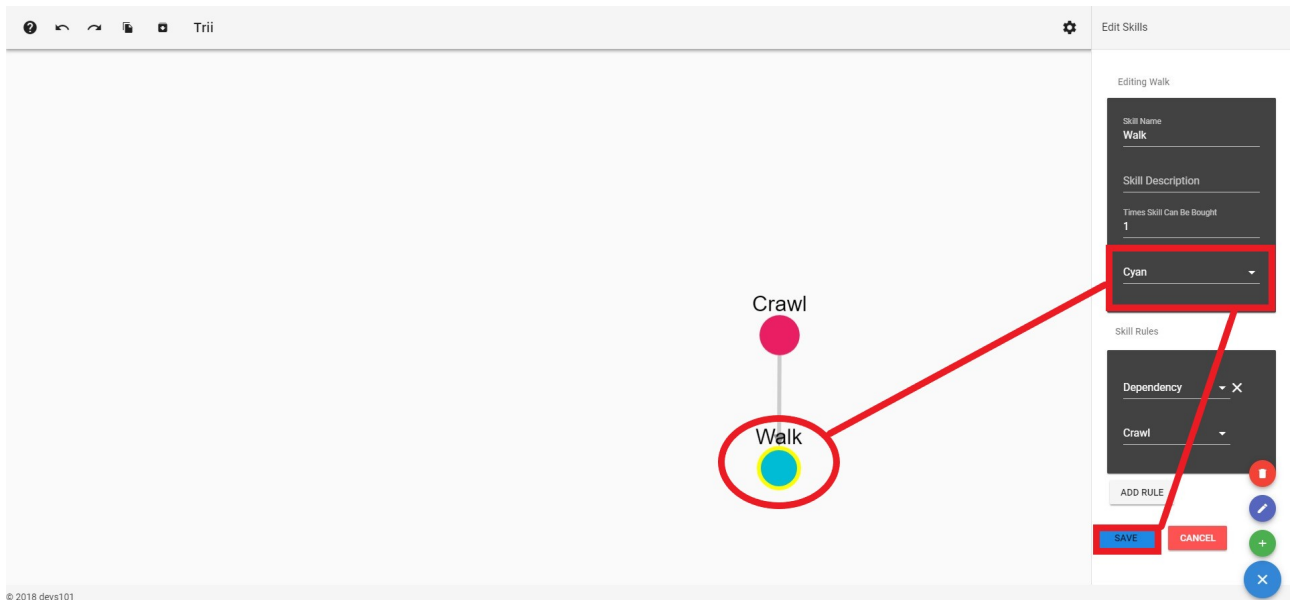Figure 15: Change the color of the selected node.

3.2.6 Setting the required Level:

1. Select a Node.

2. Press the Edit Skill button in the Action bar.

3. Press the Add Rule button.

4. A new window will appear with 2 dropdown menus.

5. For the first dropdown select Level, for the second choose a value you wish to set the required level.
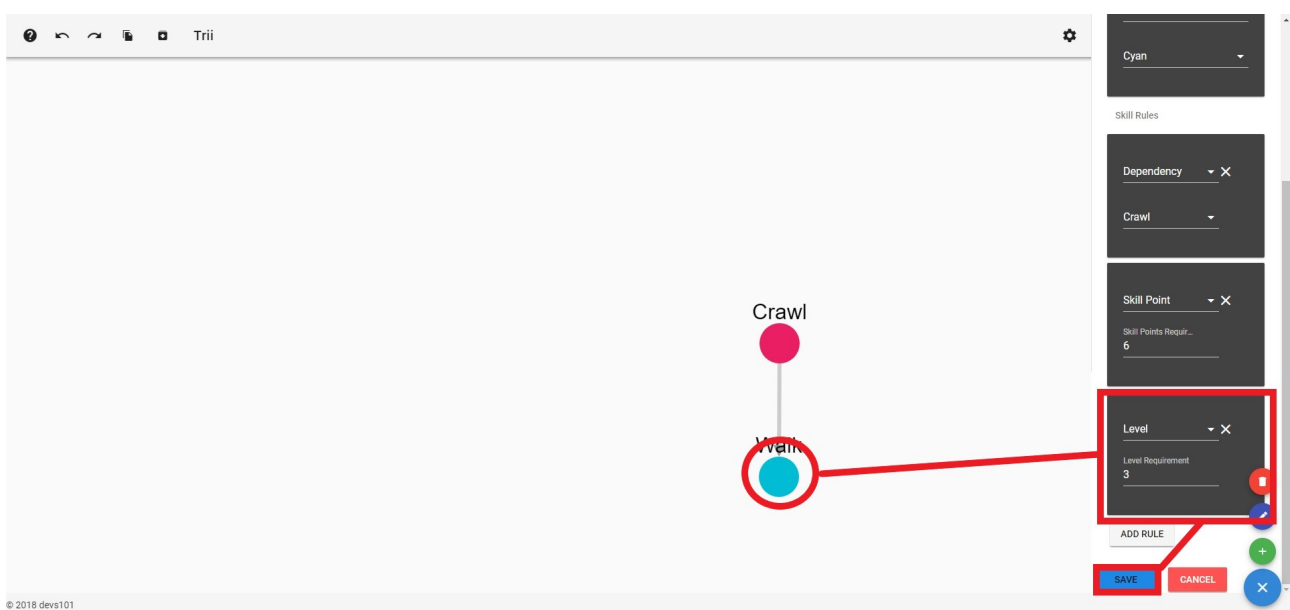
6. Press Save.

Figure 16: Setting the required Level.

3.2.7 Setting the required Skill Points:

1. Select a Node.

2. Press the Edit Skill button in the Action bar.

3. Press the Add Rule button.

4. A new window will appear with 2 dropdown menus.

5. For the first dropdown select Skill Points, for the second choose a value you wish to set the required skill points.
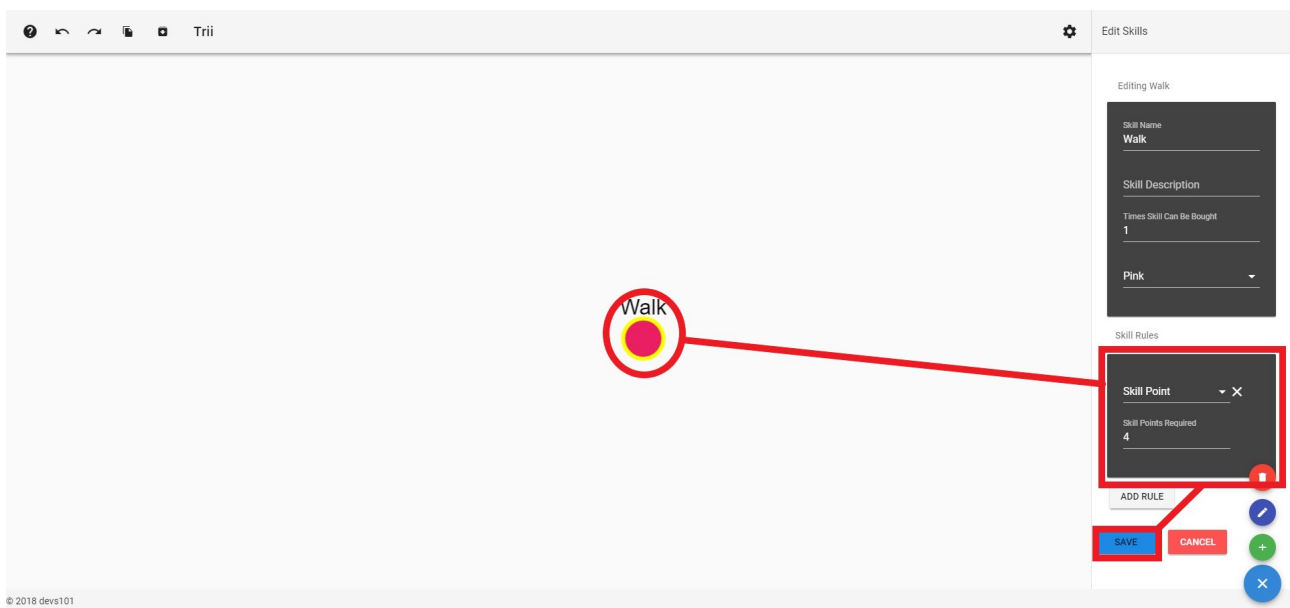
6. Press Save.

Figure 17: Setting the required Skill Points.

3.2.8 Deleting a Node/Skill:

1. Select a Node.

2. Press the Delete Skill button in the Action bar.

3. The node/skill will be deleted.

4. Multiple nodes can be deleted at once if more than one node is selected.
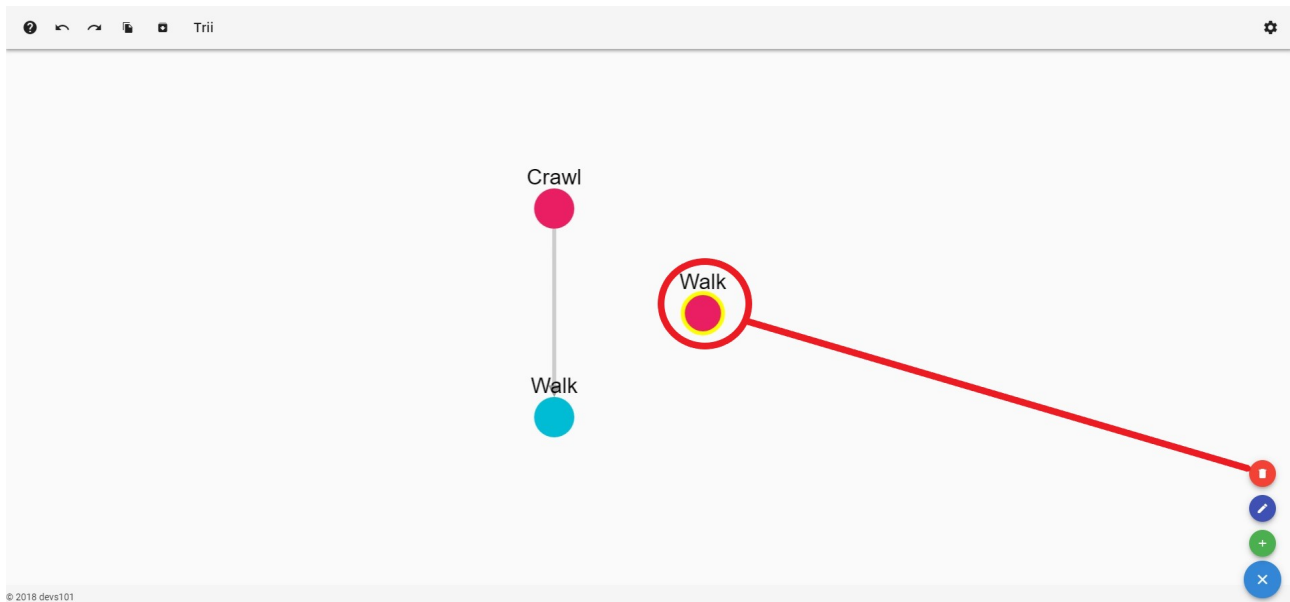
Figure 18: Delete the selected nodes.

3.2.9   Deleting an Edge:

1. Select a Node.

2. Press the Edit Skill button in the Action bar.

3. Locate the Dependancy you wish to remove.

4. Simply click the x button.
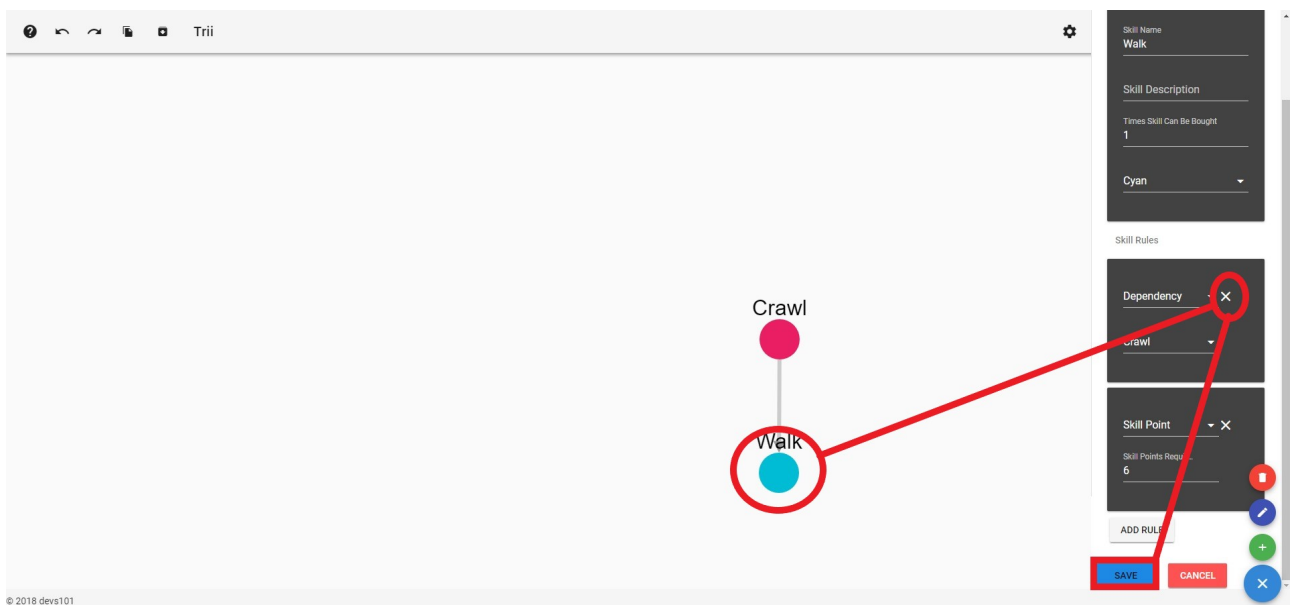
5. Press save, the edge will be removed.

Figure 19: Delete the edge of the selected node.

3.3 Using the Toolbar

The toolbar has a few helpful buttons to help during the creation of the tree.

3.3.1 Help:

1. Press the help if you ever need to view the user manual again for future reference.

3.3.2 Undo:

1. Press the undo button to revert to a previous action.

3.3.3 Redo:

1. Press the redo button to get back what was lost from undo.

3.3.4 Copy:

1. Select a Node/Skill.

2. Press the Copy button.
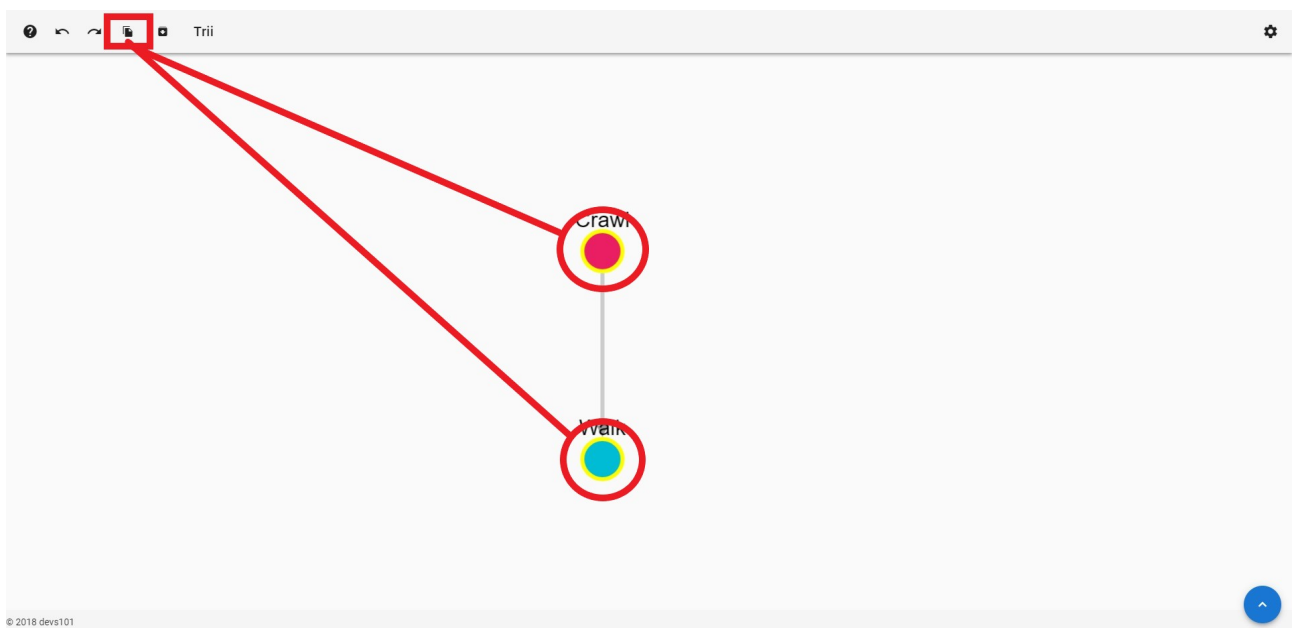
3. Multiple nodes/skills can be copied.

Figure 20: Copy the selected nodes.

3.3.5 Paste:

1. Press the Paste button.

2. All nodes/skills that have been coppied will be pasted on the screen.
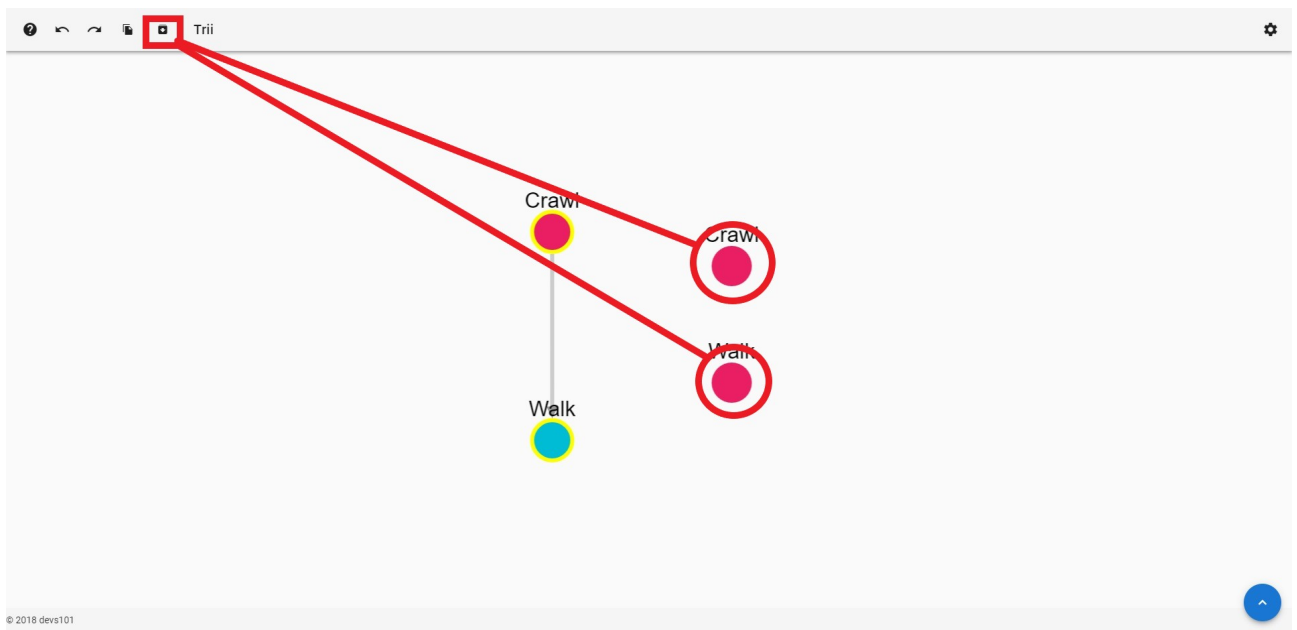
Figure 21: Paste the selected nodes.

3.4 Settings

The Settings bar allow for some more options regarding the tree as a whole. Import and export functionality for the tree itself, it will be in a JSON format. Clear Tree to clear everything. Auto Layout to reorganize the Tree. Global variables that get linked to the tree.

3.4.1 Clear Tree:

1. Press the Clear Tree button.

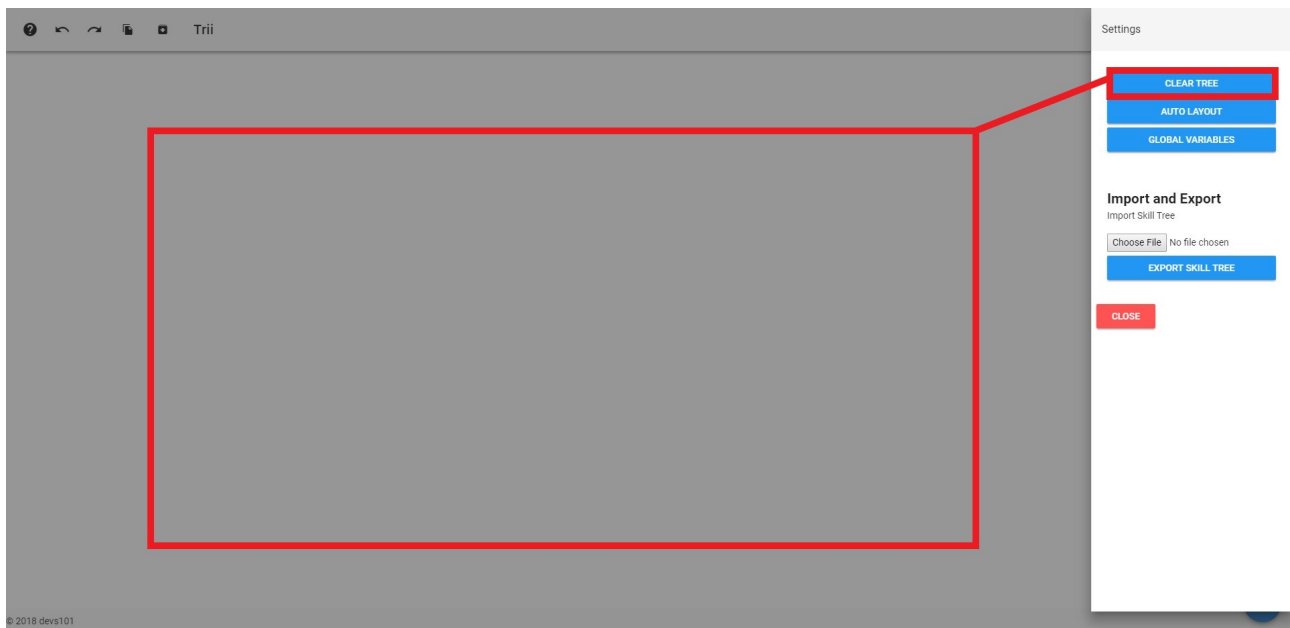2. All nodes/skills and edges will be deleted.

Figure 22: Delete the whole tree.

3.4.2 Auto Layout:

1. Press the Auto Layout button.

2. The tree will reorganize itself to make it easier to view, The nodes and skills will move apart a certain distance and take form of a tree structure.
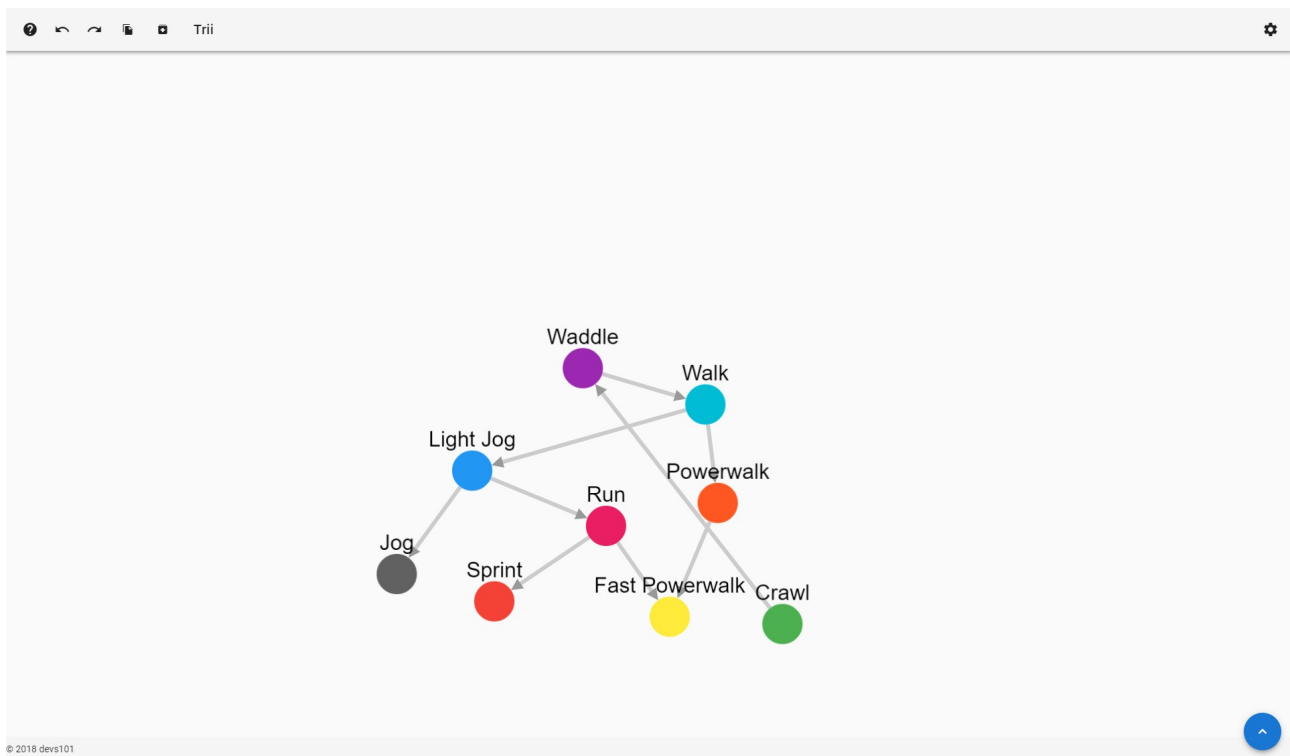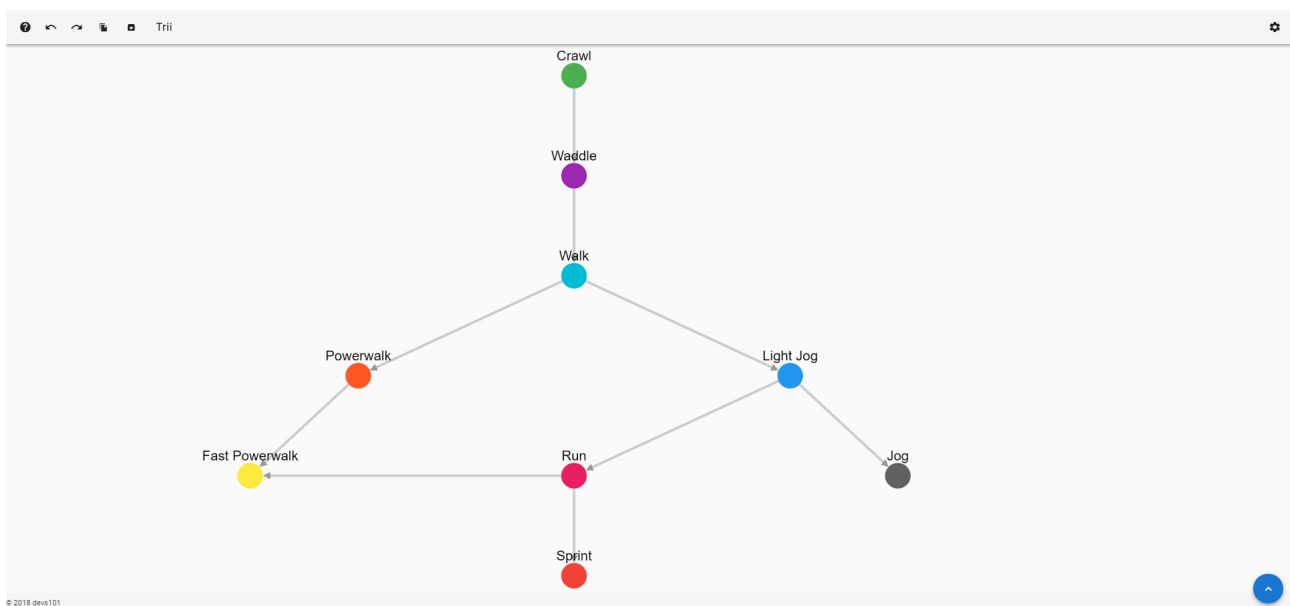
Figure 23: Example of a roughly ordered tree.

Figure 24: After the auto layout is applied.

3.4.3 Global Variables:

1. Press the Global Variables button.

2. A new form will pop up with 3 options:

    (a) String Global Variable

        i. A new form will open with 4 inputs and Add, Update and Close buttons.

        ii. The first field is just a name for the variable eg. "varGender".

   iii. The second field is the type of variable eg. "Gender".

   iv. The third field is the actual value eg. "Female".

   v. The final field is a checkbox to state if the variable is required or not.

   vi. Fill in these fields and press the Add button to add a new Global variable.

   vii. If that variable already exists you will then be notified.

   viii. If you wish to update the variable you can add the variable name in the field that says "Variable name" and update the info of that variable. Press the update button to do so.

   ix. If you do not wish to use any of the selections simply press the close button.

(b) Number Global Variable

   i. A new form will open with 4 inputs and Add, Update and Close buttons.

   ii. The first field is just a name for the variable eg. "varLevel".

   iii. The second field is the type of variable eg. "Level".

   iv. The third field is the actual value eg. "11".

   v. The final field is a checkbox to state if the variable is required or not.

   vi. Fill in these fields and press the Add button to add a new Global variable.

   vii. If that variable already exists you will then be notified.

   viii. If you wish to update the variable you can add the variable name in the field that says "Variable name" and update the info of that variable. Press the update button to do so.

   ix. If you do not wish to use any of the selections simply press the close button.

(c) Delete Global Variable

   i. A new form will open with 4 inputs and Add, Update and Close buttons.

   ii. The first field is the name of the variable you wish to delete"

   iii. Enter the name of the variable you wish to delete and press the "Delete" button.

   iv. If the variable exists it will then be deleted.

   v. If you do not wish to use any of the selections simply press the close button.

3. If you do not wish to use any of the selections simply press the close button.
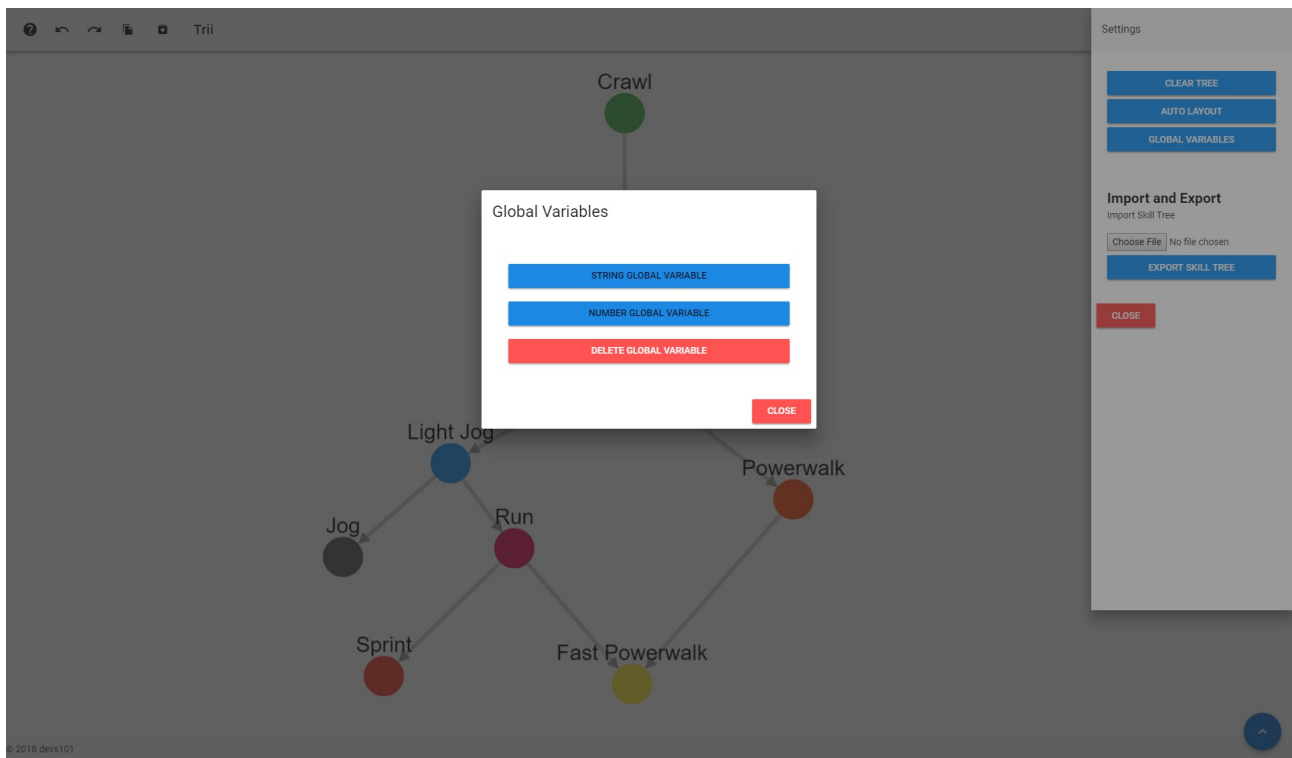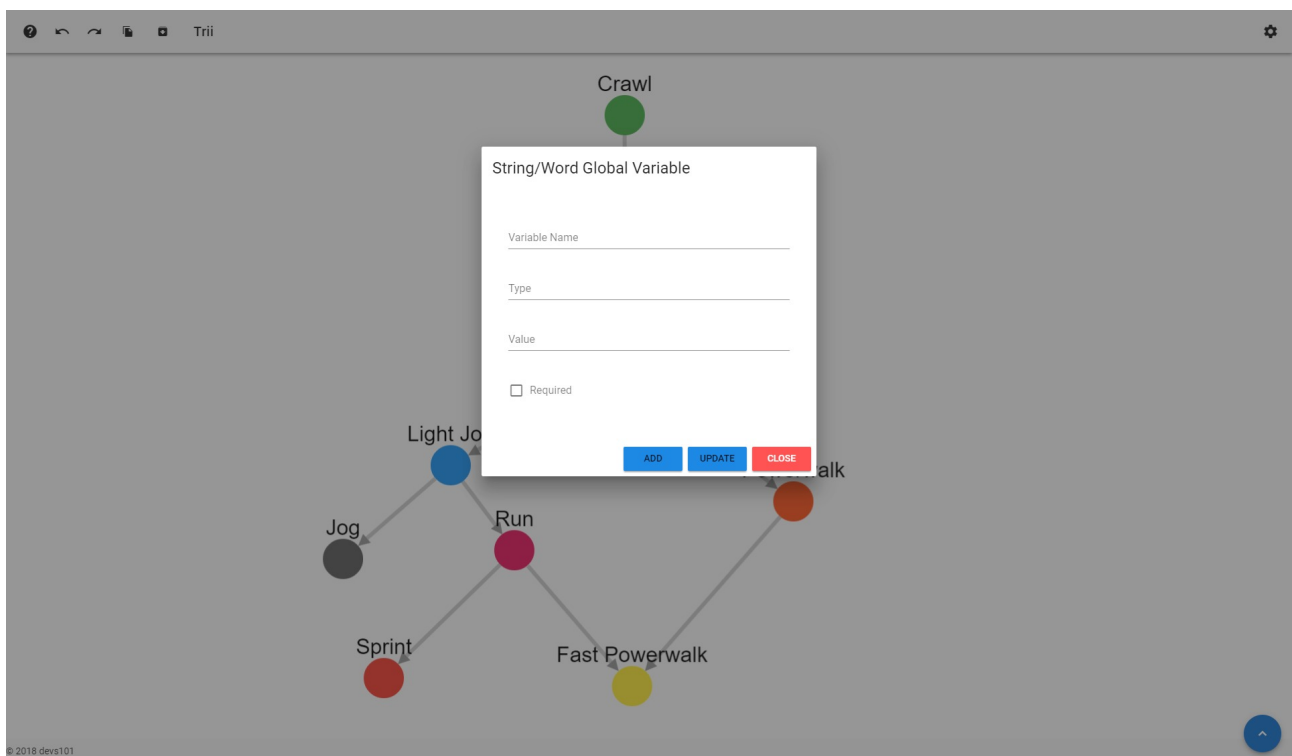
Figure 25: Global Variable menu.

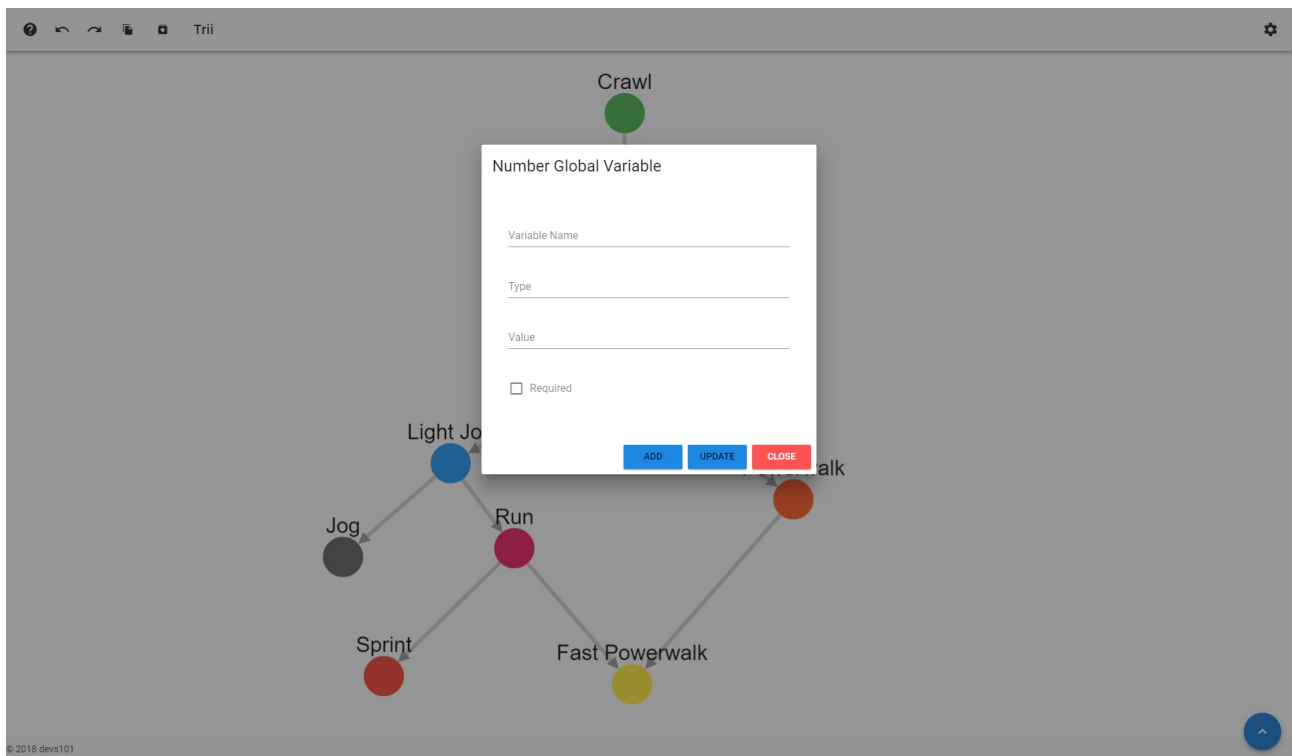Figure 26: Adding a Global Variable of type String.

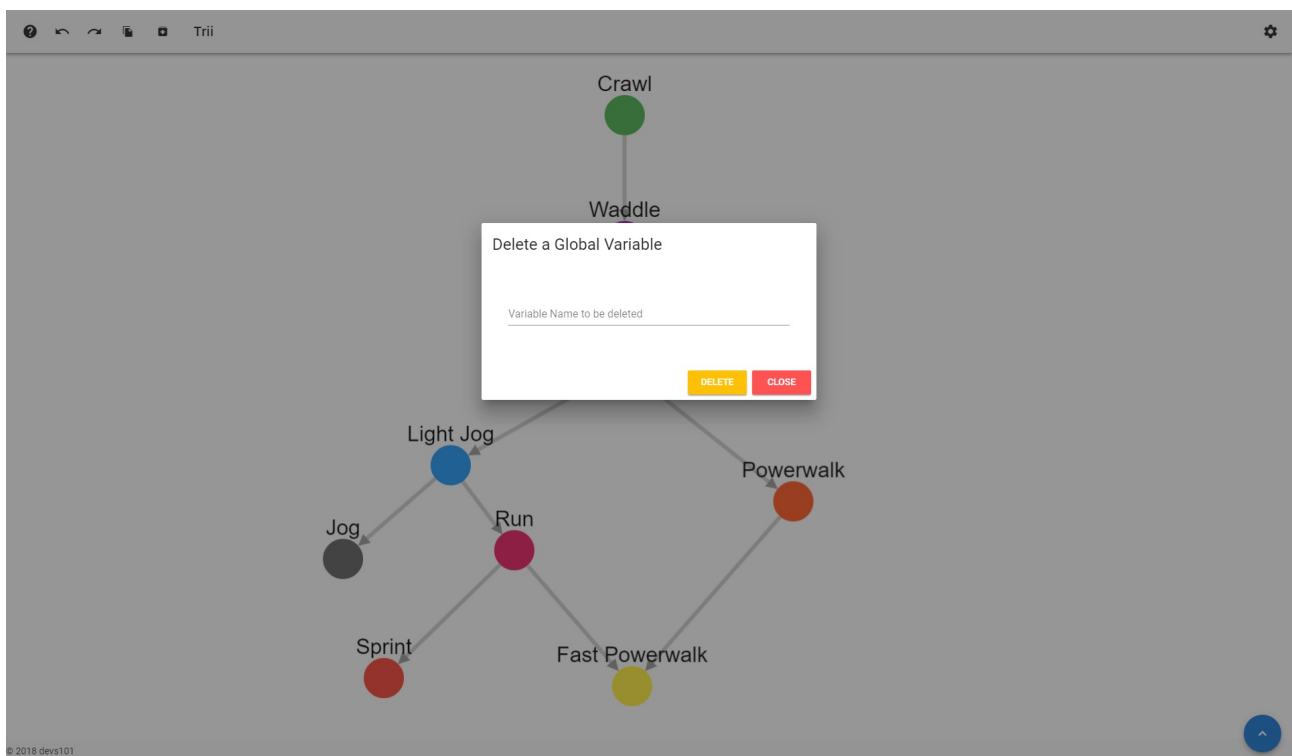Figure 27: Adding a Global Variable of type Number.

Figure 28: Delete a global variable.

3.4.4 Import:

1. Press the Import button.

2. A file browser will pop up, navigate to the .json file you wish to import. Select the file.

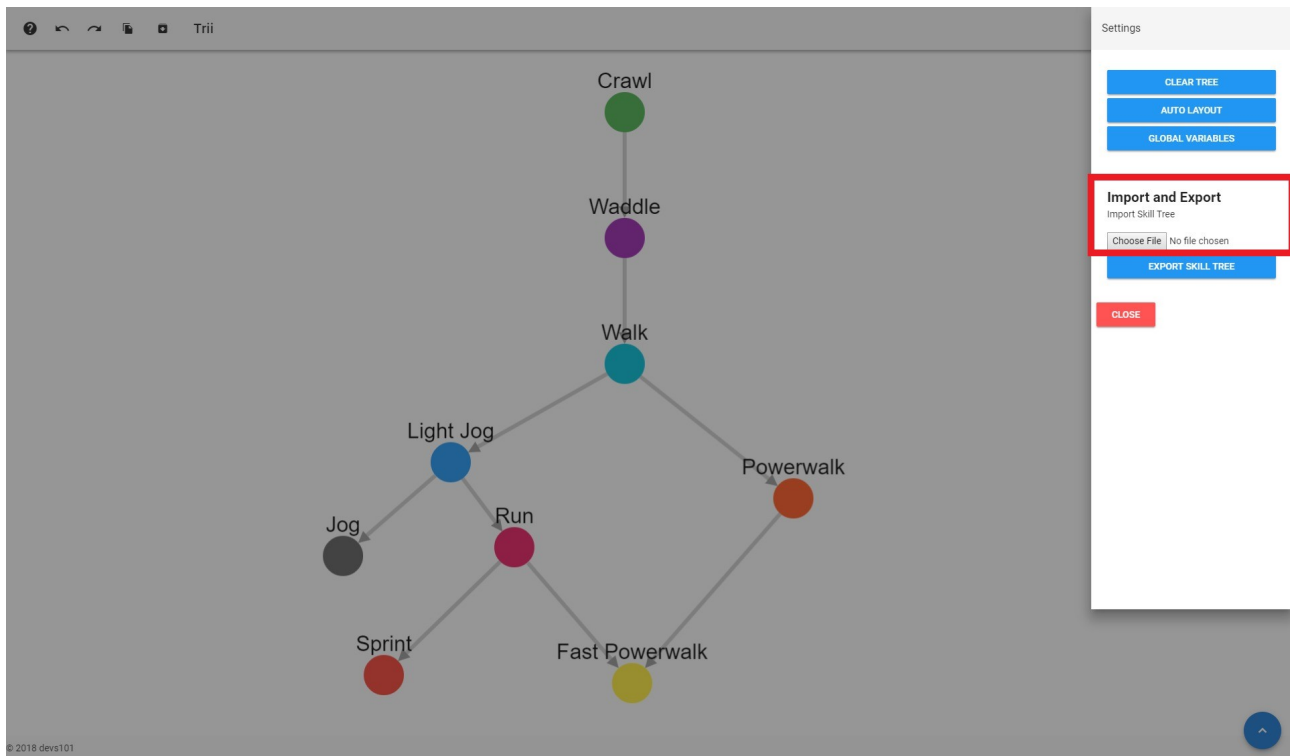3. The file will be read in and the Skill Tree will be displayed.

Figure 29: Import a tree from a selected JSON file.

3.4.5 Export:

1. Press the Export button.

2. A window will pop up with a prompt for the file name.

3. Enter a name for the file.

4. Press Export or Close if you don't want to download the file.

5. The file will then be downloaded via the chrome browser and can be located in the downloads folder (Same location for mobile users).

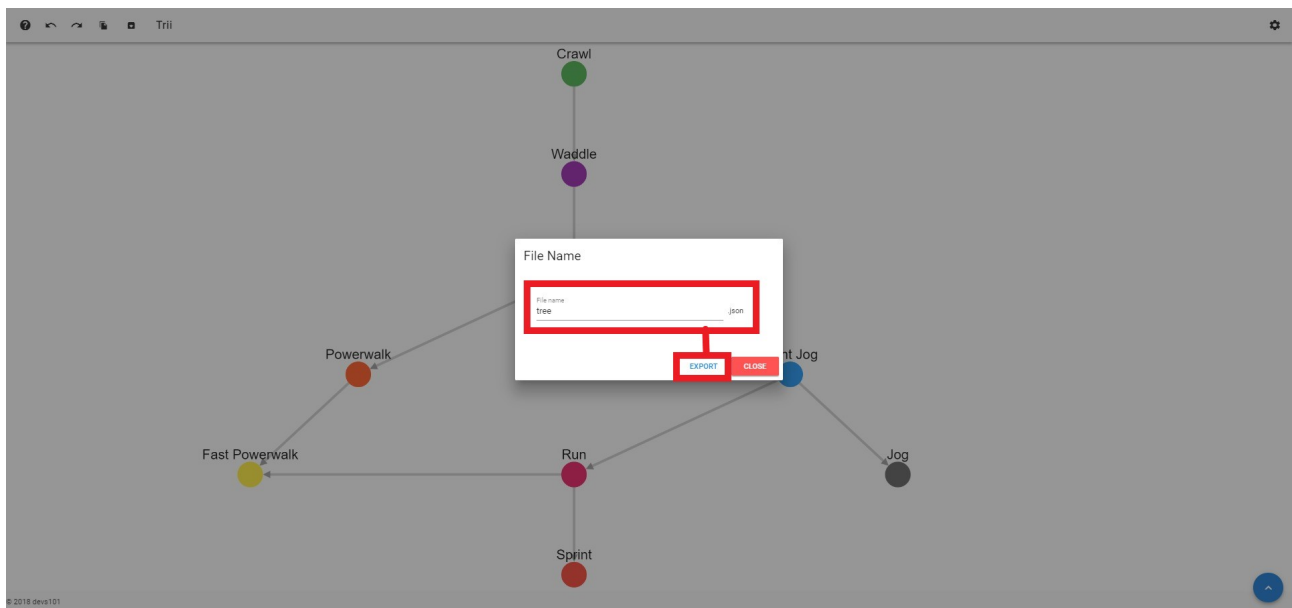6. An example JSON file will be shown in the image labled "JSON".

Figure 30: Export the tree as a JSON file.

4 Troubleshooting

4.1 Accessing Trii

1. Make sure you have Internet access. Trii requires Internet access for the initial download to local storage.

2. Make sure you entered the correct address in the top bar of Google Chrome

3. Refresh the page if it did not load correctly.

4.2 Mistakes made in try

1. Make use of the Redo/Undo buttons.

2. You can always start from scratch if you so wish.

3. Always export progress for in case something happens (Errors, Unintentional closure of Trii, Loss of power, etc.)