location details look great

running comments look great

minor comments:

- avoid use of code terminology "method", "parameter" in the script

- use end instead of stop (clearer mapping to the state machine)

- need to script display of point value - otherwise, it is hardcoded in the engine.

- how do the buttons get removed?

e.g.,

- update points

- remove button

- how does the information bubble get removed?

<?xml version="1.0" encoding="UTF-8" standalone="yes"?>

<!-- Top level game -->

<game>

<!-- Test Game 1 contains 1 Act and 1 Character -->

<acts>

<!-- Test Game 1 Act 1 contains 1 Scene -->

<scenes>

<!-- Test Game 1 Act 1 Scene 1 contains 1 Backdrop -->

<!-- BlueSky Backdrop is presented -->

<gameElement xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"

xsi:type="backdrop">

<name>BlueSky.png</name>

</gameElement>

<!-- Test Game 1 Act 1 Scene 1 contains 1 Screen -->

<screen>

<!-- Test Game 1 Act 1 Scene 1 Screen 1 contains 1 or Game Elements -->

<!-- A Button with Text 'Play to Win!' with medium size and UC location is displayed.

On clicking the button AddPoints method of rewards class with 5000 points as parameter is called. -->

<gameElement xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"

xsi:type="prop">

<!-- Following behavior is similar to MATLAB Scripting and is in format Model.Action.Parameter-->

<behavior>Reward.AddPoints.5000</behavior>

<color>Yellow</color>

<location>UC</location>

<size>Medium</size>

<text>Play to Win!</text>

<typeName>Button</typeName>

</gameElement>

<!-- After the user clicks on the button, an information bubble with a message with total points won

is displayed in medium size in Upper Center location -->

<gameElement xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"

xsi:type="prop">

<color>Yellow</color>

<location>UC</location>

<size>Medium</size>

<!-- Actual points are sent from the model and are appended to the message below -->

<text>You Won!!! Your current points are </text>

<typeName>Information Bubble</typeName>

</gameElement>

<!-- A button with text End Game is displayed. On clicking the button, the stop method of GameControl is

called and the Game is ended -->

<gameElement xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"

xsi:type="prop">

<behavior>GameControl.Stop</behavior>

<color>Yellow</color>

<location>DC</location>

<size>Medium</size>

<text>End Game</text>

<typeName>Button</typeName>

</gameElement>

</screen>

</scenes>

</acts>

<!-- The player starts the game with 1000 points -->

<gameElement xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"

xsi:type="player">

<!-- Player contains 1 location and 1 reward -->

<location>OSR</location>

<size>Large</size>

<reward>

<certificates>0</certificates>

<hint>0</hint>

<points>1000</points>

<promotions>0</promotions>

<trophies>0</trophies>

</reward>

</gameElement>

</game>