How to Create a Mission with the Mission Editor

Welcome, Mission Designer! You're about to create your own adventures for the Spaceship Bridge Simulator. This guide will show you how to use the Mission Editor to build exciting stories, challenges, and puzzles.

Making a mission is like being a movie director. You decide what characters say, when enemies appear, and what choices the crew gets to make. Let's get started!

The Three Main Areas

When you open the editor, you'll see three main parts.

1. **Mission Details (Top-Left):** This is where you give your mission a name.
2. **Add Event (Bottom-Left):** This is your toolbox. It has all the building blocks for your story.
3. **Mission Timeline (Right):** This is your storyboard. You'll add your events here in the order you want them to happen. The story reads from left to right.

Step 1: Name Your Mission

Every great story needs a title.

1. Find the **Mission Details** panel at the top-left.
2. In the **Mission Title** box, type in a cool name for your mission, like "The Mystery of the Gamma Quadrant" or "Pirate Ambush!"

The "Comic Unlock ID" is an optional feature for advanced users to link missions to other content.

Step 2: Adding Your First Event

Events are the building blocks of your mission. Let's add a simple dialogue event to start our story.

1. In the **Add Event** panel, you'll see a list of buttons. Click the one that says **Dialogue**.
2. A form will appear below. You'll see an instruction box explaining what the event does.
3. Fill in the fields:
   - **Speaker:** Who is talking? (e.g., "CAPTAIN", "COMMS OFFICER", "Mysterious Alien")
   - **Message:** What are they saying? (e.g., "We're picking up a strange signal ahead.")
4. Click the big green **Add to Timeline** button.

Congratulations! You've just created the first scene of your mission. You'll see a new block appear on the **Mission Timeline** on the right.

A Tour of Your Event Toolbox

Here are all the different types of events you can use to build your mission.

Story & Dialogue Events

- **Dialogue:** Makes a character say something in the Comms Log.
- **Player Choice:** Asks the player a question and gives them buttons to click. Their choice can be saved in a variable to affect the story later!
- **Play Video:** Pauses the game and plays a video fullscreen. You just need a link to an .mp4 or .webm file.
- **Wait:** Creates a dramatic pause in the action. The game will wait for the number of milliseconds you enter (1000ms = 1 second).
- **Set Objective:** Puts a clear goal at the bottom of the screen, like "Defeat the pirates."
- **Clear Objective:** Removes the goal from the screen once it's complete.

Action & Challenge Events

- **Spawn Enemy:** Creates an enemy ship for the crew to fight.
    - **Pro Tip:** Check the "Wait for Defeat?" box to make the mission pause until the crew has destroyed the enemy. This is perfect for creating boss battles!
- **System Damage:** Causes a ship system (like weapons or engines) to break, forcing the Engineer to repair it.
- **Environmental Hazard:** Creates a temporary challenge, like an asteroid field that damages the ship or a nebula that jams sensors.

Rewards & Trading Events

- **Spawn Trader:** Creates a friendly space station or ship that the crew can trade with. You can set what resources it buys and sells.
- **Give Reward:** Give the player credits or cargo as a reward for completing a task.

Advanced Events

- **Set Variable:** Lets you store a piece of information, like a password or whether a player chose a certain path. This is for building complex, branching stories.

Finishing Your Story

- **End Mission:** This is the most important event! It should always be the **very last block** in your timeline. It tells the game the mission is over and shows the crew a final "Mission Complete" or "Game Over" message.

Step 3: Exporting Your Mission

Once your timeline is filled with events and you've added an End Mission block at the end, you're ready to save it.

1. Click the blue **Export Mission File** button at the top-right.
2. Your browser will download a file with a .js extension (e.g., Pirate_Ambush.js).

3. Save this file in the missions folder alongside the main game.

That's it! You can now load the game, click the "Load Mission" button, and select the file you just created to play your very own adventure. Now go create something amazing!