

Trii User Manual

A project by Devs101

Table of contents:

[Table of contents:](#)

[System Overview](#)

[System Configuration](#)

[Installation](#)

[Getting Started](#)

[Installing Google Chrome:](#)

[Accessing Trii](#)

[Using the system](#)

[Accessing the function menu](#)

[Adding nodes](#)

[Selecting Node](#)

[Selecting multiple nodes](#)

[Linking nodes\(creating dependencies\)](#)

[Editing node labels](#)

[Deleting nodes](#)

[Undoing/Redoing actions](#)

[Undoing](#)

[Redoing](#)

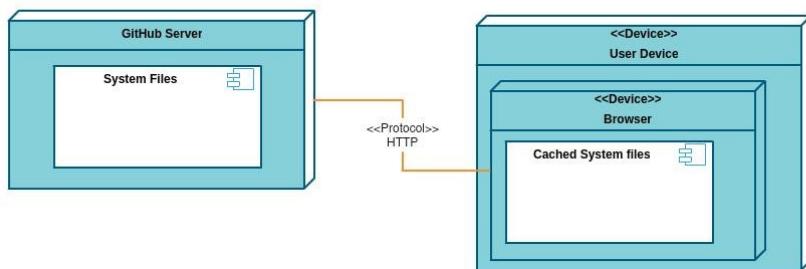
[Troubleshooting](#)

System Overview

A skill tree is a graphical representation of the players current skills they have unlocked, the skills they can unlock and the dependencies the skills have on one another. Trii is a progressive web application that aids users in the designing and testing skill trees for use in gaming, live action role-playing, and any other use they see fit. The system allows user to build and edit skill trees through a graphical interface.

System Configuration

Deployment Diagram For Trii



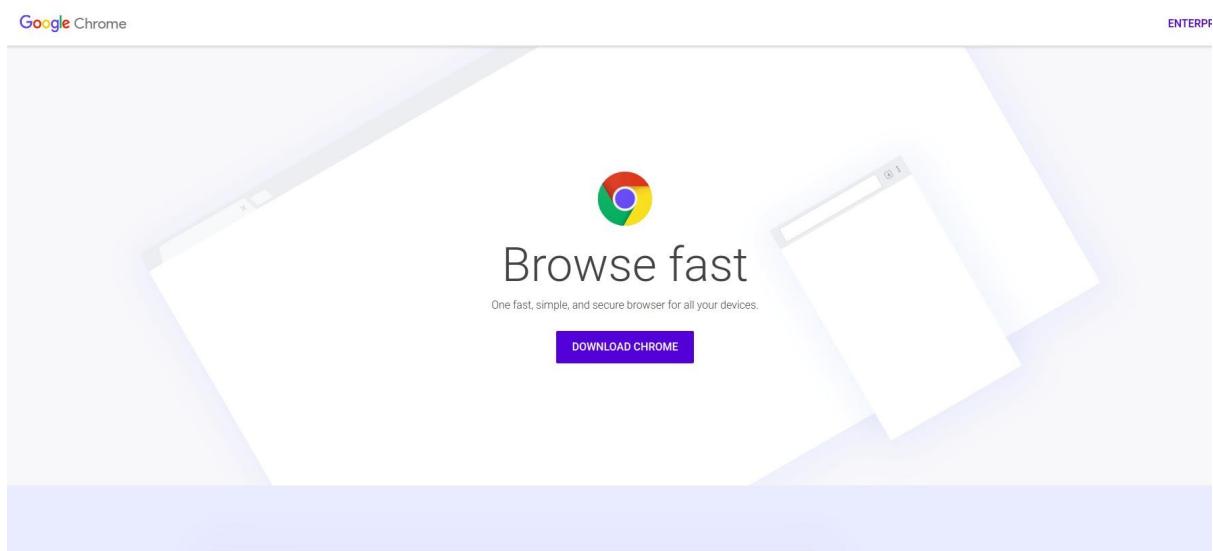
Installation

The software can be accessed at <https://dolan212.github.io>.

Getting Started

Installing Google Chrome:

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



Once on this page click the button that says download chrome and download the files it gives you.

Once the file has been downloaded run the file a pop up will appear which will guide you through the installation.

Accessing Trii

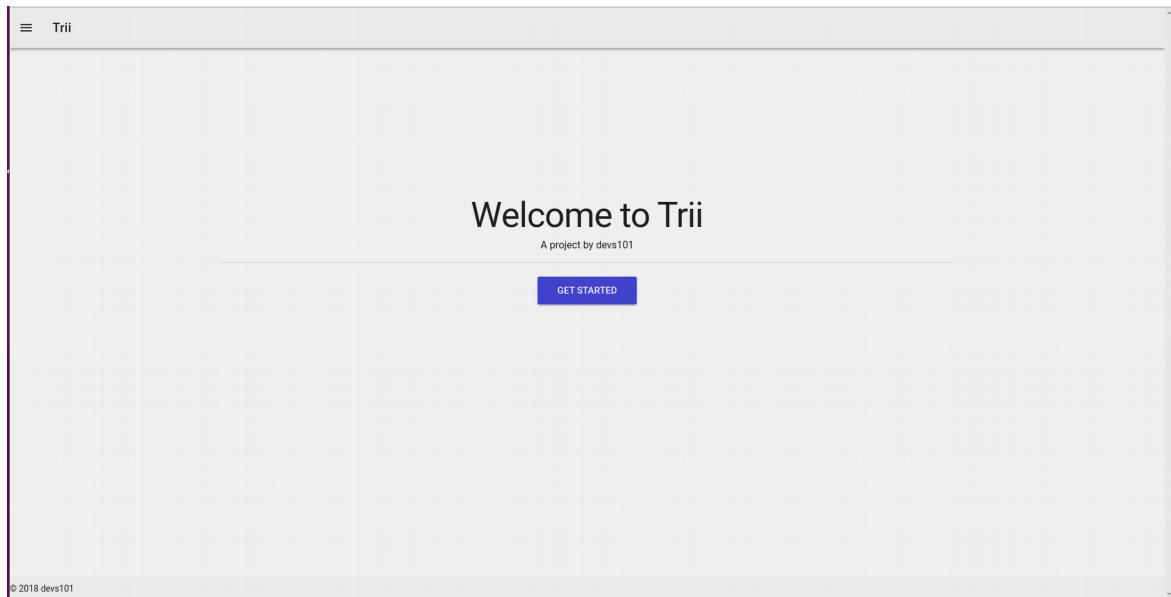
Launch Google Chrome.

Once Google Chrome has opened type <https://dolan212.github.io> in the navigation bar and press enter.

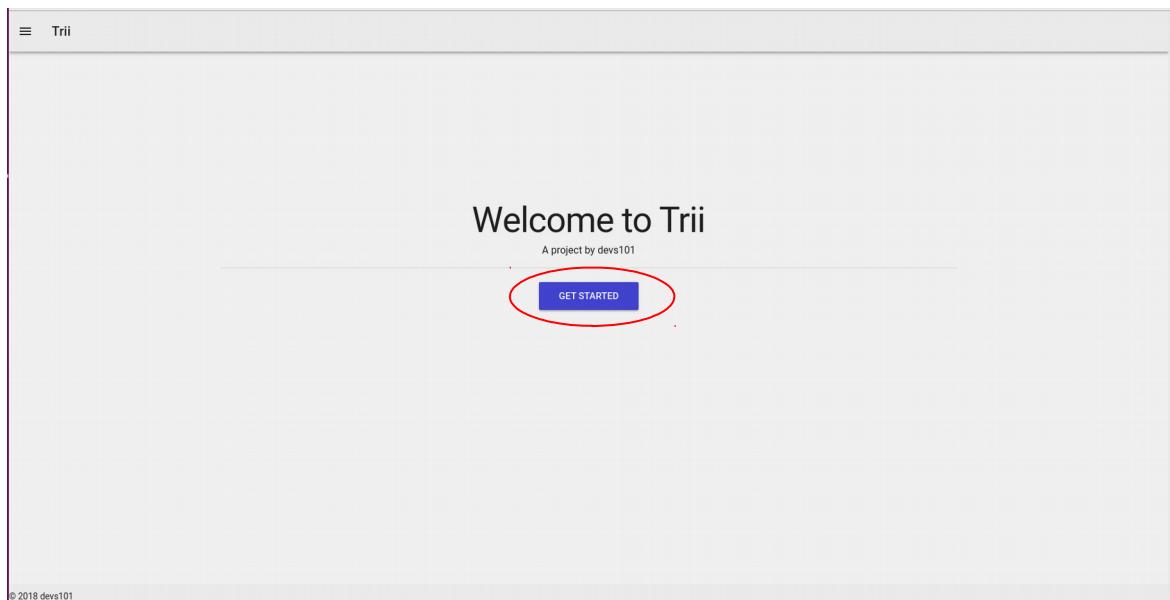


Once done you should have this screen:

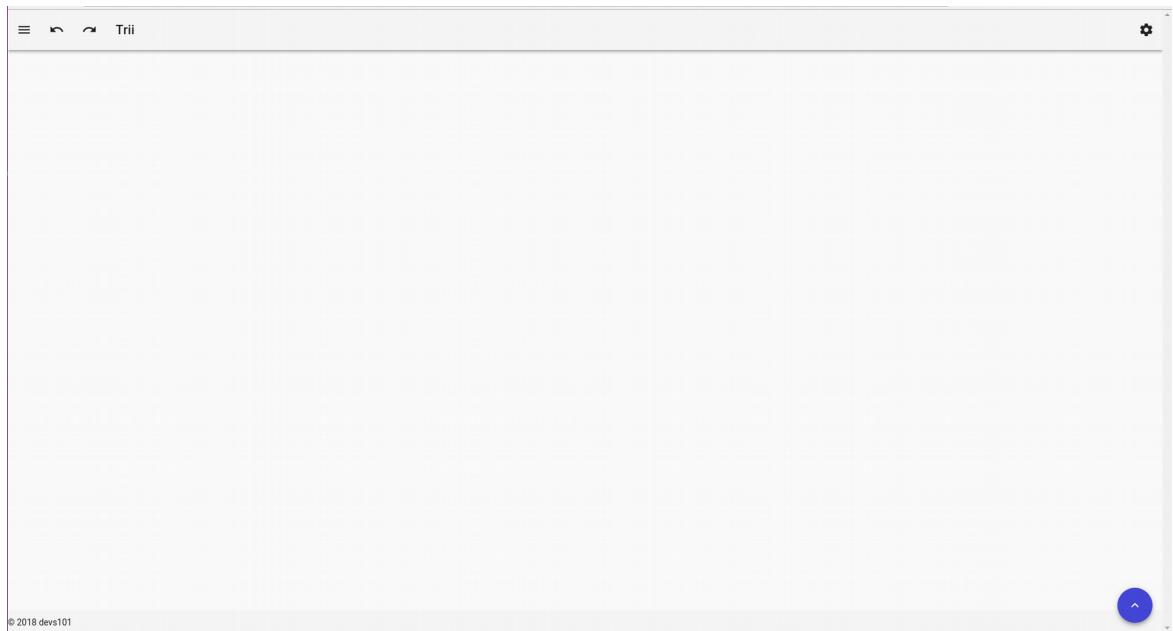
Now press the button which says "get started":



© 2018 devs101



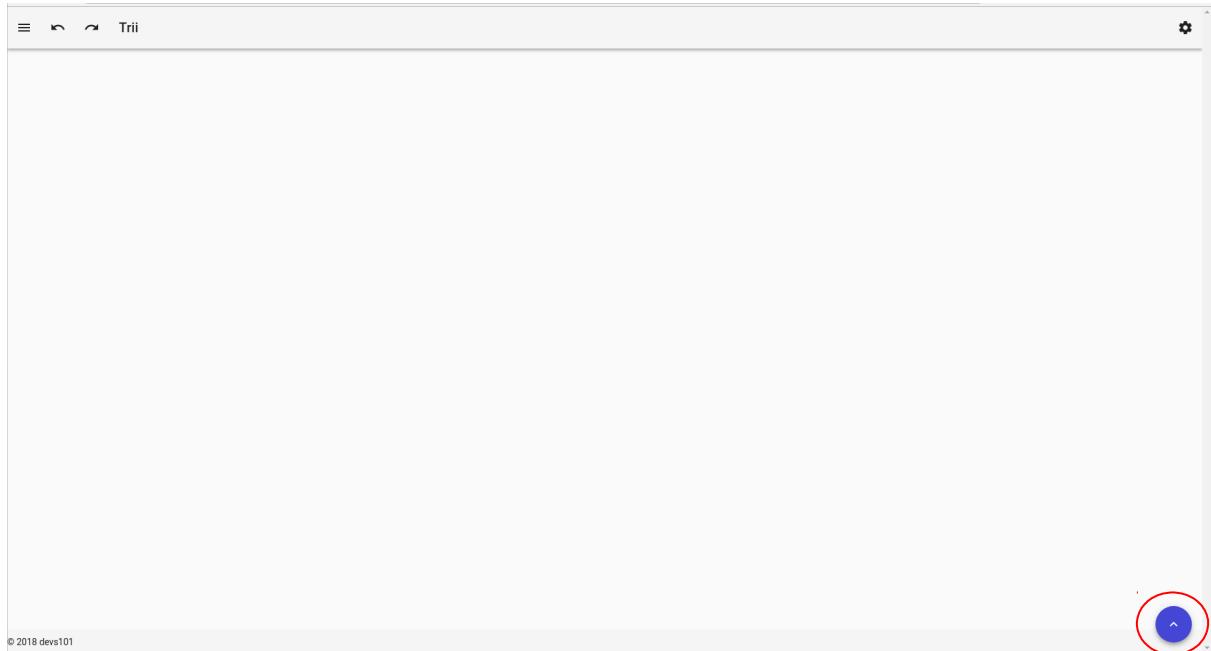
You should then be presented with a screen which looks like this:



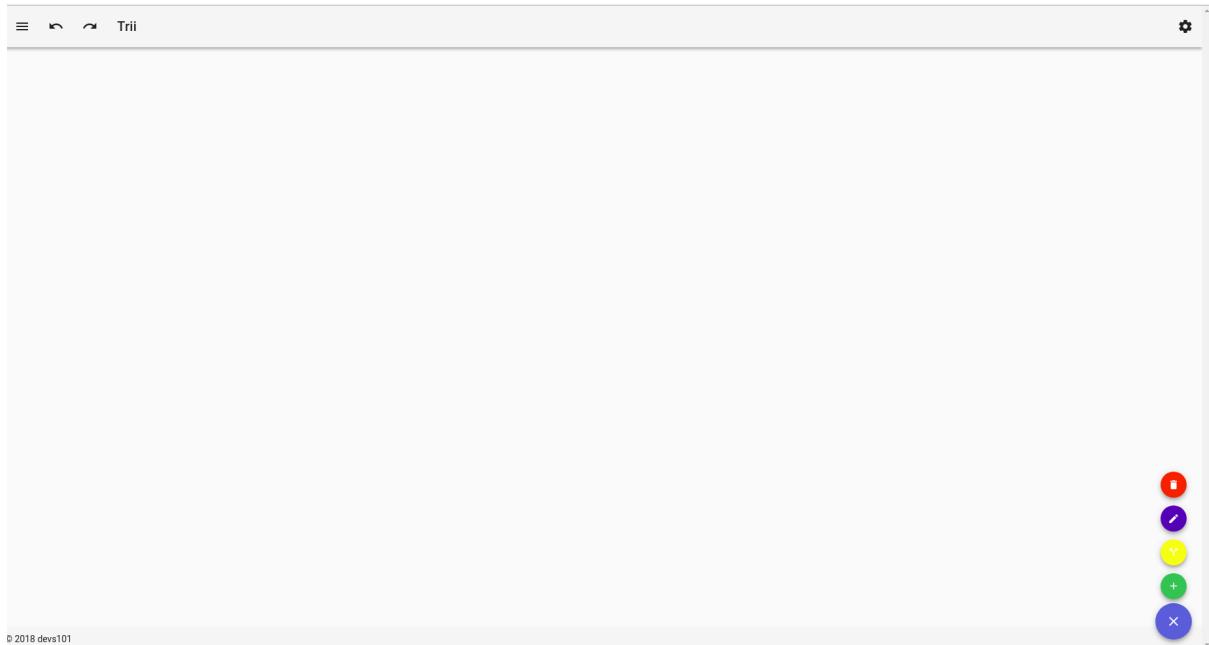
Using the system

Accessing the function menu

First we need to click the fixed action button at the bottom left hand side of the screen



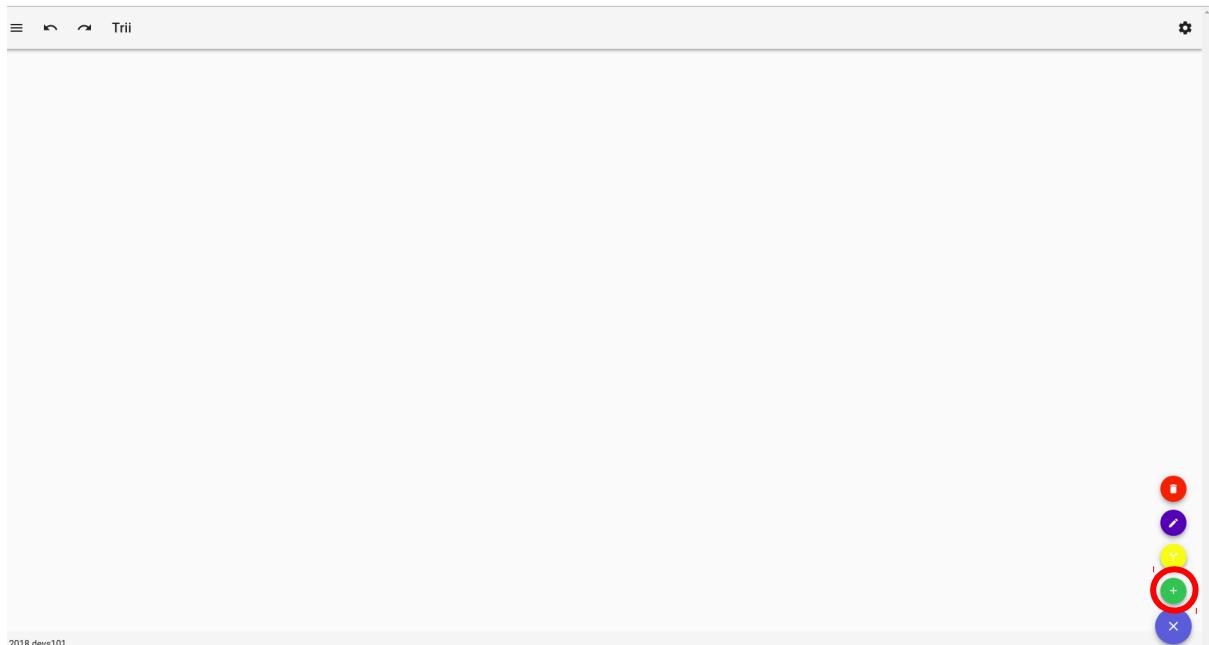
Once clicked we get this view:



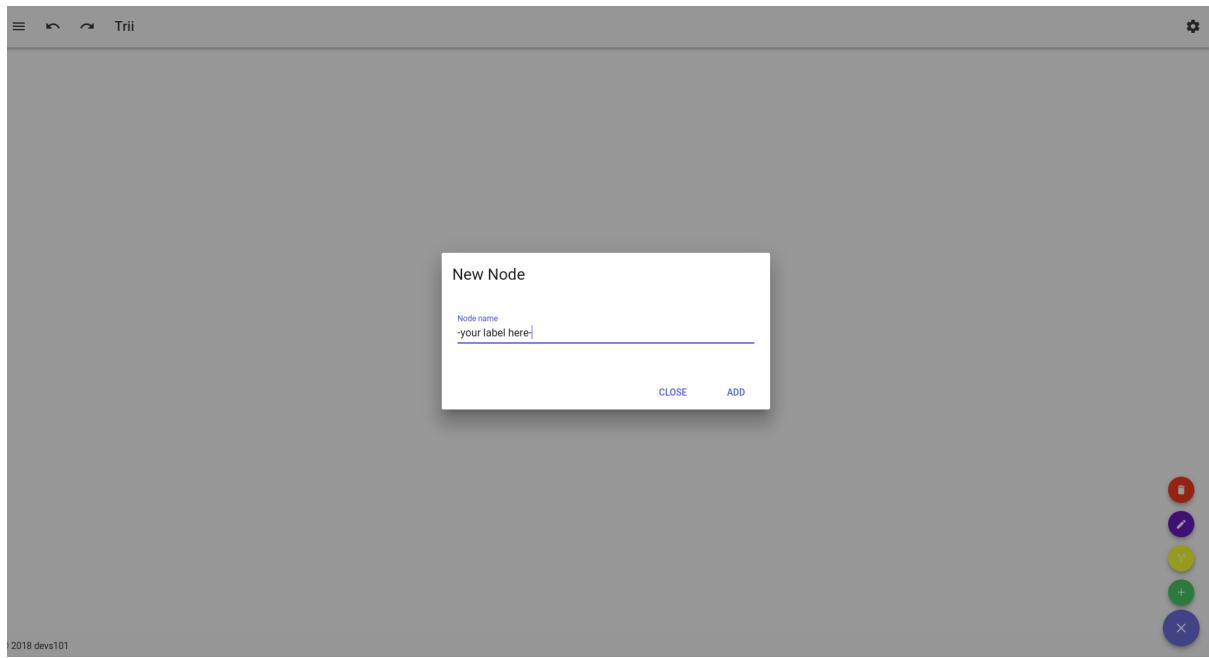
From this menu we are able to add nodes, link nodes, edit node names, and delete nodes.

Adding nodes

We need to click the green button with a plus sign on it which has popped up:

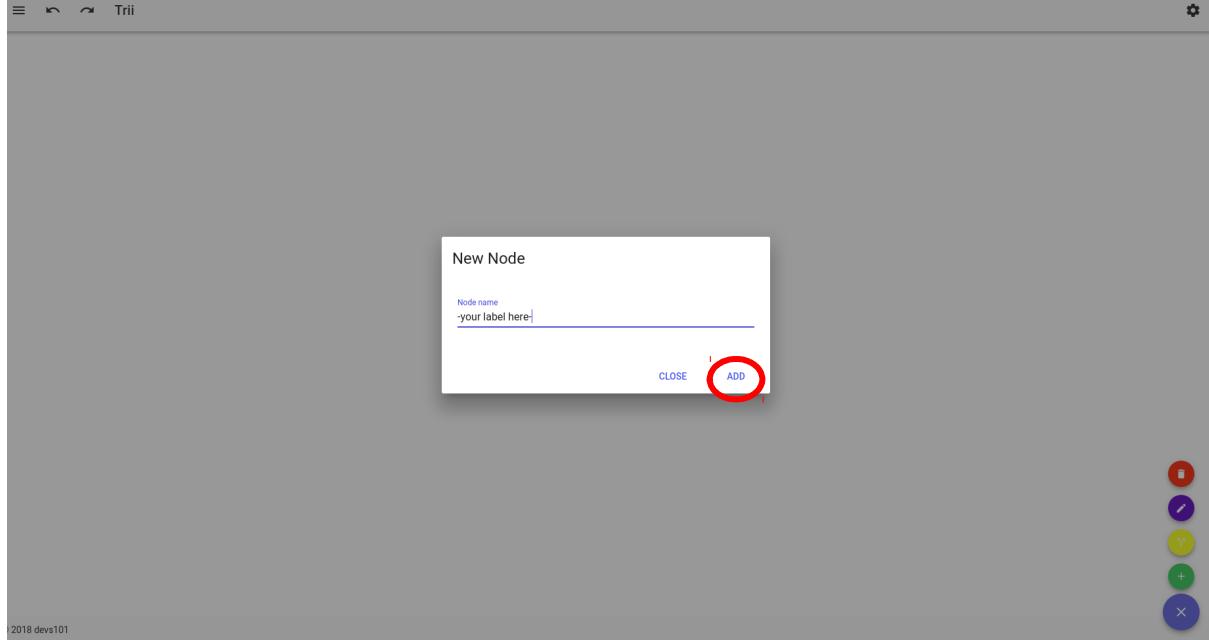


We can then give the node a label:



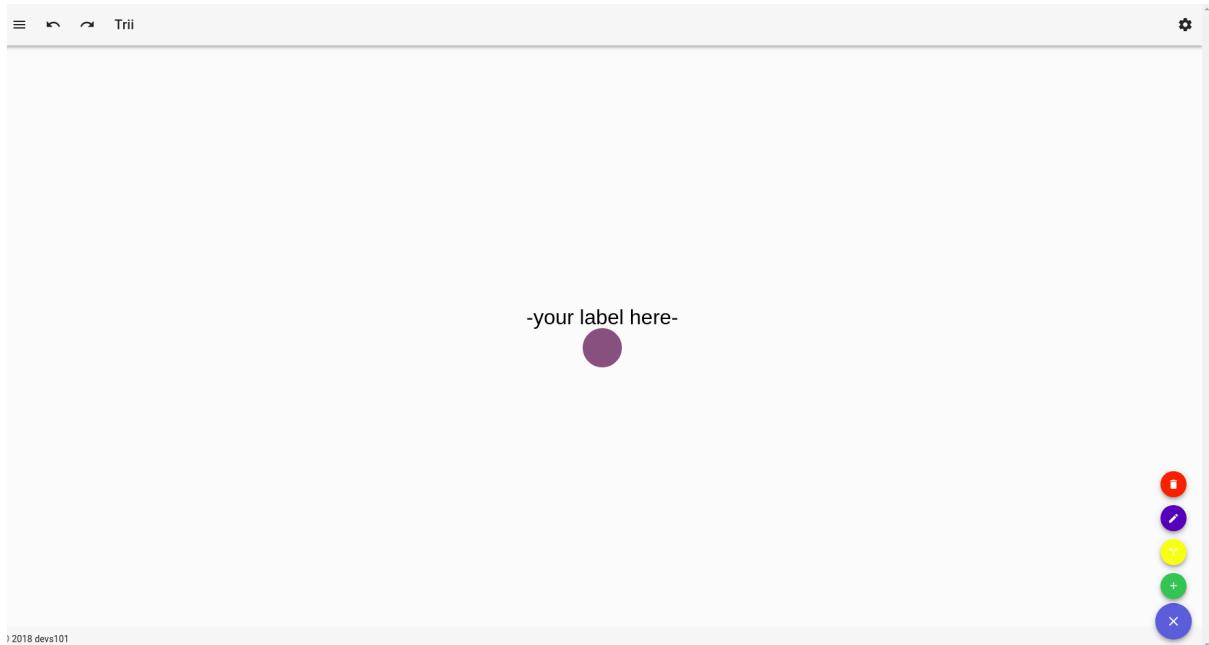
2018 devs101

And then click add:



2018 devs101

Here's our newly created node:



Once a node has been added it can be dragged and dropped as you see fit.

Selecting Node

A selected node has a yellow circle surrounding the node.

To select a node all you need to do is click on the node.

On mobile one needs to hold for long until the node is selected.

Selecting multiple nodes

To select multiple nodes you can hold down control (or command on MAC) and click on multiple nodes.

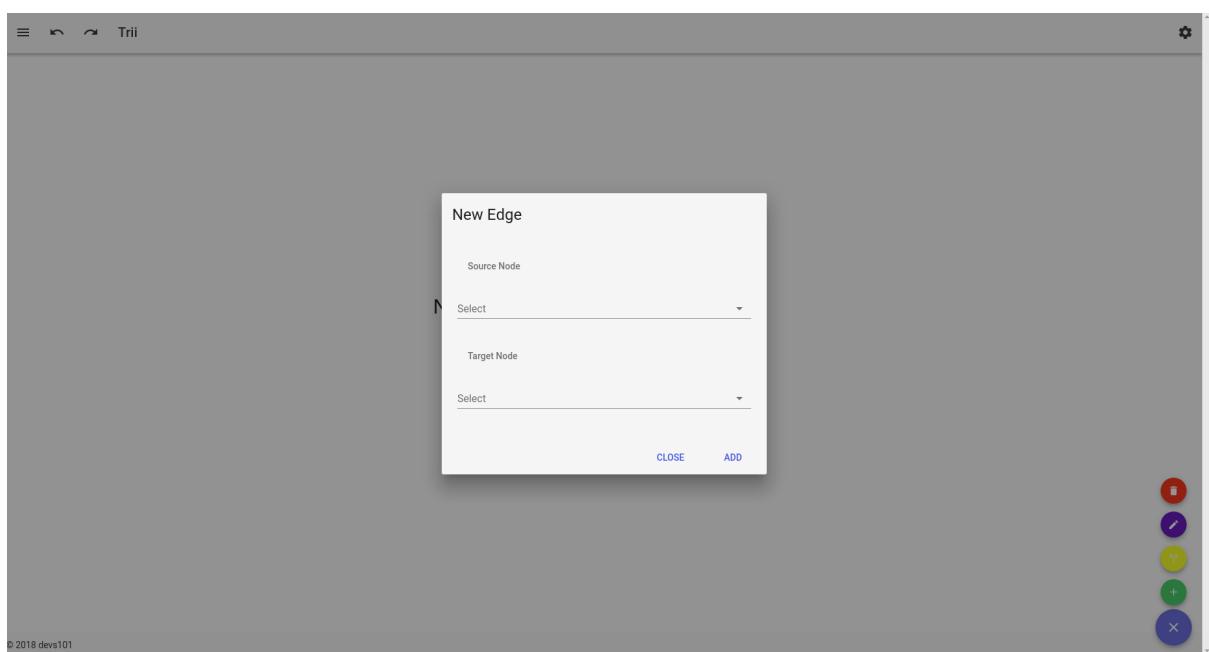
Another way of doing this is through holding down control (or command) and dragging the mouse on the plane.

Linking nodes(creating dependencies)

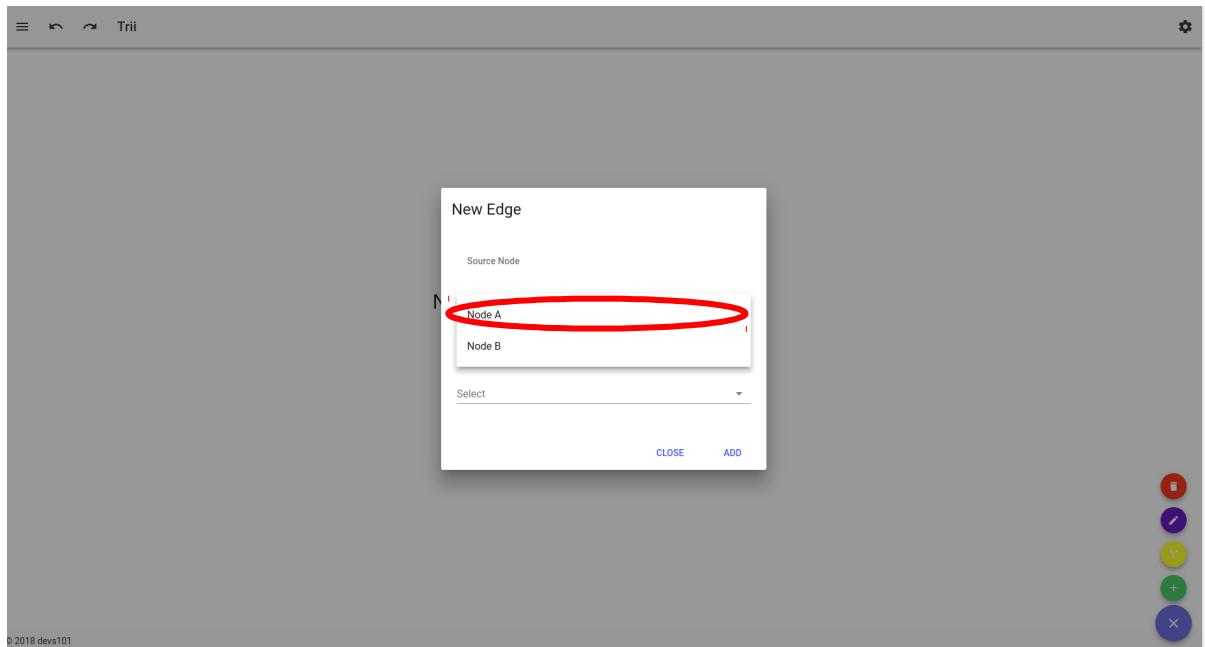
From the function menu we need to click the yellow button. (In this example we will be linking Node A and Node B).



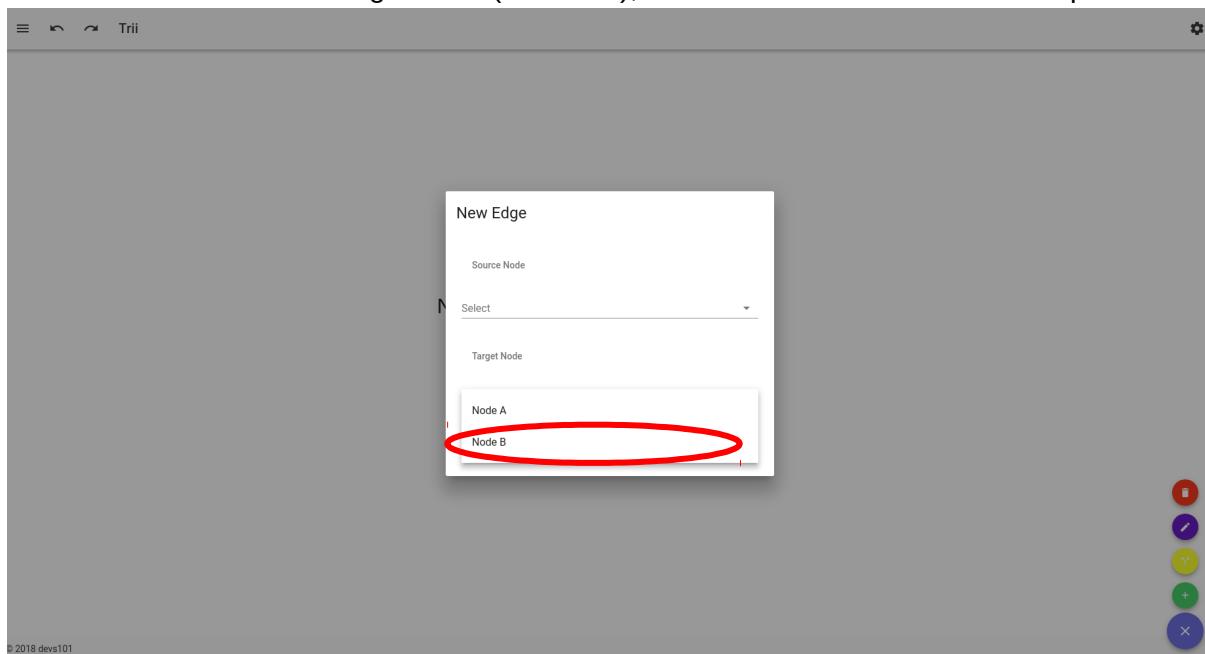
Once clicked we are given this view:



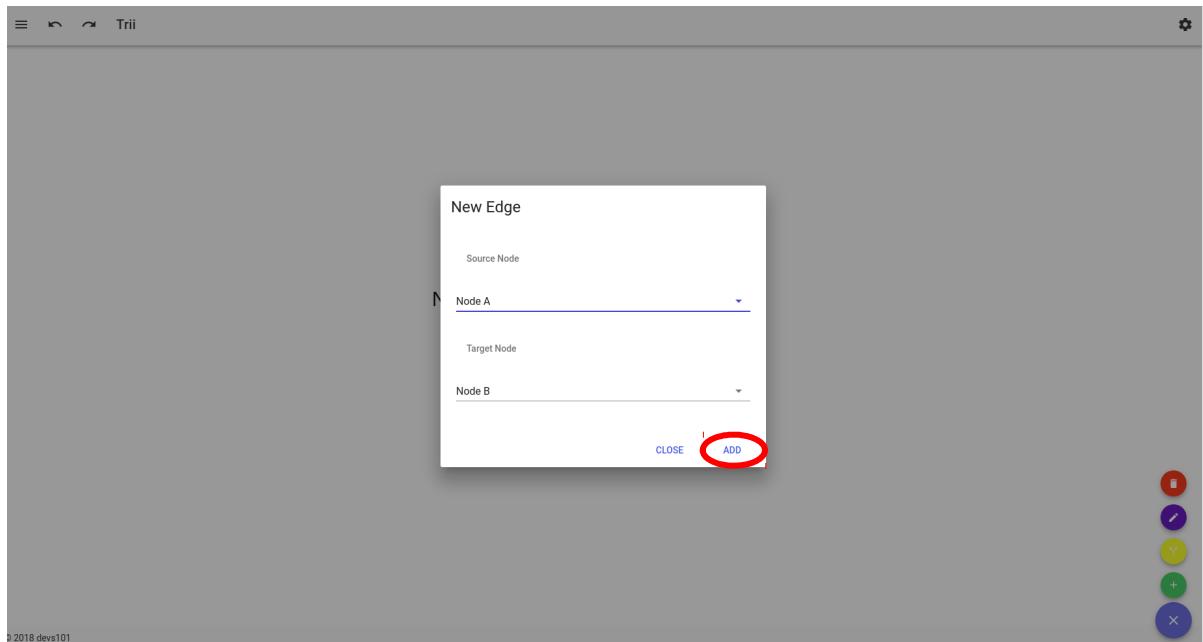
Click the drop down and select your source node (The parent node), in this example we will use Node A as the parent.



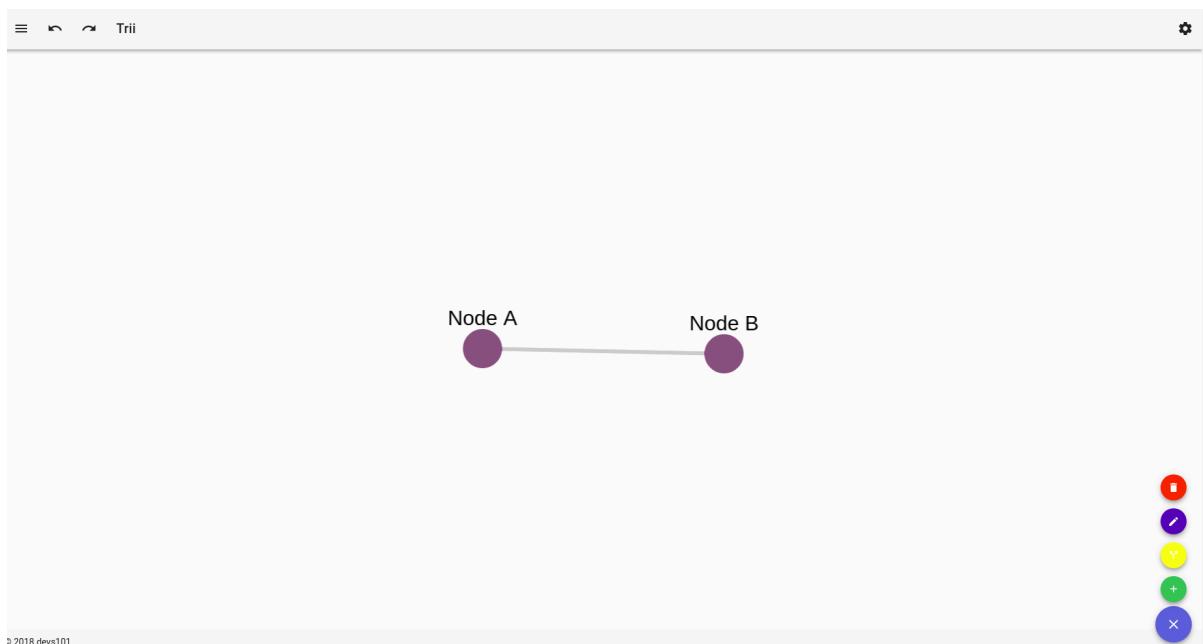
Now do the same for the target node (The child), Node B will be used in this example.



Now click add



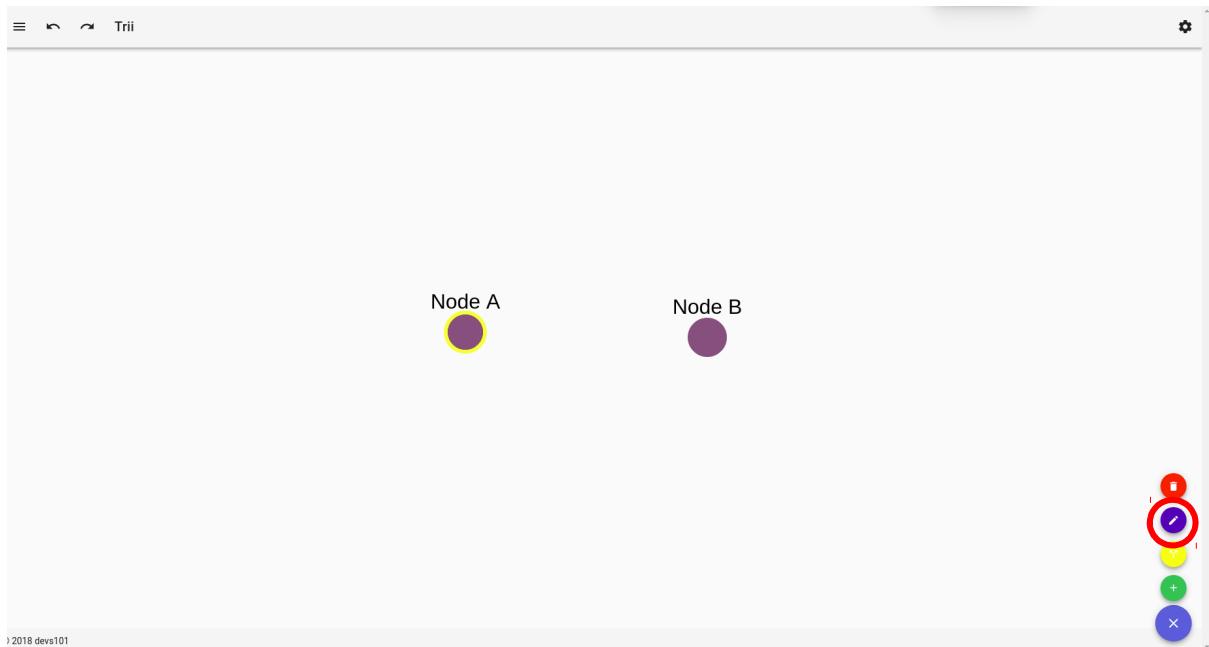
We will then see the nodes have been linked



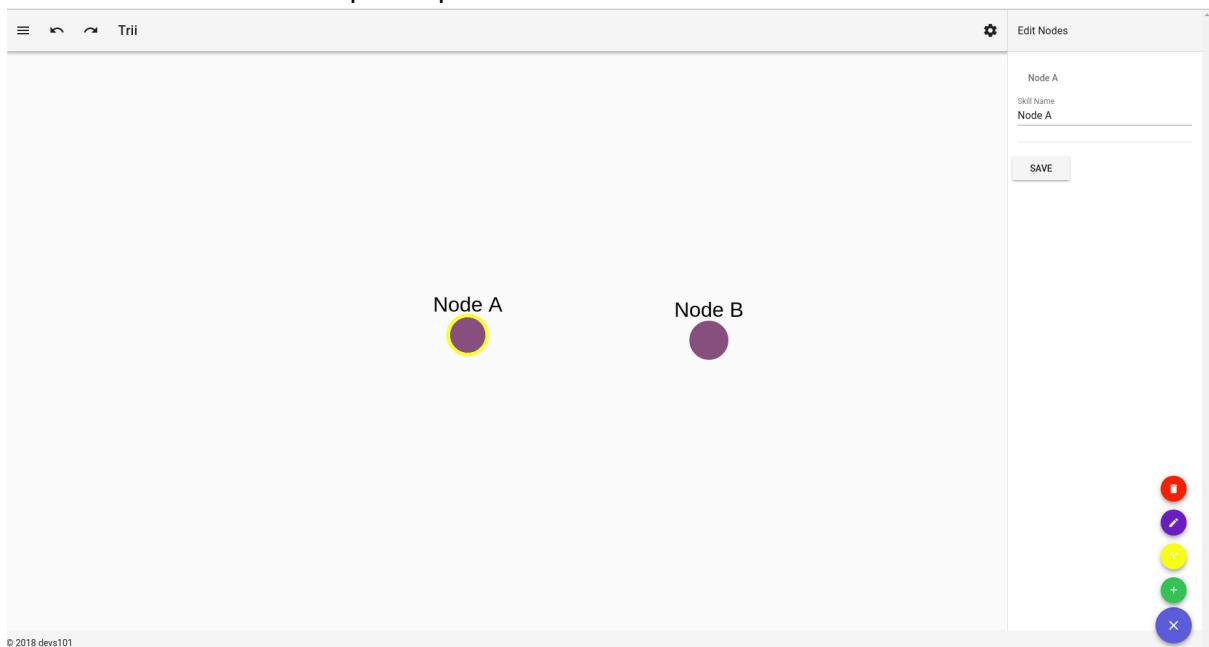
Editing node labels

To edit a node's label we need to select a node (If you have trouble with this refer to the section on selection nodes), please note this can be done for multiple nodes at once but we will only explain how to do it for one.

Once the node is selected we need to click the blue edit button:



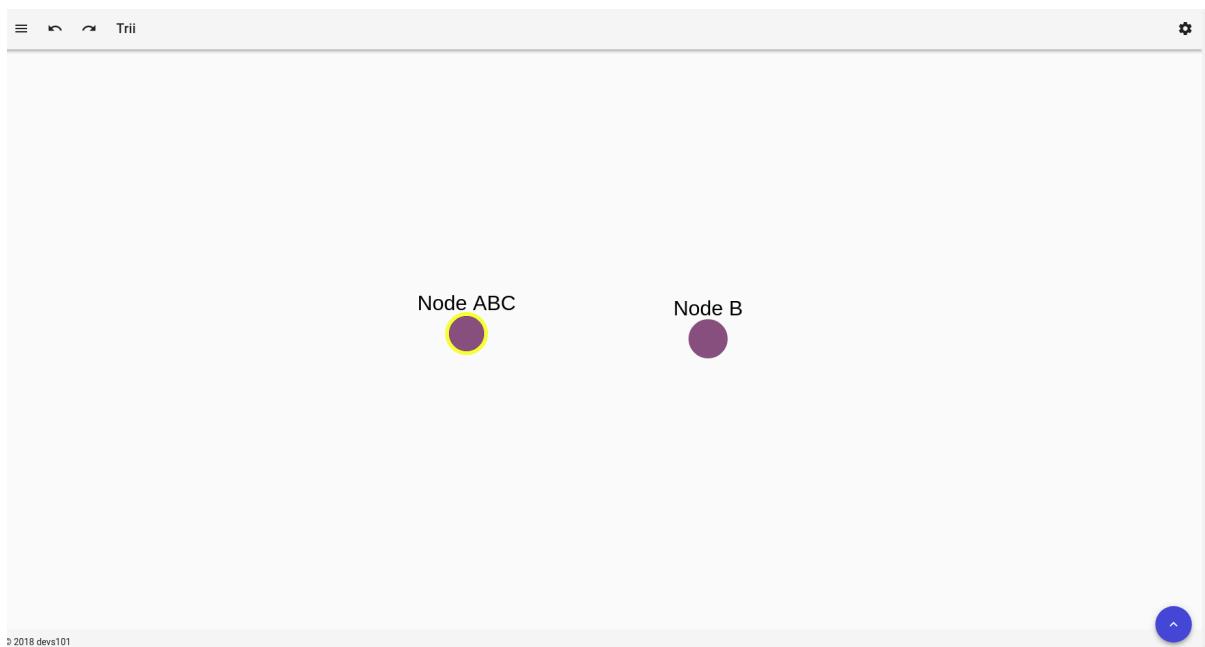
Once selected a nav bar opens up where we can edit the nodes label



We change the nodes label then we click save which will close the nav bar

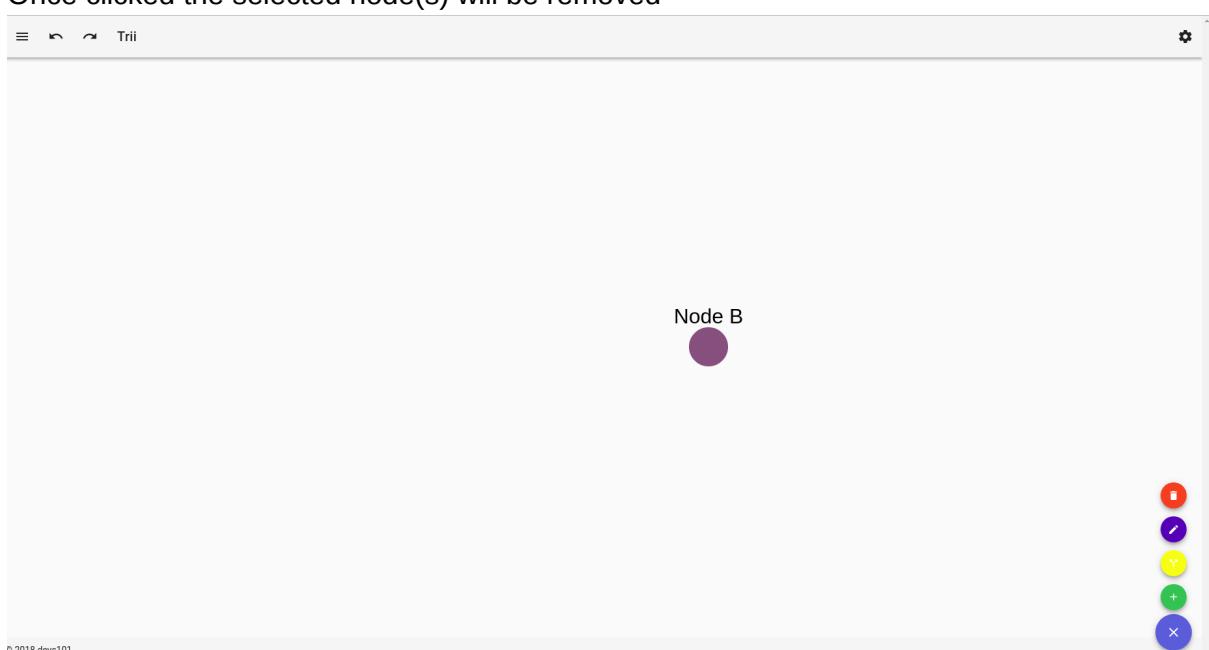
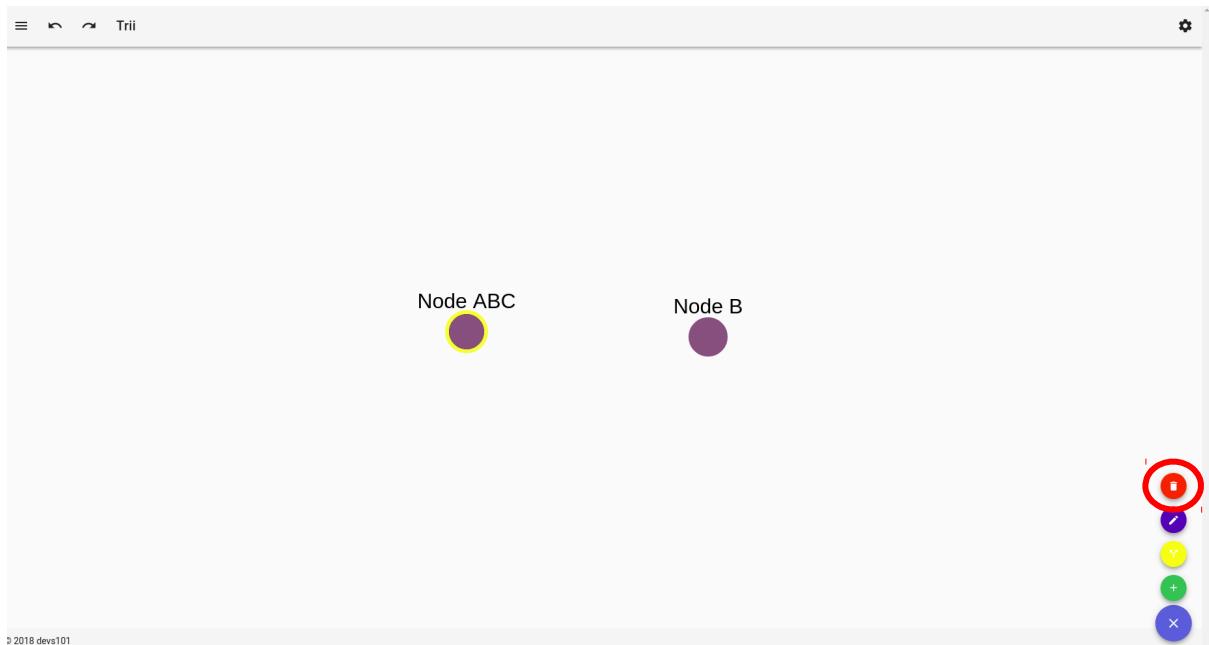


Node with edited name:



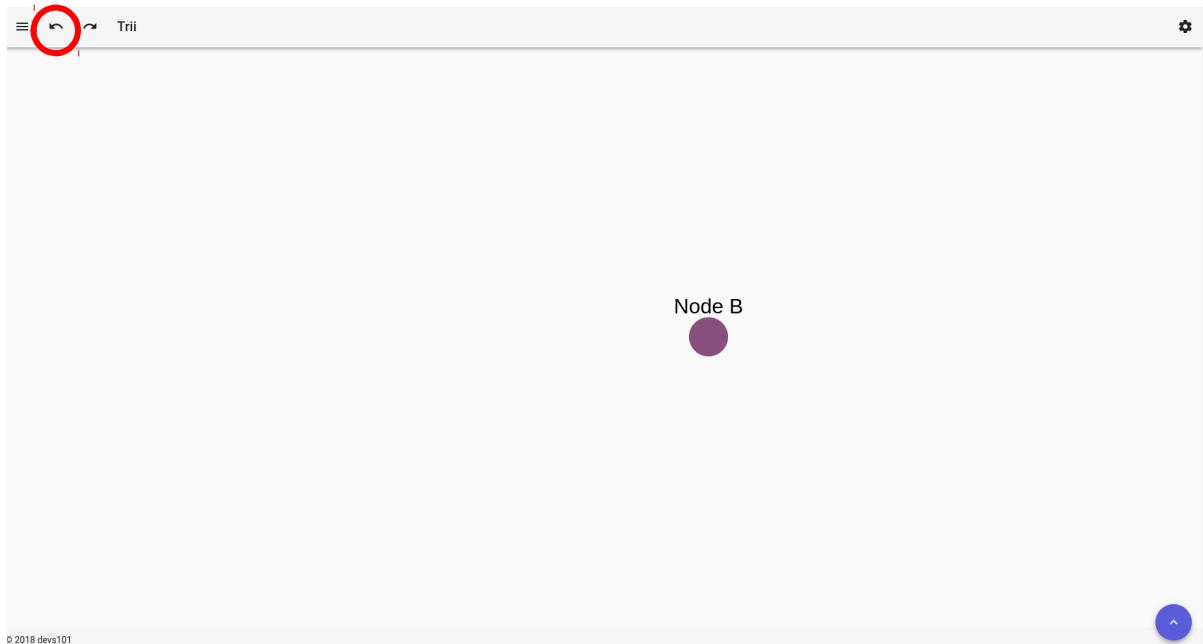
Deleting nodes

In order to delete a node we need to select a node (note that this works with multi select). We then need to select the red delete button from the function menu.



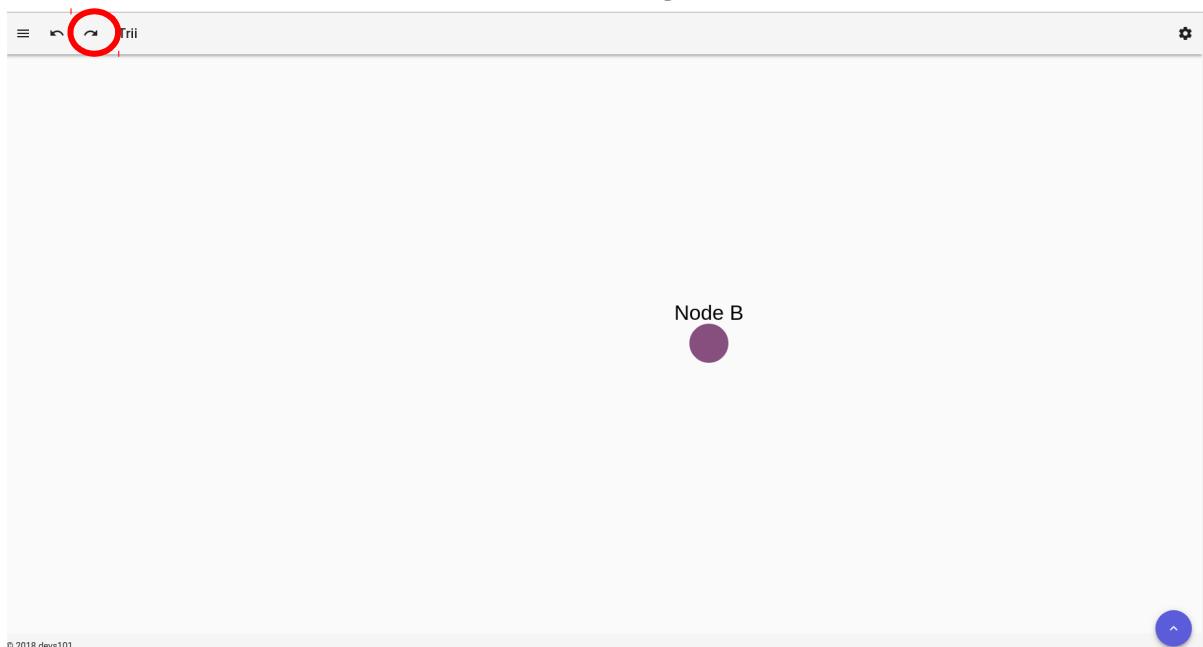
Undoing/Redoing actions

Undoing



Once pressed the previous action done will be undone.

Redoing



Once pressed the previous undone action will be redone.

Troubleshooting

Work in progress