

HOW TO DESIGN TEMPLATES

FAQ:

- **What's a template?**
 - A review template is a document that you can write and design that defines the **schema** of a specific criteria when reviewing and **rating** games. This gives you a better way to analyse and rate your favourite games in a more objective way (but still based on your criteria and likings)
- **What format do I have to use?**
 - JSON, it's a very popular format in programming, but don't worry, you don't have to know how to code, it's actually quite simple and straightforward. You can read this [very cool and simplified article](#) if you don't know it yet

```
{
  "name": "MyRatingSystem",
  "elements": {
    "Art": {
      "weight": 40,
      "categories": {
        "Graphics": 40,
        "Animations": 40,
        "Other": 20
      }
    },
    "Characters": 20,
    "Music": {
      "weight": 40,
      "categories": {
        "Soundtrack": 80,
        "Effects": 20
      }
    }
  }
}
```

Example of a quick and easy template

Schema: how do templates work

A schema consists of 3 parts:

- Name
- Elements
- Settings (*optional*)

The **name** is defined through a simple key value pair:

```
"name": "<your name>", <-- (don't forget the comma)
```

(the quotation marks are crucial, they're part of the JSON format, please don't forget them)

The **elements** are the most important part of all the schema. This is where you can define categories and groups and assign them different percentages (weights). They're are defined with an array/list (`[]`):

```
"elements": [  
    <elements inside>  
] <-- (put the comma ONLY if you're going to define settings)
```

The **settings** (optional) are some special values that you can enable or disable that will tell the computer how to interpret specific things. We will learn more about them later. They're defined like the elements:

```
"settings" [  
    <settings inside>  
]
```