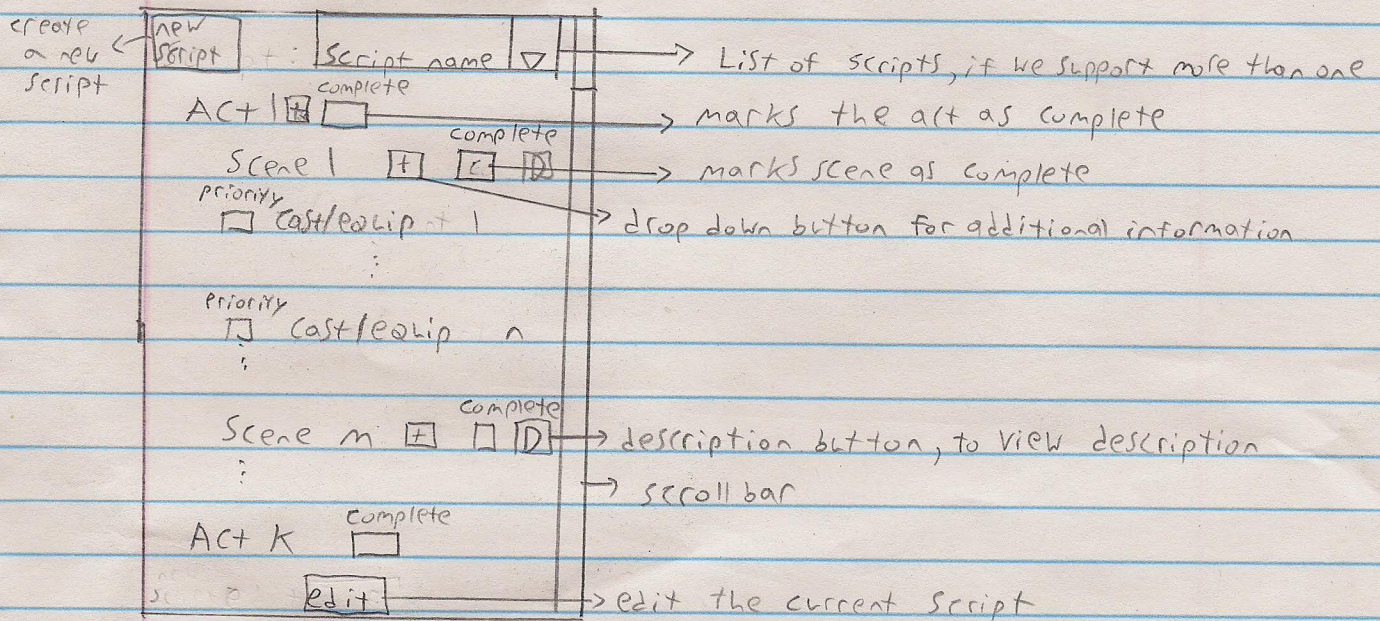
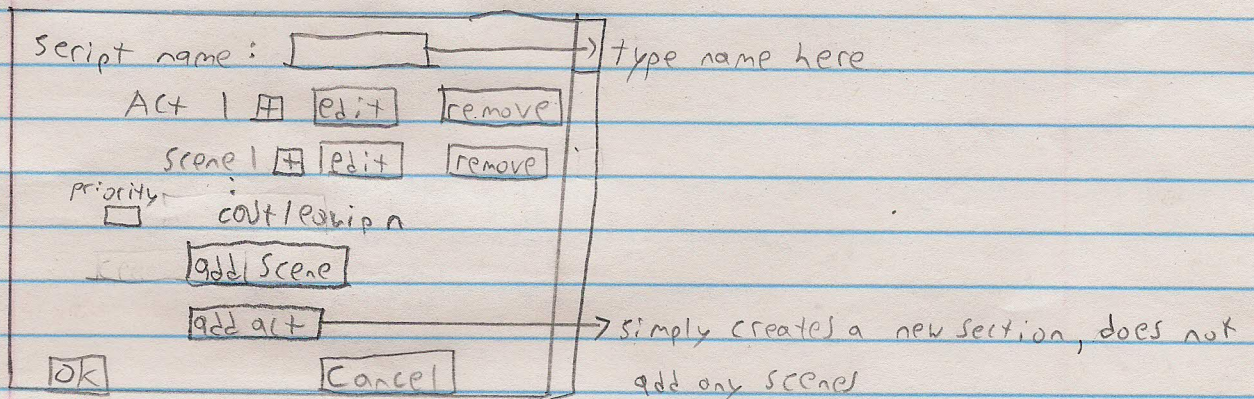


## GUI for Script/Scenes - Milestone 3

Script/Scene component of main screen



Creating a script





### Creating a scene

A hand-drawn UI for a 'Creating a scene' dialog box. It features a title bar at the top. Below the title bar, there is a 'Scene name:' label followed by a text input field. Underneath is a 'Description' label followed by a larger text area. To the right of the description area, an arrow points to the text 'description of scene'. Below the description area, there are two rows of controls. Each row starts with a 'Priority' label and a checkbox. This is followed by a text input field for 'cast/crew/equip'. To the right of each input field are two buttons: 'edit' and 'remove'. Below these two rows is a 'Create requirement' button. An arrow points from this button to the text 'add another required cast/crew/equipment item.'. At the bottom of the dialog are 'Ok' and 'Cancel' buttons.

Scene name:

Description

→ description of scene

Priority ☐ cast/crew/equip

Priority ☐ cast/crew/equip

→ add another required cast/crew/equipment item.

### Create/edit requirement

A hand-drawn UI for a 'Create/edit requirement' dialog box. It has a title bar. Below the title bar, there is a 'Cast/crew/equip:' label followed by a text input field and a dropdown arrow. Below this is a 'Priority' label followed by a checkbox. At the bottom are 'Ok' and 'Cancel' buttons.

Cast/crew/equip:  ▾

Priority ☐

### update script

A hand-drawn UI for an 'update script' dialog box. It has a title bar. Below the title bar, there is a 'Script Name: name' label. Underneath, there is a list of items. Each item consists of an 'Act' label, a 'Scene' label, an 'edit' button, a 'remove' button, and a 'complete' checkbox. The first item is 'Act 1 Scene 1', the second is 'Act n Scene n', and the third is 'Act k scene k'. At the bottom are 'Ok' and 'Cancel' buttons.

Script Name: name

Act 1

Scene 1   ☐ complete

Act n

Scene n   ☐ complete

Act k scene k



## Edit Scene

Scene name: name	
Priority	
<input type="checkbox"/> Cast/crew/equip	<input type="button" value="edit"/> <input type="button" value="remove"/>
Priority	
<input type="checkbox"/> Cast/crew/equip	<input type="button" value="edit"/> <input type="button" value="remove"/>
<input type="button" value="Add requirement"/>	
<input type="button" value="ok"/>	<input type="button" value="cancel"/>