

Code Craft Documentation

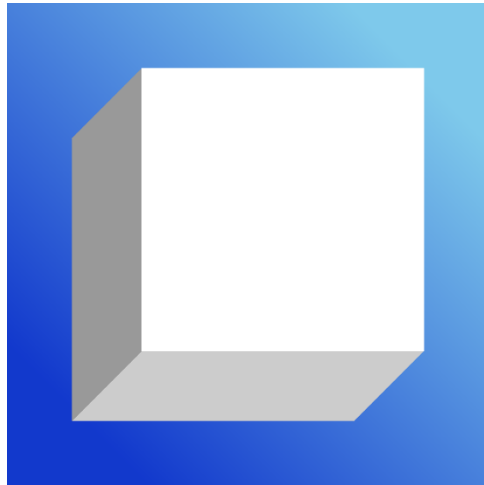


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Project

Code Craft is a composition of several libraries created by me, including an object editor and script editor.

Scripts

Code Craft has 5 different categories of scripts, each located within a different folder in /CodeCraft/Scripts. Each folder contains scripts and prefabs.

Menu

Menu code is simply responsible for handling the user interface in the menu scene. It is also responsible for creating new projects and exporting projects to the clipboard.

Code Editor

The code editor is responsible for the creation and modification of code that certain objects have.

Interpreter

The interpreter is responsible for converting an object's code to runnable object.

Object Editor

The object editor is used to edit an object's transform during runtime.

Programmer

The programmer is the part of the code that stores all of the functions and variables that can be added to an object during runtime.

Scenes

This project contains only two scenes, one for creating projects and the other for editing projects. The scenes are located at `/CodeCraft/Scenes`.