

# Documentation

## The Editor

The tool is a node based editor. The tool itself is made with unity Editor scripts.

There is an overall nodebasededitor script that keeps track of all the elements and it draws the connections. This script creates the elements that otherwise keep track of smaller individual elements themselves. This script is also responsible for saving the data needed for recreating nodes and connections into scriptable objects that otherwise would not be able to relate to editor scripts.

The node scripts is in charge of drawing itself, but is made with the nodebasededitor when right clicking in the node window, this popup window is also handled by the nodebasededitor. The Node has a case switch that handles it's own functionality such as moving, editing or deleting. The titles of the nodes is used as the reference to scenes and can be edited on the node, this functionality is also in the node script.

Each node has 3 connectionpoints these are either out or in connections, these points just draw and keep track of themselves and there responding nodes while the nodebasededitor controls their functionality and keeps track of the made connections.

The linking with scriptable objects is nessecary to keep and access the edited data also after restarting unity and when uploading to git. The saving is done in the nodebasededitor every time the GUI updates.

## The Scenehandler

In order save and load the data from the Node editor several parallel lists and arrays are used. These are saved as scriptable data objects and the scenehandler has a reference to 1 of these. The scenehandler's object listens for either game event planet1 or planet2, when called the scenehandler is prompted to load either 0 or 1. It then checks which scene it currently is, finds the corresponding scene in the one of the lists, from there is can then load the correct scene using the index position of the lists.

## The Alien and Buttons

The alien is animated in unity using Unity's animation tools. When clicking on a planet the alien plays the corresponding fly animation to that planet, when the animation is over the animator calls the game event for the corresponding planet.