Ideas:

* A System wide internal file system, with per file compression and index based loading on demand.
* Pin: 5512
* New type of UI.

Vivid3D - Ideas

-Blueprint style editor.

* AutoBot - A Natural Language parser that helps you make your game. Within the ide.

* Maths research.

* A Simple Shader Generator using the common things coded, such as blur or threashold.

* Automatic batching via delayed creation & local scan.

-KamiChi3D

-Visual User Interface

-Concept of a Development environment, not an IDE.

-Custom 3D ui with texture fonts, mapped onto elements.

-Electric grid 3d bg.

* Hot Loading among tools.
* Grd Tanks.

* Research camera tech for better scene creation.

-Per node meta-data.

* Tunnel B1/ Mech robot shooting game, with MP.

* Align To Vector and Snapping features for the ide.

* Research snapping and other techniques I do not yet know.

* Node Component and other engine extensions via C# plugins.

-A.I powered grid translate/rotation system to make snapping/scene creation more intuitive.

-Skidmarks/super car style game.

-Data Chains/structure editor for dialouges etc.

-Spider Bot Hunt - a test mini-game.

* Drag And Drop window management. With a UI.DragForm element.
* Size Trace for drag and drop.

* Logic Graph - A hierarchy of logic nodes, upper nodes being the inputs.

* A.I Placement - Using a method of less collision to determine this.
* Normal Scene To optimized Oct-tree scene.

* A collection of demo scenes to showcase the engine.

Idea 1 - The Android’s Face.

* “TechSingR1” - Type of information applied usage.

* Basic modeller mode. Including A.I based image to shape tracing.

* Scene/Level partition for content browser.

* Editor extensions via script.

* HardWired intro sequence in IDE.

* Resonance Based project manager.

-UpDown previous texts in textform

* Vivid Script style shader language.

Orchid Studio - Ideas and thoughts.

* Orchid Studio is a new 3D/2D engine with it’s own Integrated Development Environment - It uses a custom User-Interface called “ResonanceUI”
* (Ideas)

(08/01/2019)

* FFmpeg powered system to allow sync’ed video/audio playback both full-screen and to 3D/2D textures.
* VideoForm for the ui.

(09/01/2019)

* A Built in or seperate mode to design levels easily for coders/teams without an artist to create simple levels.

(16/06/2019)

.Scene versioning with set size limit.

* Remote IDE helper. Using your android phone to help create/edit your apps.

* Free community version

* Seperate material editor app.

* 3D Overhead alienbreed clone.

* “Node States”

-”Node Logics”

Node TestNode

State NormalPlayer

End

NodeState NormalPlayer

Logic PlayerControls

End

NodeLogic PlayerMove

Begin

If Node.Moving

End

End

End

* Use existing script browser

* Node templates.

* AI Points.

* Galaga 2020 - Space invaders clone

* SynWave - new name for script system.

* Resonance feature - a matrix-esque run of code eminating from the button, the actual script code. Including movement/anims to symbolize each line. A << 1 etc.

* AppGuide - A overall order of events that define the app/game.

* App name “GamePlatform”

* IDE tool to help map flat textures onto unique UV unwraps

* UI-based built in tutorials to aid learning.

1. Completely mutable User-Interface - One mode can become the next
2. Applications are built using blocks of functionality - These can be feed live
3. Game data, or small auto-generated segments of data to both test, and using physical reinterpretation these functions can be tested in a restricted way - allow developers to implement and test blocks in multi-dimensional ways.
4. The UI can expand and contract to express the function, usage and form of information it acts upon and generates.
5. A structured file system - no room for user interjection. Content folders are adhered to automatically. Music for music. Sound for sound. Data for data.
6. Normal ‘Content’ type browser replaced by expanding and functional where and when needed browsing of internal content.
7. Program flow can be designed in code and in visuality with all the above applied to it, to test and execute the final app.
8. Circular Sphere Browser - A sphere of folders/files, with only a touch of mouse to select the next relevant ‘segment’ of data