

The box Interface planning

Interface Planning

This is my current work on the interface. Don't know if i go with the white version or gray, now they are a bit mixed up. Maybe one will be the standard and the other the option.

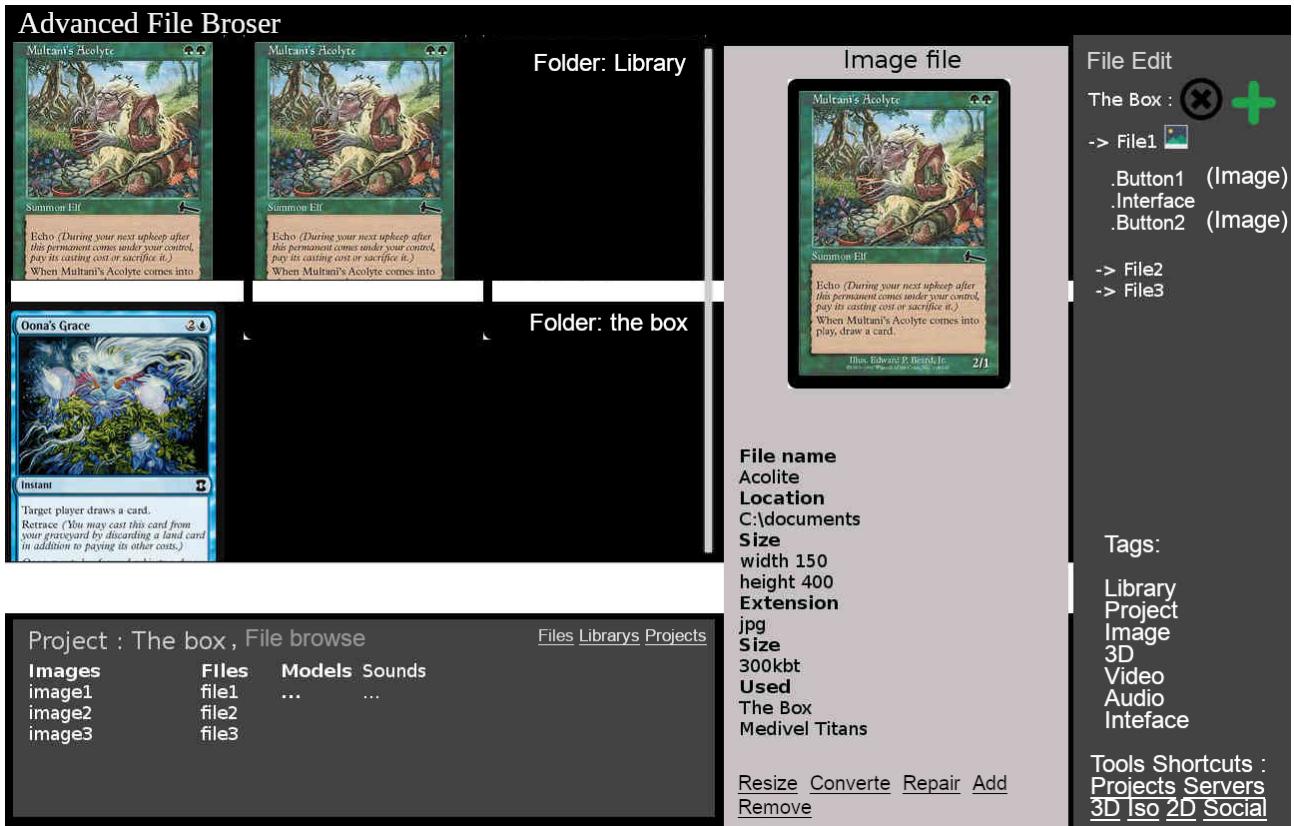
You may see some in white others in gray.

Advanced File Browser

File browser to manage files, and projects.

Actions :

Add and remove files directly from projects, do basic actions on files. Browse: projects, files or librarys; have 2 or more folder interaction; file detail; file edit and add in projects.



Game Lore

administrate game information, like historys, maps, characters

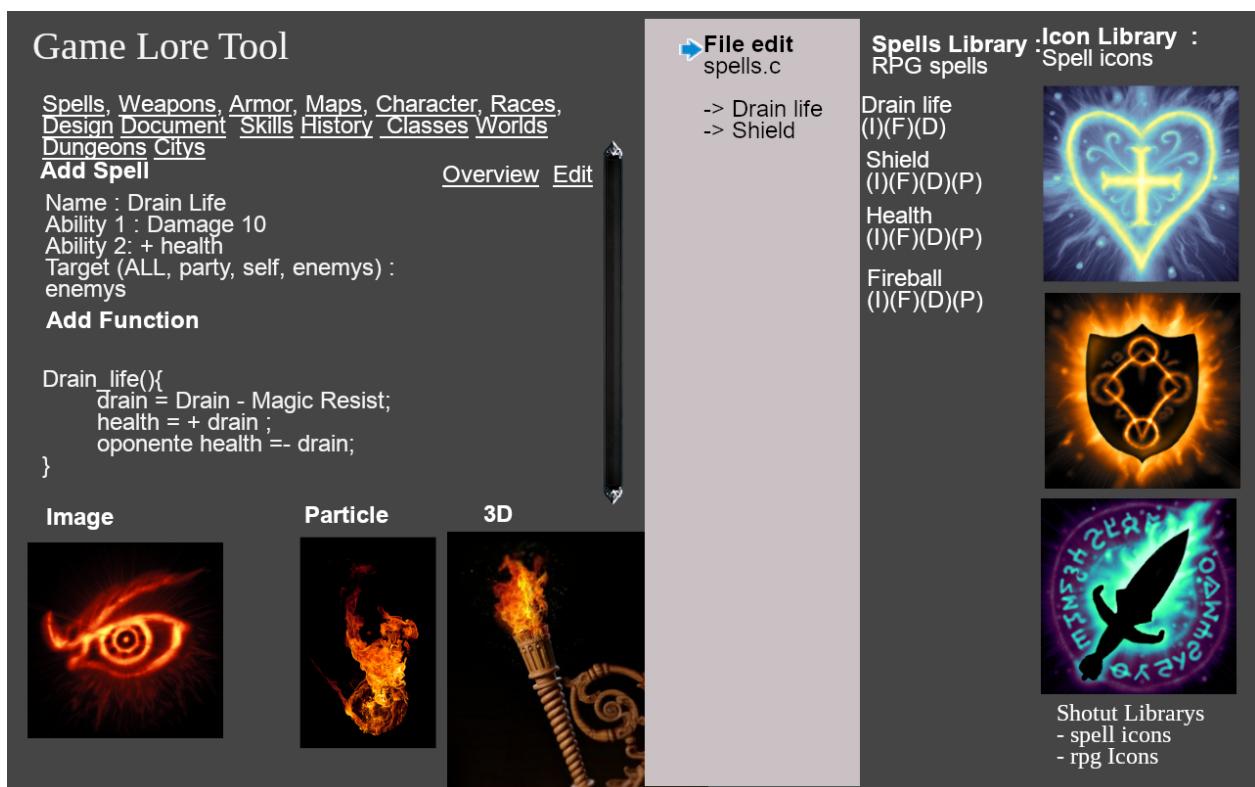
background, design documents, character creation.

This tool should manage the lore part of the game, like :

a orc background, why create ? : the world, the tribes, the races, weapons, armor, citys, clans, familyts, royalty. Some one that is more expert could create this thing in a very elaboreted, and people o whant their game in this enviorment they just add that stuff to their game.

Actions:

Add lore to local or online librarie;
Links libraries and files; add componentes to lore,like : images, effects, 3D, etc...



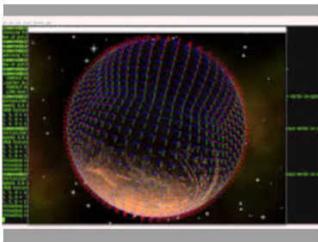
Project Manager

A project manager more advanced that will work with a online version, so is part of the market and publicity concept where people can easy access to information width out the need for pay to publicity or a platform to publish their work.

Actions:

vizualize all added projects to list, can be donwloaded. Comment projects, rank projects; project page to comment and rank. Check updates; dev log.

Projects



Project
Space nerds in space
Autor
scameron
Type
Game
Gener
Space simulation
Ranking
0.1/5

[Download](#) [Page](#)

Project
Ancient Beasts
Autor
Dreadknight
Type
Game
Gener
Strategy duels
Ranking
3.2/5

[Edit](#) [Compile](#)

Project
Open Dungeon
Autor
Clint B.
Type
Game
Gener
Strategy 2D
Ranking
4.2/5

[Edit](#) [Compile](#) [Play](#)

Main Menu

The initial concept it was to create a layer between project files and values. Temporary files that hold and manage information for the project. That allow to do changes with out affect the code, then when we compile it makes the changes in to the compiled code fom the temporary files.

We could also do the oposite, import a project, will create a temporary file, and load project in this style of code. So when it compiles again convertes in to a the box project.

the syncronize is updating the temporary files.

The interface Is bit massy, probably need to add more stuff to drop down menus, to have more space available. Like the "create" should be in a menu link.

(((("Mapper Interface output"))))

The Box

Menu

Settings Synchronize Import
(configure projects paths for example) (Synchronize a project updating its values with the info on the mapper)

Languages :

- .Assembly; ->
- .C; ->
- .C++; ->
- .CSS; ->
- .PHP; ->
- .Javascript; ->
- .Unity3D C#;

Projects :

- .Game1; ->
- .PHP_website;

Templates :

- .RPG; ->
- .RTS; ->
- .FPS; ->
- .3D_animation; ->
- .3D_render; ->
- .2D_render; ->
- .Window; ->

Librarys :

- .spells_icons; ->
- .3D_models; ->
- .Interfaces; ->
- .Functions; ->

Files :

Main (information) **Fireball (information)**

- .Main; ->
- .Level1; ->
- .Arena; ->
- .Functions; ->

Variables :

- Fireball int; ->
- Intelect int; ->
- Agility int; ->

Functions :

- Attack ; Defend ;

Databases ext

- MySQL; ->
- PDO; ->

Images :

- Fireball; ->

Database :

- Game1 PHP Website

Creates:

- .Project
- .File
- .Variable
- .Function; ->
- .Database
- .Database_query
- .Object
- .Code_block
- .Code_function

Templates (information)

- .Camera;
- .AI_movement;
- .RPG_Defend;
- .RPG_Attack;

Librarys (information)

- .Fireball;
- .Storm;

Linked :
(click on the files to be linked)
Variables : "Dexterity";
.Files : "Level1", "Arena";
.Functions : "Attacks";

Since people are big fans of devices like android, etc..., though in adding a minimalist version of the interface where all the information will be in menus, so the space available will be much larger so you can even use it in a phone.

(((("Mapper Interface output"))))

The Box

Tools

Mapper
Standard Map Editor
Shader tool
Character Creation
Particle Tool
Screen Play
Generic Tool

Settings Synchronize Import
(configure projects paths for example) (Synchronize a project updating its values with the info on the mapper)

Languages :

- C

Projects :

- .Game1; ->
- .PHP_website;

Templates :

- RPG

Librarys :

- .spells_icons; ->
- .3D_models; ->
- .Interfaces; ->
- .Functions; ->

Files :

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- MySQL; ->
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Images :

- Fireball; ->

Database :

- Game1 PHP Website

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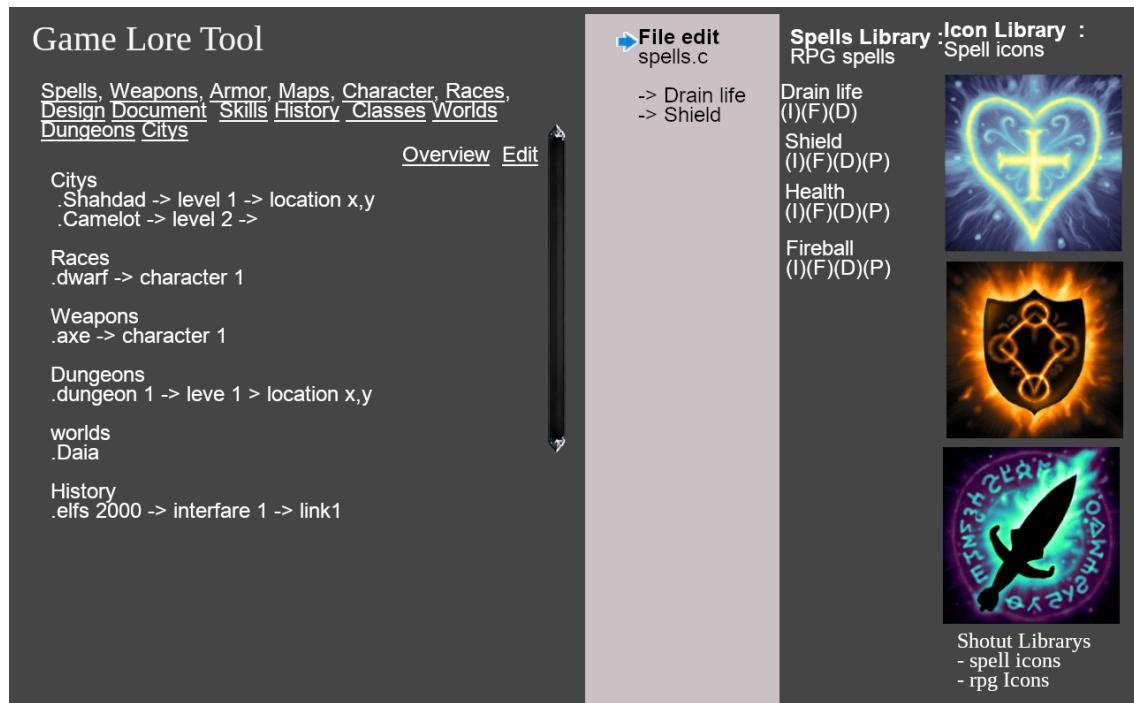
Librarys (information)

- .Fireball;
- .Storm;

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(click on the files to be linked)
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.Files : "Level1", "Arena";
.Functions : "Attacks";

Overview, a list of lore added and linked things. Where which lore part is connected.

Maybe connections are not need because we can have a better tool to do this.



Function tool

Renamed to function tool original was a more abstract concept that deal with more functionality, don't know how it will be, but it is more or less automate functions in to projects.

Programing Simulation Enviorment

Variables Functions Files Images Database Add File

Language Output: C

Validation

Name :	Information :	Validation :	Name :	Information :
debug	[redacted]	Greater or Equal to	debug	[redacted]
counter 1	[redacted]		counter 1	
counter 2	[redacted]		counter 2	
counter 3	[redacted]		counter 3	

Actions : Extension : Load Action :

Validation	DB Mysql	Get skills
db get information	DB Mongo	Get spells
db insert data		Get items
db ranking		
paginator		

File :
Main
->Folder1
->Folder2

The gray version of the same tool. But specific.

Function Tool

[Design](#), [Files](#) [Temp](#) [List](#) [Function](#)

Add function

Name :
function name

Language :
PHP, C, C++, Unity3D, Unreal E.

Project :
Iso Game 1



Type :
weapon , skill, spell, enchantment,
NPC, master, player

Target :
self, party, enemy

Effect :
Heal, Damage, Movement, Status

Efect type :
increase, deacrese

Status affect :
health, mana, stamina

Skill affect :
strength, agility, ...

Range :
range of effect 0-1000

range type :
Attack, view, effect

Consume :
mana, stamina, health

Function List

- Fireball
- spell, 20 dmg
- Heal
- spell, 10 hp
- Speed
- ability, + 5
- Rat
- monster, hp 10

Elements added

Fireball vs rat lvl 1



Projects :

- Iso game 1
- Map 2
- Map 3

Levels :

- Map 1
- Map 2
- Map 3

Function Result :

Locations :
- 1 , castle
- 2, city
- 3, forest

Fireball

Deal 100 dmg
to a rat lvl 10
at 20 range

Add element :

- Creature,
- player

Add status

- health
- mana

Add armor

- 10 heavy
- 5 chain

Functions :

- attack
- spawn monster
- Shotut Librarys
- spell icons
- rpg Icons
- Shortcut Tools
- TERR, MAP, WEB
- Totutorial

We separated functions in actions, to deal with functions and in games. We have possible target, possible effect, etc...

List tool

the same was mapper, but this one is more specific for project, it is designed to administrate several projects at the same time. It

list all files in the project, width the ability to add and remove things.

List Tool

Design, Files Temp List



	tower : c:\documents\library\tower.png, location x10, y10 script, attack, spell, tags player, project iso game 1
	tree oct 1 : c:\documents\library\tree.png, location x20, y7 script, on contact spawn monster random 10 project iso game 1
	spell icon : c:\documents\library\tower.png, location x10, y10 function enemy() map level 1, project iso game 3, interface main menu...
	rat icon : c:\documents\library\rat.png, interface x10, y10, function enemy() map level 2, project iso game 1...
	spell icon : c:\documents\library\tower.png, location x10, y10 function enemy() map level 5, project iso game 2, interface market
	mage icon : c:\documents\library\rat.png, interface x10, y10, function enemy() map level 1, project iso game 1
	tree icon : c:\documents\library\rat.png, interface x10, y10, function enemy() map level 2, project iso game 2
	house icon : c:\documents\library\rat.png, interface x10, y10, function enemy() map level 3, project iso game 1.

Projects : →
- Iso game 1
- Map 2
- Map 3

Levels :
- Map 1
- Map 2
- Map 3

Locations :
- 1 , castle
- 2, city
- 3, forest

Librarys :
- Iso game 1
- Map 2
- Map 3

Pallets :
- 1 , castle
- 2, city

Functions :
-attack
-spawn monster

Shoot Librarys
- spell icons
- rpg Icons

Shortcut Tools
TERR, MAP, WEB
[Totutrial](#)

Iso tool

Isometric Tool

Project : iso game 1



Pallet : - 1 , castle



Projects : →
- Iso game 1
- Map 2
- Map 3

Levels :
- Map 1
- Map 2
- Map 3

Locations :
- 1 , castle
- 2, city
- 3, forest

Librarys :
- Iso game 1
- Map 2
- Map 3

Pallets :
- 1 , castle
- 2, city

Shoot Librarys
- spell icons
- rpg Icons

Shortcut Tools
TERR, MAP, WEB
[Totutrial](#)

Create a isometric game, width the ability to link width the rest of the tools.

Social tool

A Social network that will use torrents, it will process large amount of information with out the need for companys manegament. Which prevents publicity spam, and track on user information.

Social Tool

Topics, Groups, [Forums](#), TV, Radio, Newspaper, Chat, Users, Wall, ...

The Box Jdc, 20, dez 2019, 100

Num mundo marcado por tensões sociais e geopolíticas, muitas vezes marcado pelo caos e por fenómenos que estão a alterar o mapa político global, importa perceber a preponderância do pensamento. Em Portugal, José Gil é certamente uma das pessoas mais habilitadas para pensar questão, assim como tantas outras.

[Petição](#)

Jdc

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Posts 5100
[1, 2, 3, 4, 5, 6, 7, 8, 9, 50] - 20, Post per page
Search post by (number, user, topic)-100

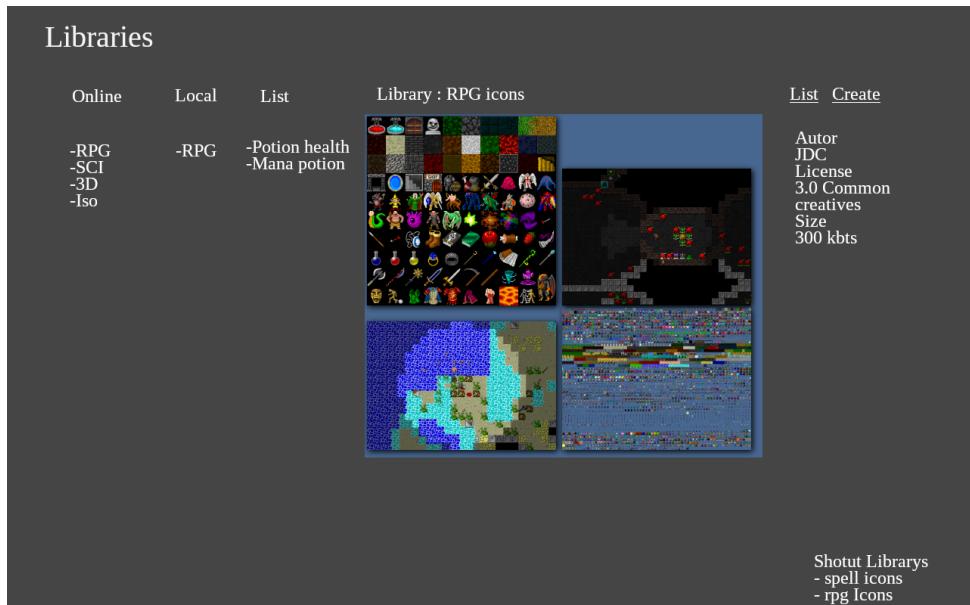
[number](#) [user](#) [topic](#)

Topics
-Petição contra Ferro
Jdc, 3D Waffle
-Dragagens no rio Sado
Jdc, 3D Waffle
-Eleições Legislativas 2019
Jdc, 3D Waffle
-Obsolescencia Programada
Jdc, 3D Waffle

Create your forums, Radios, ect... and not just create have access to all created forums to easy access information.

libraries

manage libraries ; see online ; see local ; list of items ; list of graphic display ; author information ; Buttons : create, list, download (missing the button)



The others ,

the rest are in images folder, have no comments for them, some i commentent the forums. Maybe in 0.0.4 the “forum file” will debate more on planning.

Server

manage local servers, pre configured servers.

Language tool

configure languages, instead of adding to files have a proper tool to add and remove languages from project.

Error interface

administrate errors, a bit like debug tools, a tool to see errors generated by the software.

Team management

like github but without storing files, online. It will store only values to syncronize projects.

Generic management tool

Manage commercial projects, like propertys.

.Generic animation

Manage animations, the concept for this is to animate with code, so it easy to add basic movement, without knowledge on the animation program.

Standard level editor

Create a standard extension for the map which allow to better import maps in to games.

Automate many tasks in level edition.

.3D

develop games in 3D, this part is separated in to different tools.
One of the tools is the

.2D

develop games in 2D

Holographic

develop games in holographic

.lights

manage lights, in game development

Font tool

manage and edit fonts, a personalized font creation tool.

Text editor

A text editor that work with the Box functionality, especially to publish to web pages, social tool. This will allow to create very customized content and publish.

Guardian

Since the program allow many actions, is safe to develop a tool to monitor software activity, actions and torrents.

Founding

like crowdfunding platforms except is free, still don't know how im going to do this, if is not possible to automate, it simple link people to project. When founding is finished send a message to all users that have bid the fouding.

.Market

a free market platform jobs, products, it works with the rest because you can not only sell

.Encrypt

encrypt information, and information in the software

.Web Page

create a page that is administrated in the software.

Encrypt

create and manage encrypted information

Links Manager

manage your links and encrypt

Games Manager

create custom games, access to players list, to play retro games which are no longer in use, and is hard to find people to play.

Events

Commercial events, you don't have a free publicity tool, all things to publicity are paid. Is hard to access a community.

Ranking

Better management of information, instead of search for information for hours it can be ranked which will show best infomation.

Tutorials

manage links inside a project, which allow to link diferent pieces of tutorials instead a large book.

Science

scientific experiments, help the scientific community, to establish their community.

Standard database

automate creation of databases, it can be

.Code editor

a code editor to work with the software, auto link stuff. In the text you are writte can output linked stuff, to show more

information, and have tasks available that can do part of the work

.Sound editor

simple actions

.Video editor

Could be used with the stream, but the concept is just simple actions to make development easy.

web sites downloader

Automate, load sites to the box, maybe in the future have the web language working in the software for compatibility. Not only publish the box web pages, but also work was a browser. It could also have a set of working tools, like browsers have.

file converter

Not sure if is needed, but if the software have a large amount of files, it may need to convert extensions, for better compatibility, some stuff it may help to convert.

Screen record

there aren't many good free options, is a market thing and something needed. Since the software uses stream and social part. People can stream what they needed.

Screen print

to do auto prints, better use tags