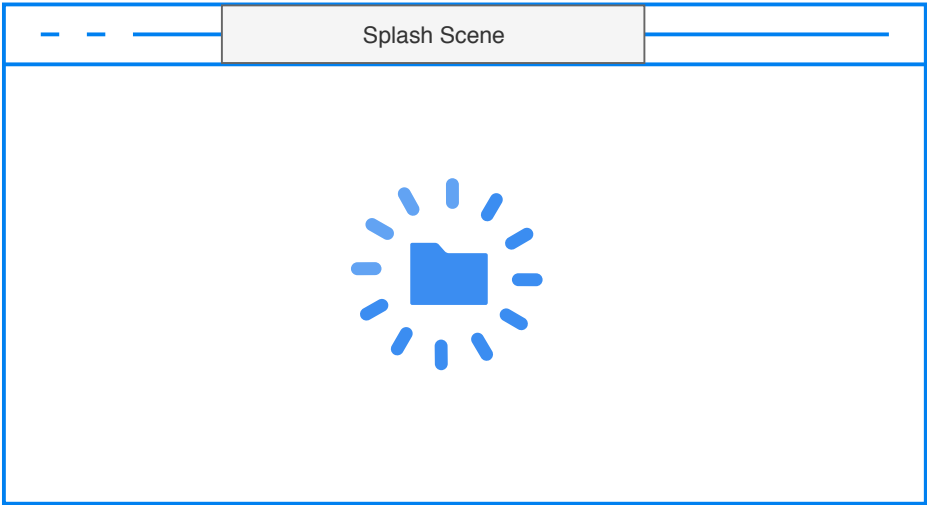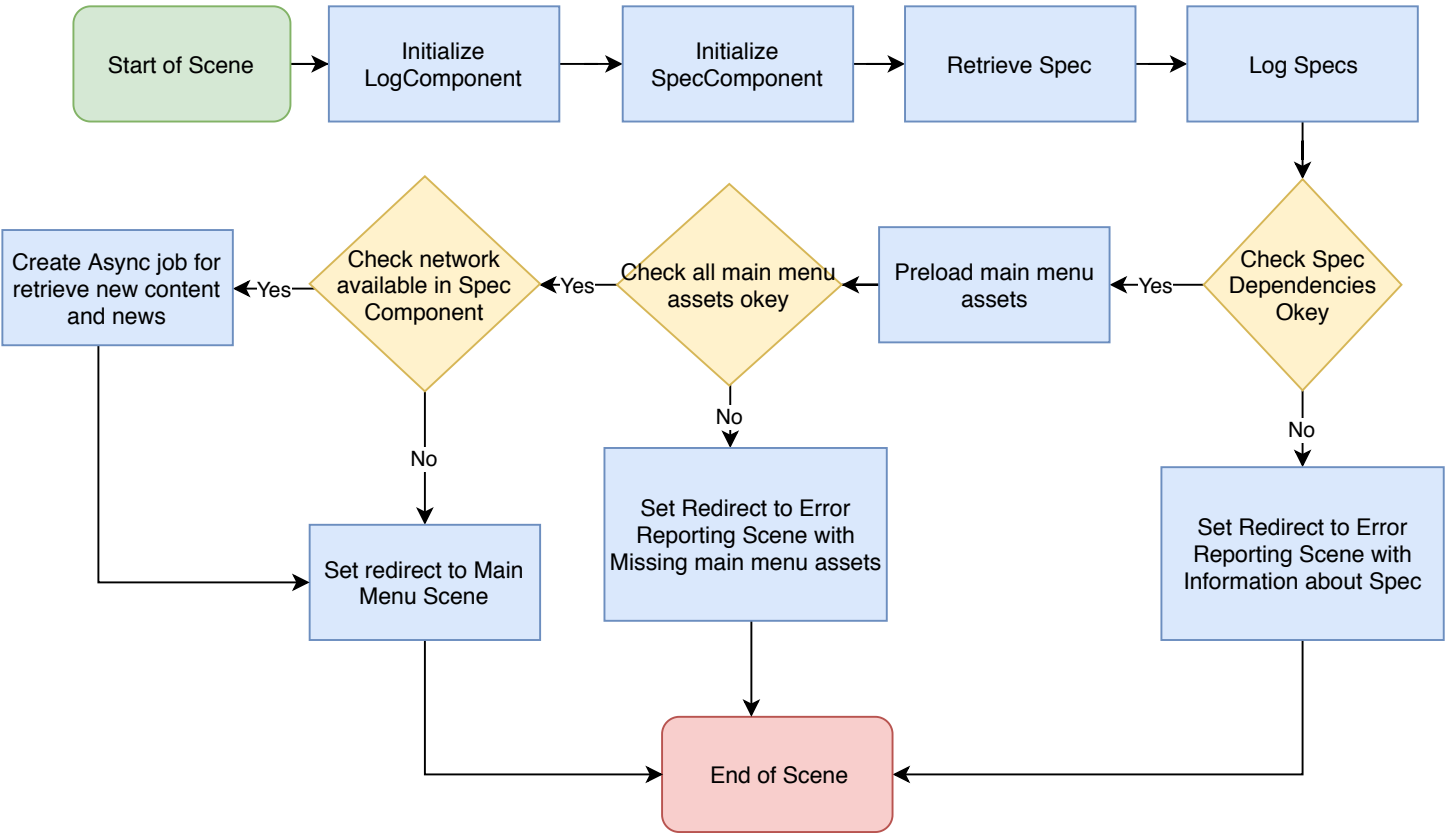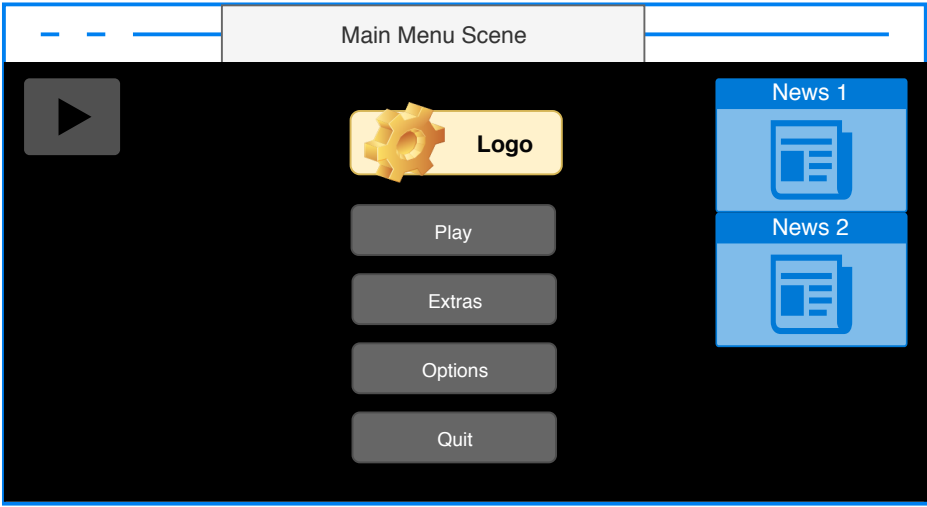# Splash Scene

Preview

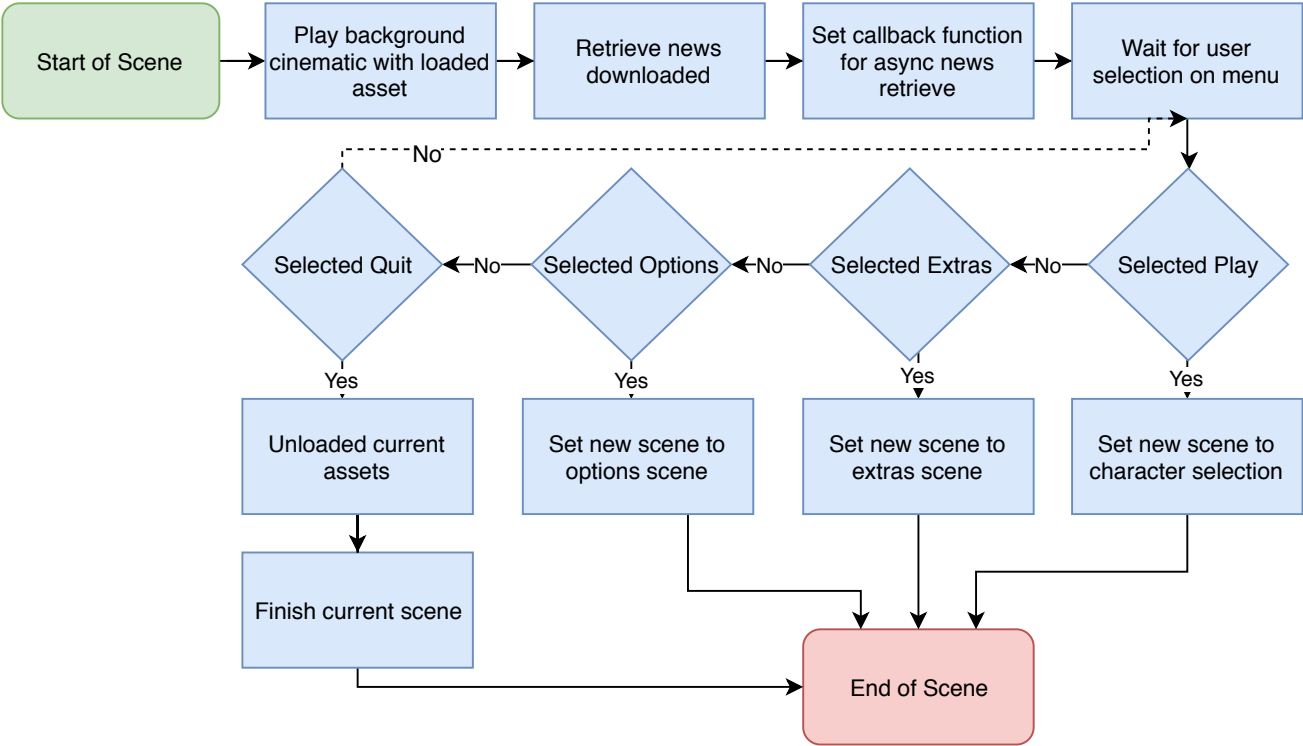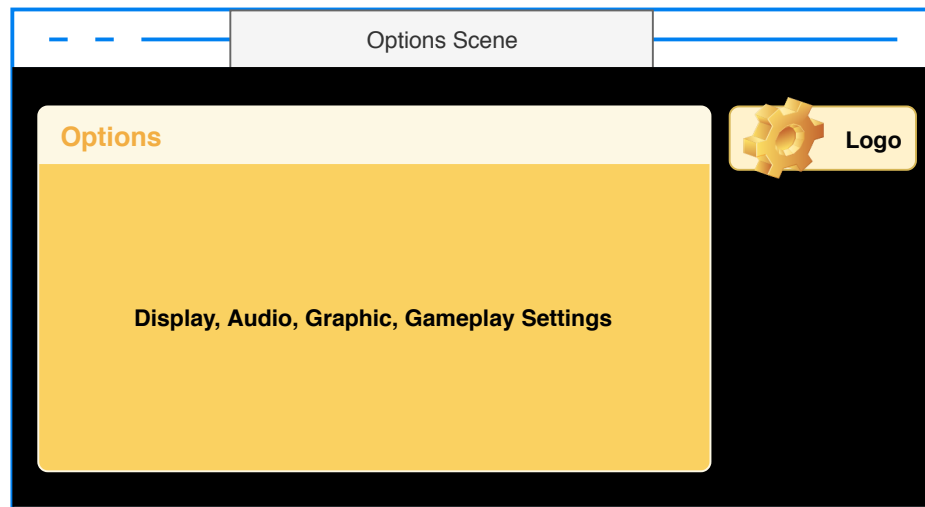| Concept |
|---|
| Preparing log system |
| Getting information about computer |
| Retrieve saved options or create new one based on "information" |
| Preloading main menu assets |
| Checking extra content and news (If network available) |

Main Menu Scene

Preview

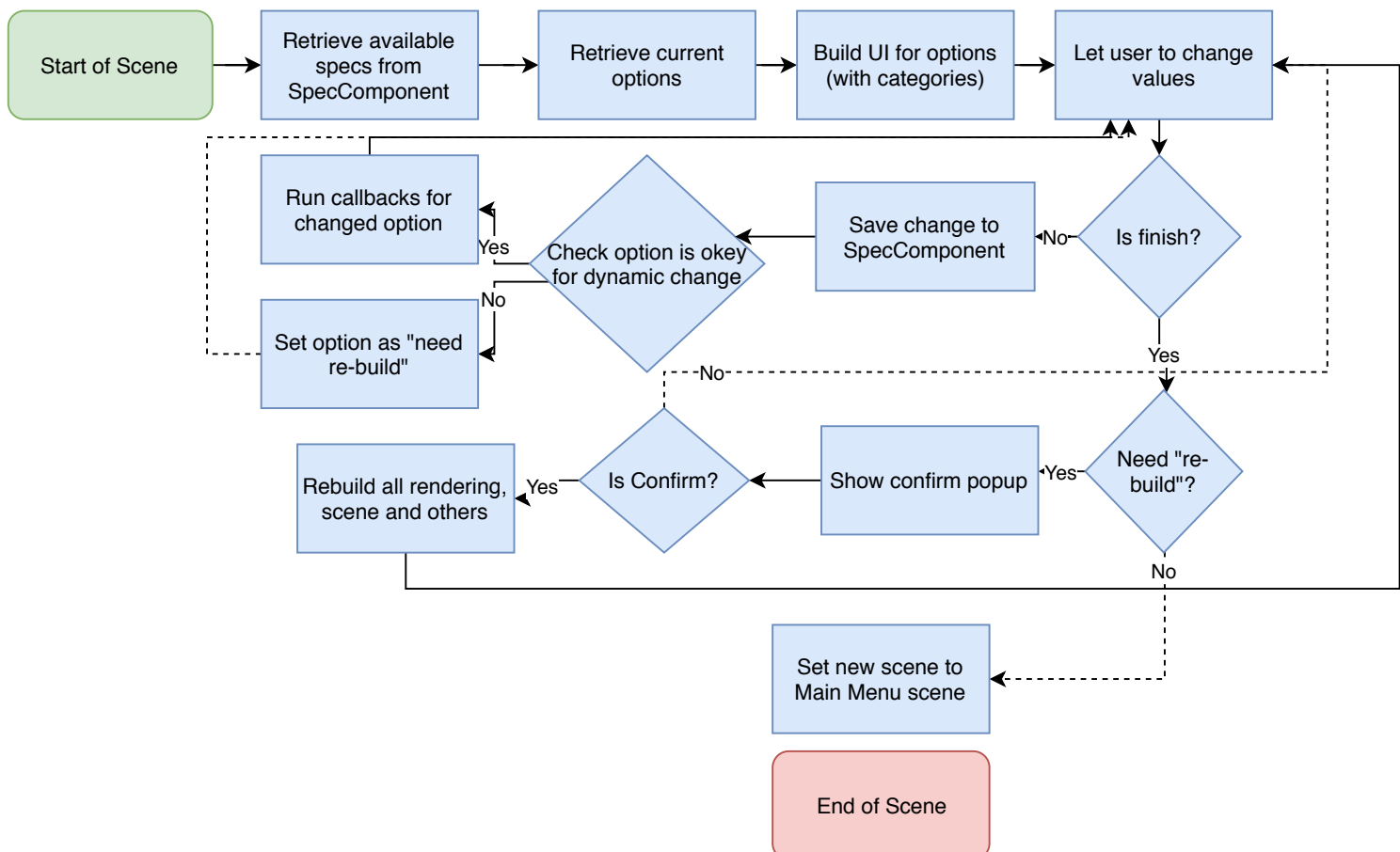| Concept |
| --- |
| Play background cinematic |
| Show downloaded news and contents on screen (+check async callbacks) |
| Let user to change scene based on choise |

Options Scene

Preview

Options Scene

Options

Display, Audio, Graphic, Gameplay Settings

Logo

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

Start of Scene → Retrieve available specs from SpecComponent → Retrieve current options → Build UI for options (with categories) → Let user to change values

Run callbacks for changed option ← **Yes** — Check option is okey for dynamic change ← Save change to SpecComponent ← **No** — Is finish?

No — Set option as "need re-build"

Yes (from Is finish?) → Need "re-build"?

Check option is okey for dynamic change — **No** ⇢ Is Confirm?

Rebuild all rendering, scene and others ← **Yes** — Is Confirm? ← Show confirm popup ← **Yes** — Need "re-build"?

No → Set new scene to Main Menu scene
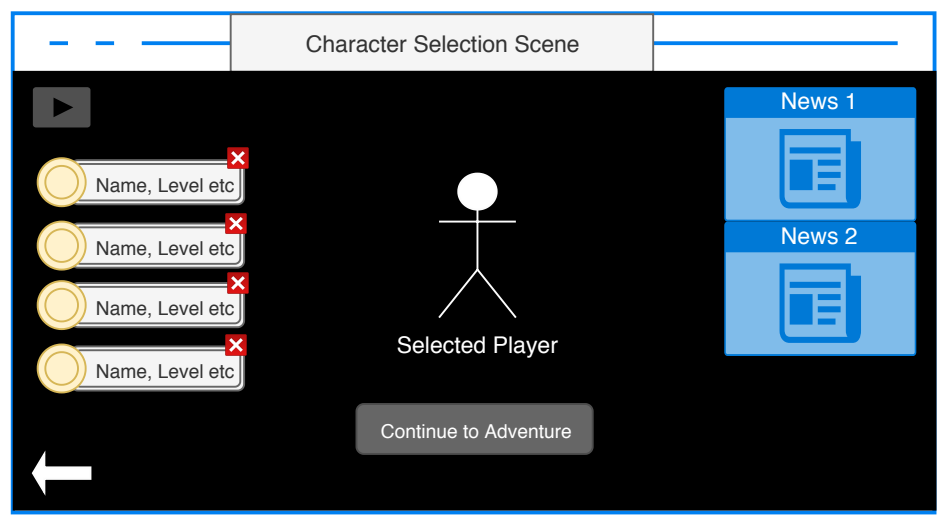
End of Scene

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

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

Delete character data

No

Is Confirm?

Set new scene to Character Creation Scene

Yes

Set selected character in CharacterComponent

Yes

Backup character data

Delete character's loaded assets

Set new scene to Game Scene

End of Scene