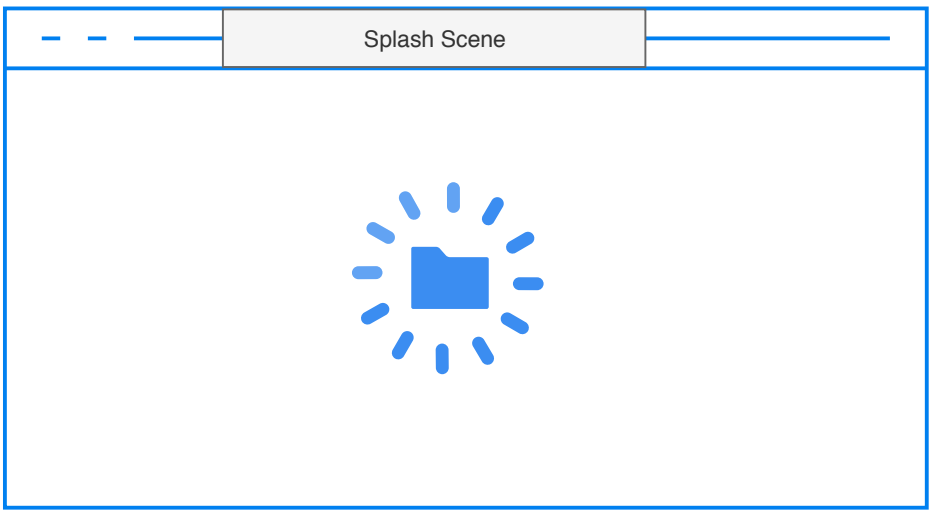
# RPG Documentation

Scene Brief

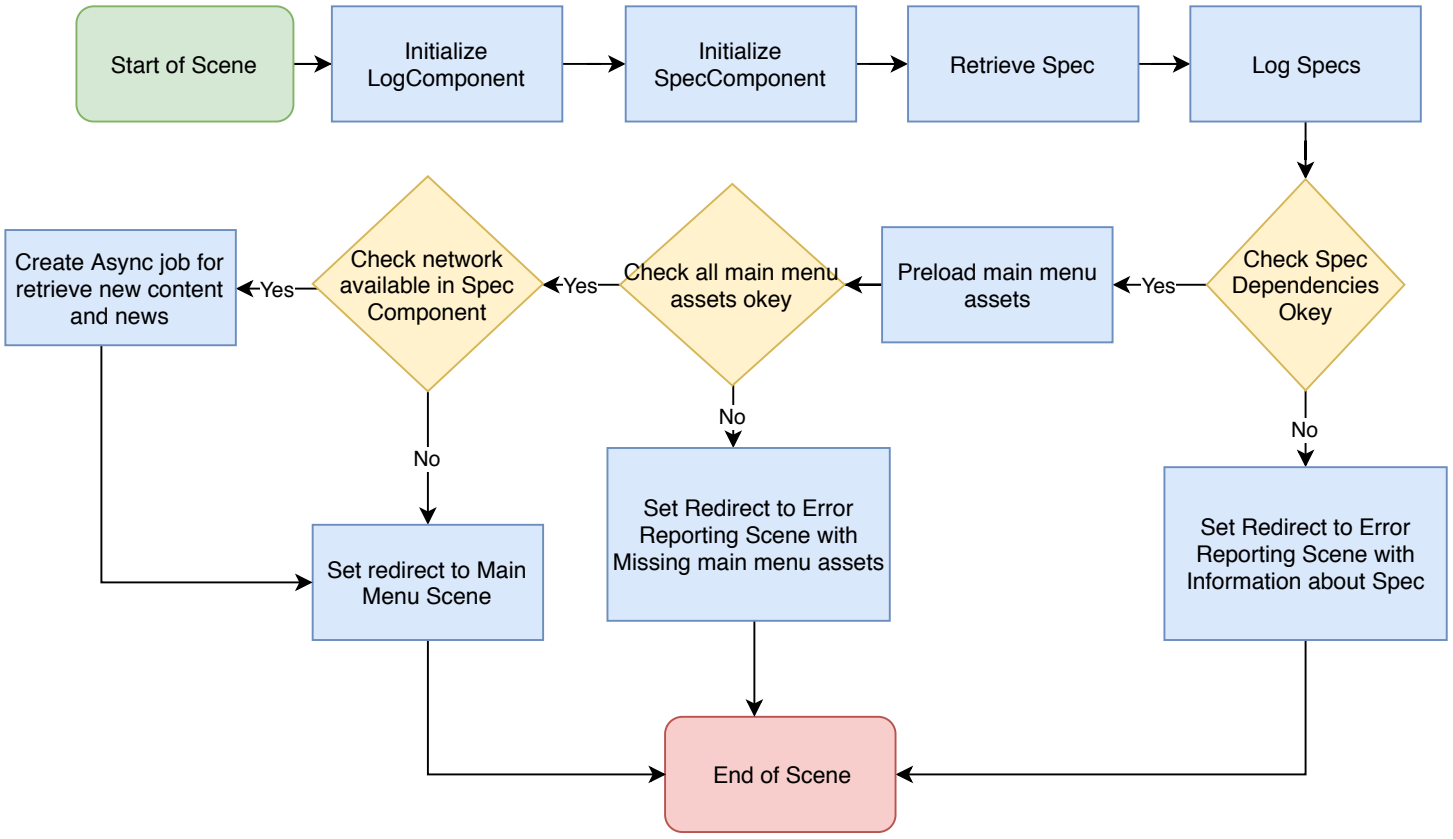
v0.2.0

# Splash Scene

### Preview

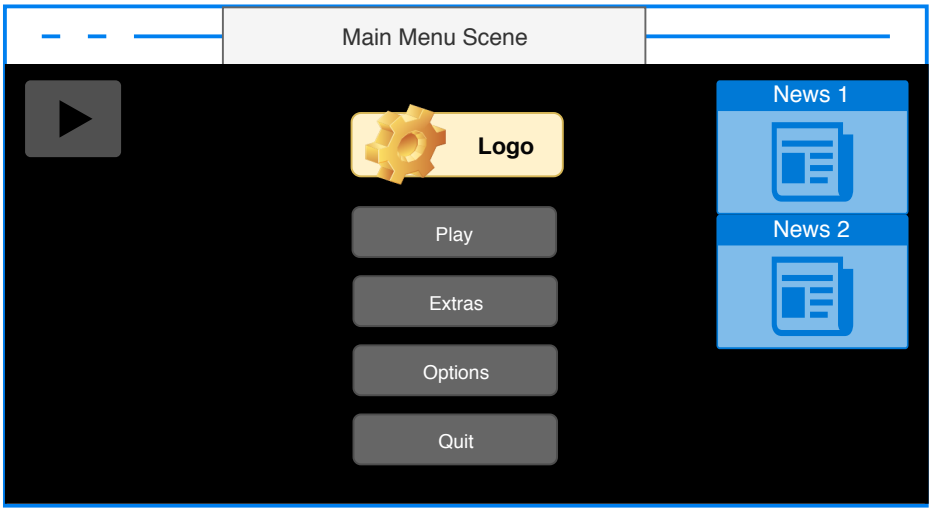



| Concept |
| --- |
| Preparing log system |
| Getting information about computer |
| Retrieve saved options or create new one based on "information" |
| Preloading main menu assets |
| Checking extra content and news (If network available) |

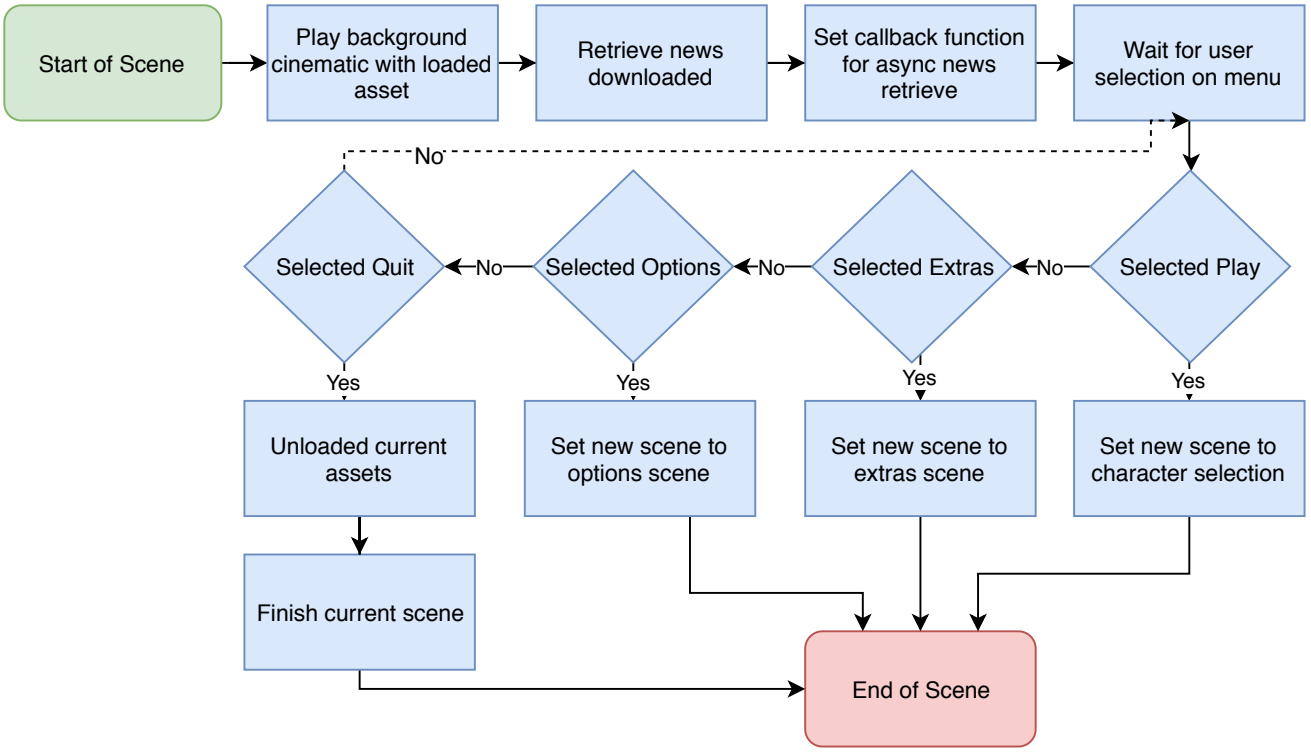


# Main Menu Scene

## Preview

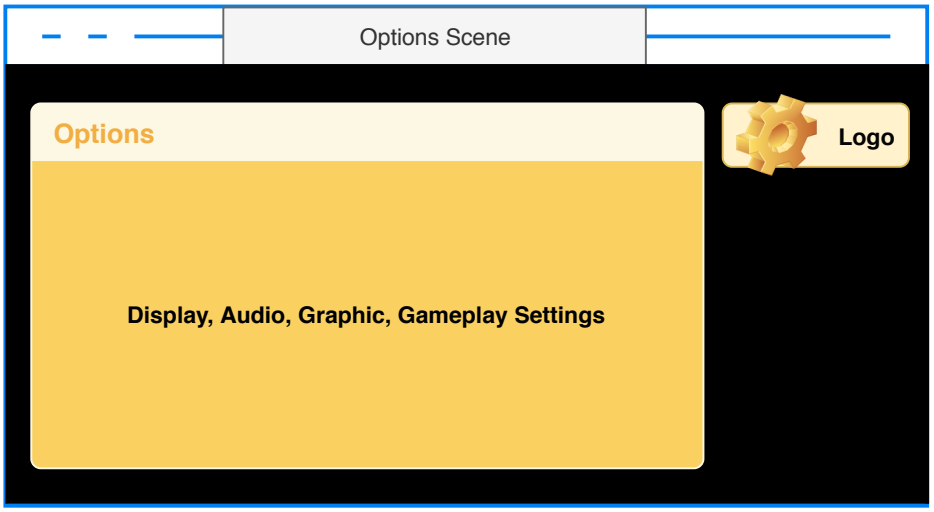



| Concept |
| --- |
| Play background cinematic |
| Show downloaded news and contents on screen (+check async callbacks) |
| Let user to change scene based on choise |

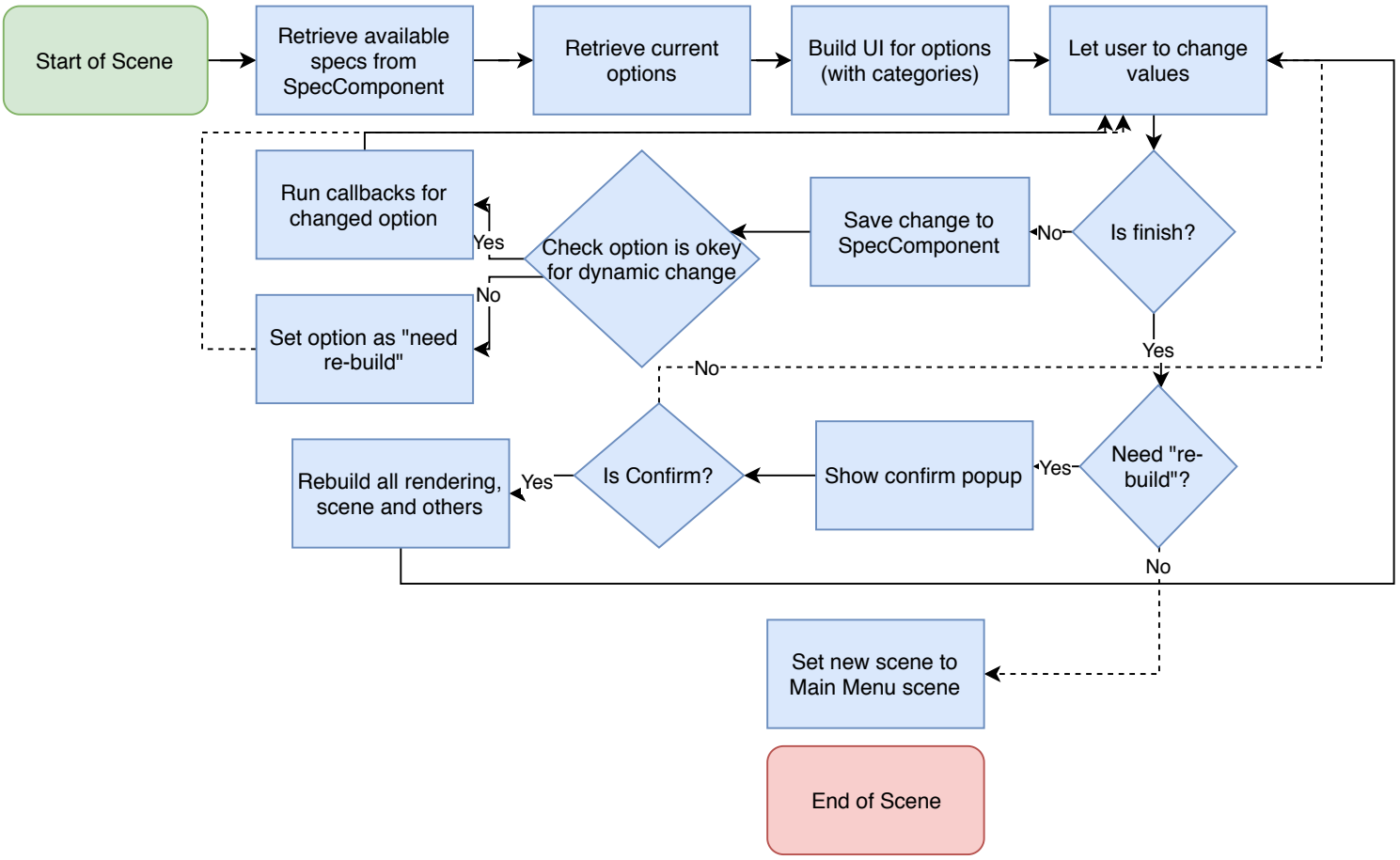


# Options Scene

## Preview




| Concept |
| --- |
| Retrieve available specs |
| Retrieve current options |
| Let user to change options |
| Re-load assets based on changes, change rendering and other settings (Audio, Graphic etc.) |
| If any settings need "re-build scene", confirm it to user |



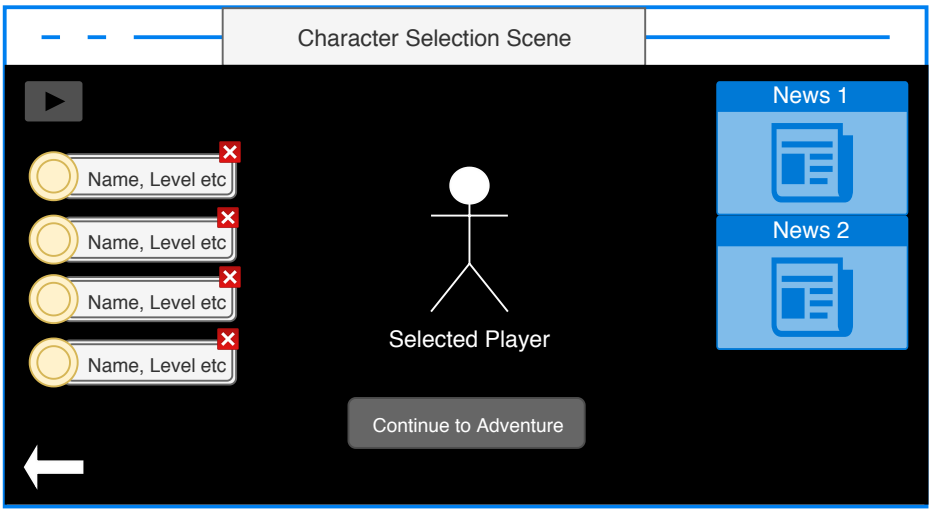
# Extras Scene

## Still Planning...

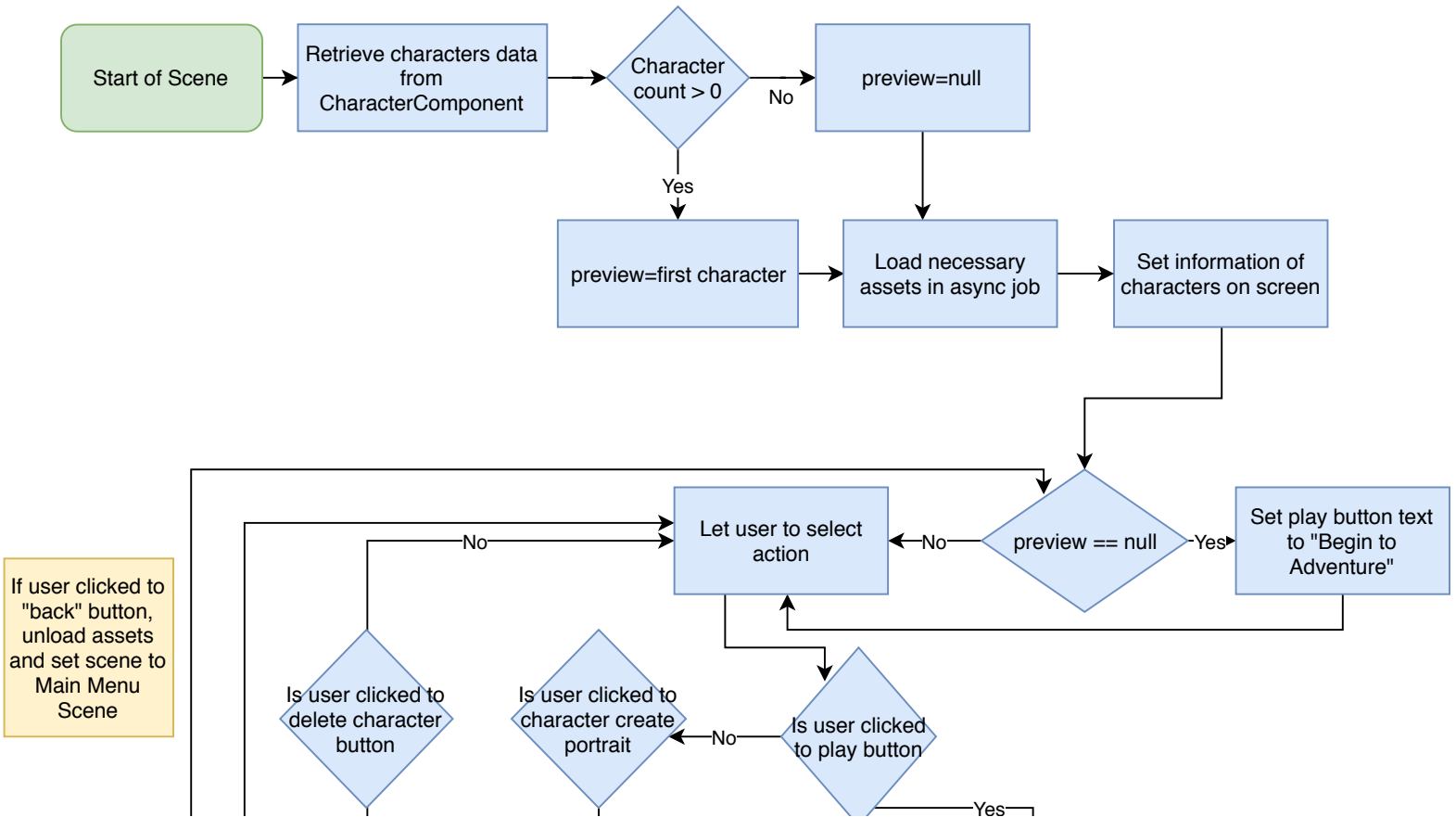
This content still planning...

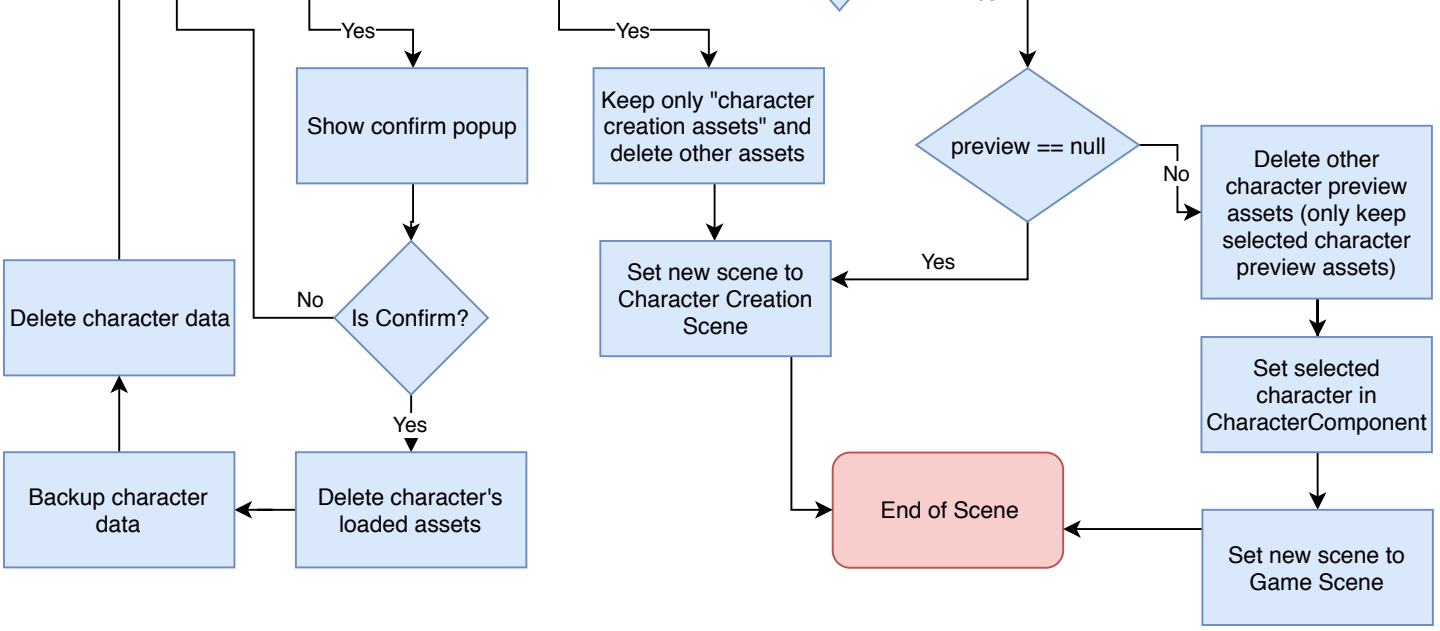
# Character Selection Scene

## Preview



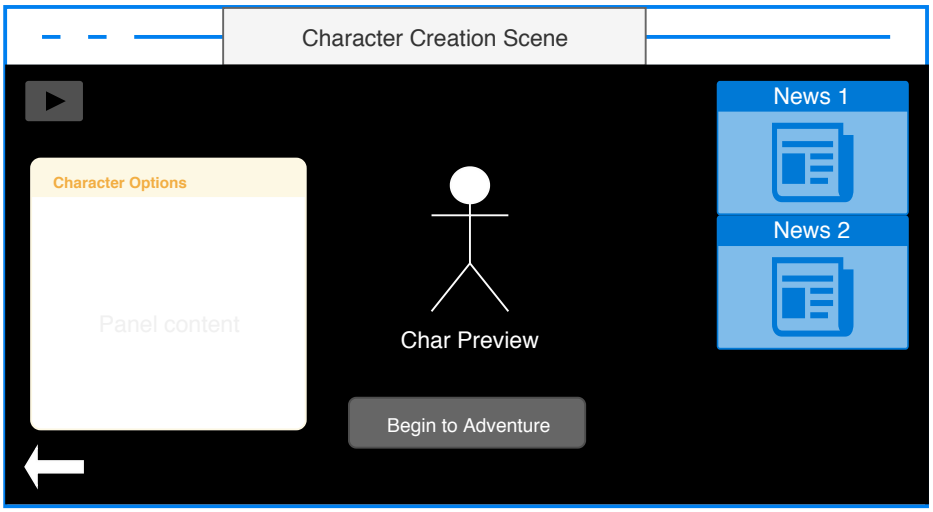

| Concept |
| --- |
| Retrieve character data |
| Load necessary assets for character preview (store them for just this scene) |
| Show downloaded news and contents on screen (+check async callbacks) |
| Let user select character |
| Let user delete character |
| If user want to continue to adventure, store character assets permanently |
| If user want to create character, redirect to Character Creation Scene |



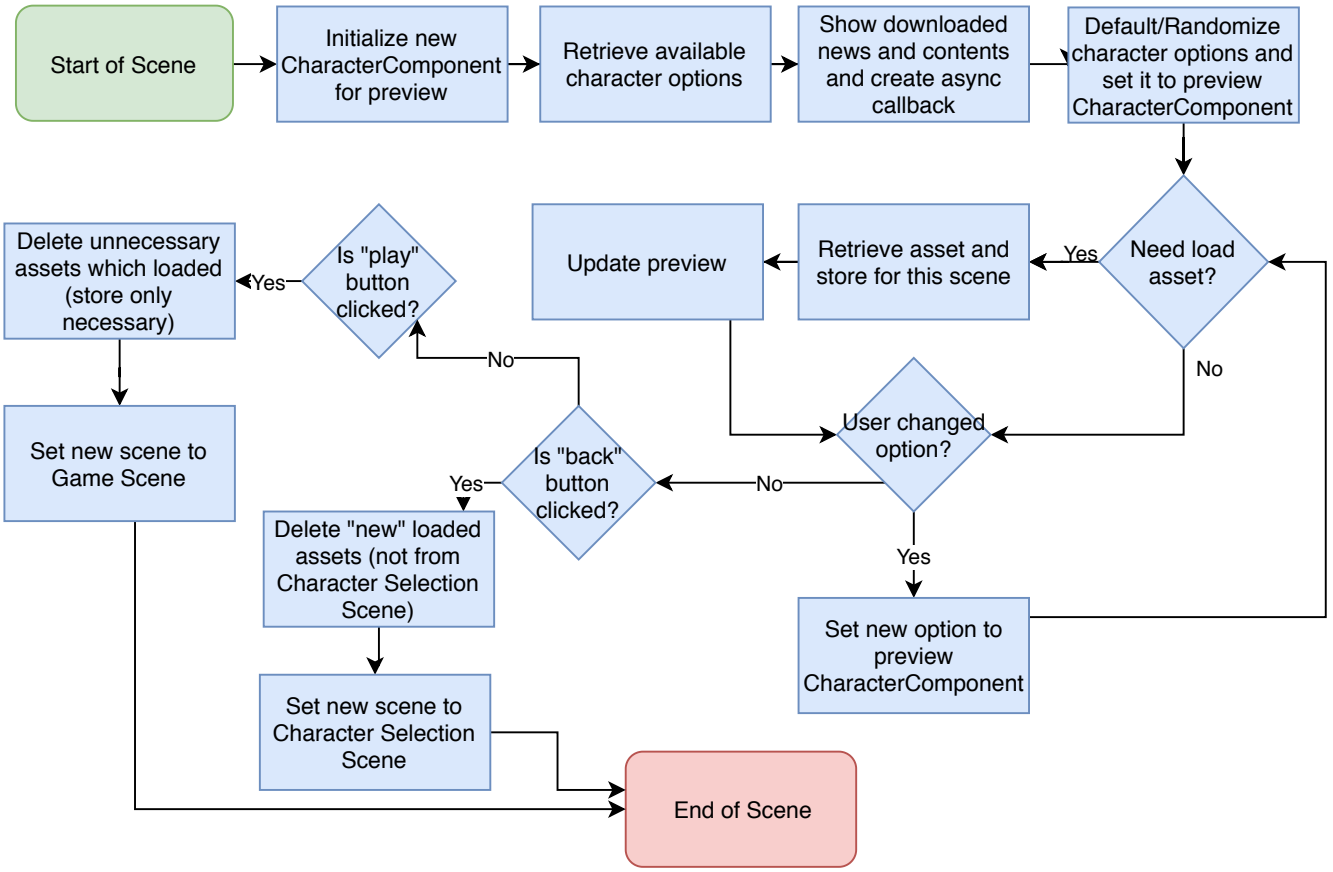

Yes
Yes
Show confirm popup
Keep only "character creation assets" and delete other assets
preview == null
No
Delete other character preview assets (only keep selected character preview assets)
Yes
Set new scene to Character Creation Scene
Delete character data
No
Is Confirm?
Set selected character in CharacterComponent
Yes
Backup character data
Delete character's loaded assets
End of Scene
Set new scene to Game Scene

# Character Creation Scene

## Preview




| Concept |
| --- |
| Retrieve available character options |
| Create async job for retrieve assets in every option |
| Show downloaded news and contents on screen (+check async callbacks) |
| Set default/randomized character options and create char preview |
| Let user can change character options and see live result on preview |
| If user want to "begin to adventure", store necessary assets and delete other assets |
| If user want to "back", delete assets which stored in this scene. (Do not delete character selection loaded assets) |



# Game Scene

### Preview

| Concept |
| --- |
| Play the fucking game....<br>(Concept will be described after "In-Game concepts") |