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

<!-- Top level game -->

<game>

comment xxx The game consists of one act; the act consists of one scene; the scene consists of one screen.

- documenting this game - not the composition rules in general

<!-- Game contains 1 or more acts and 1 or more characters -->

<acts>

<!-- Act contains 1 or more scenes -->

<scenes>

<!-- Scene contains 1 backdrop -->

comment xxx the BlueSky backdrop is presented.

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

xsi:type="backdrop">

<path> is not very clear for a scripter - need something more like BackdropName

<path>BlueSky.png</path>

</gameElement>

<!-- Scene contains 1 screen -->

<screen>

<!-- Scene contains xxx-->

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

xsi:type="prop">

some things not too clear in the script (for game designers, not cs programmers to use)

location of player character specification

script sturcture not consistent (harder for people to learn)

for example, scene owns backdrop, and backdrop is defined within scene

game owns character, so character should be defined within game?

what kind of prop? Button? Information Box? Conversation Bubble? Whiteboard? Blackboard? other? see tech. report for list.

should not be any specific details about the java implementation - only the view should know about graphic libraries - for the scripter, enough to know:

typeName: RectangularButton

Size is: Small/Medium/Large?

text is: Play to Win!

co-ordinates are center stage, stage left etc (see tech. report)?

- should be able to see the text of the game flow in the script as comments

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

comment xxx display a yellow, medium sized rectangular button with the text center stage xxx

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

<color>Yellow</color>

<location>

<x>50</x>

<y>50</y>

<z>0</z>

</location>

<text>Play to Win!</text>

<typeName>java.awt.Button</typeName>

</gameElement>

comment xxx when the button is clicked, xxxx

not clear in the script when to remove the first button?

The button is removed

the message "You won!!! Your current points are 6000!" and a button with the text “End Game” are presented.

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

xsi:type="prop">

<color>Yellow</color>

<location>

<x>50</x>

<y>50</y>

<z>0</z>

</location>

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

how does the actual points get displayed here?

<typeName>java.awt.Label</typeName>

</gameElement>

comment xxx when the button is clicked, xxxx

When the player clicks the end game button, the game shuts down

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

xsi:type="prop">

<behavior>GameControl.Stop</behavior>

<color>Yellow</color>

<location>

<x>50</x>

<y>50</y>

<z>0</z>

</location>

<text>End Game</text>

<typeName>java.awt.Button</typeName>

</gameElement>

</screen>

</scenes>

</acts>

comment xxx player xxx

The player starts the game with 1000 points

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

xsi:type="player">

<!-- Player contains 1 reward -->

<reward>

<certificates>0</certificates>

<hint>0</hint>

<points>1000</points>

<promotions>0</promotions>

<trophies>0</trophies>

</reward>

</gameElement>

</game>