

## Secrets of Toanium - Feature #7

### Implement scripting

04/08/2020 04:49 PM - Jay Gischer

<b>Status:</b>	Closed	<b>Start date:</b>	04/08/2020
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Jay Gischer	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	40.00 hours
<b>Description</b>			
Create a page for setting variables. Use those variables and expressions to define values for Enemies.			

#### History

##### #1 - 04/08/2020 07:47 PM - Jay Gischer

- Assignee set to Jay Gischer

##### #2 - 04/21/2020 08:26 PM - Jay Gischer

- Status changed from New to In Progress

So far, I've created a page for setting and showing variables, and we can export and import files describing variables.

Now, I need to convert our other modules to use expressions rather than numbers, and display that in the UI

##### #3 - 04/28/2020 05:21 PM - Jay Gischer

- Status changed from In Progress to Resolved

First Pass is complete. This includes:

- Expression parser which handles symbols, addition, subtraction, multiplication, division and parentheses.
- Variables collection (a singleton collection)
- Variables page for CRUD operations on variables.
- Import/export of variables in JSON format
- Initialization of variables from a checked-in data file at startup
- Refactoring Card, Enemy and Class to use expressions for numeric fields rather than numbers.
- Wrote code to fixup older versions of Card/Enemy/Class modules on load.
- Rewrote Editors to use expressions rather than values.
- Rewrote Pixi renderers to use expressions rather than values.

##### #4 - 05/07/2020 05:27 PM - Jay Gischer

- Status changed from Resolved to Closed

Deployed in release 0.8