**Rogue.NET Scenario Editor**

The goal is to make a user friendly “wizard like” (but not a wizard) interface to build a scenario configuration file.

**UI**

Overview: This section should show a technical view of the scenario parameters; validation information and messages; etc…

General: Define general scenario parameters (Name, Number of levels, etc…); designate shop levels and items.

Layout: Define level layouts

Enemies: Create enemies in a very user friendly and descriptive way.

Player: Build the player – including skills, starting items, etc…

Items: Create items / equipment and consumables / with spells, etc…

Doodads: Dungeon object definitions

Global Brush / Pen Definitions: create new brushes and pens to be used with animations.

**Design**

Model: How to integrate with existing model

UI: Design of UI / reusable components / prism / unity / etc…

**Validation / \*Feedback (\* => nice to have)**

The current validation routine will have to be modified – but should be comprehensive enough to put on a web server… The goal being to make public scenario creation accessible and stable.

Feedback might include a point system to score difficulty on a curve along-side player advancement. Also might include an average step number along-side food usage estimate.