Content Formats

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This document is intended to explain the file formats used by SGDe.

## \*.sgde

An SGDE is a XML document that links defines different document types together.

### Types

#### Sprite map

//TODO

#### Entity

//TODO

#### Map

//TODO

#### Game

This is the central file type and the only one required to be included in a game’s content project.

##### Format

A game comprises of two XML Elements: *Game*, and *Settings*. “Game” must always precede “Settings” otherwise the content system will not be able to process it.

//TODO

## General container format

The first line is a standard XML declaration:

<?xml version="1.0" encoding="utf-8"?>

The root element is “SGDE” with the attribute “Version” which specifies the version, which is 1.0 (as of SGDE 1.0):

<SGDE Version="1.0">

The following element is one of the specified element types listed above.

## Basic Types

//TODO