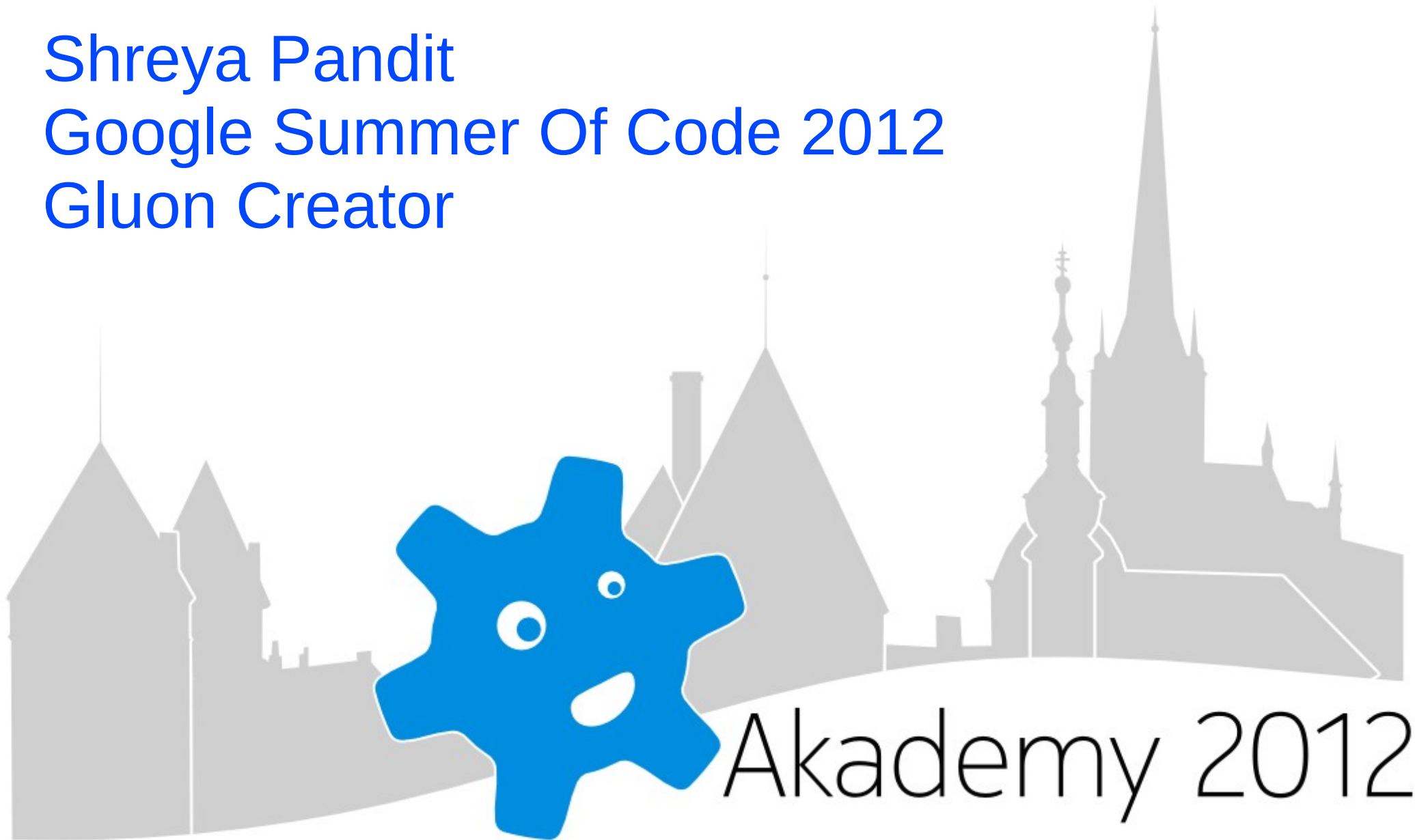


Shreya Pandit
Google Summer Of Code 2012
Gluon Creator



The heart of any project

- ◆ Amazing UI
- ◆ Interactivity
- ◆ Scalability
- ◆ Fulfilling user requirements
- ◆ Satisfied users :)



Step into the world of Gluon Creator ..

- ◆ Customized Gluon for new as well as regular users
- ◆ New users are greeted by a “ Welcome Tour”
- ◆ For regular ones, well, shows them their favourite games
- ◆ For the rest, gets them latest news from gamingfreedom.org



Startup tutorial for Gluon Creator users

- ▶ Aimed at our newest users
- ▶ Takes them through journey of building their first game
- ▶ QML based
- ▶ Provides offline and immediate help



Welcome to Gluon Creator 0.72.0

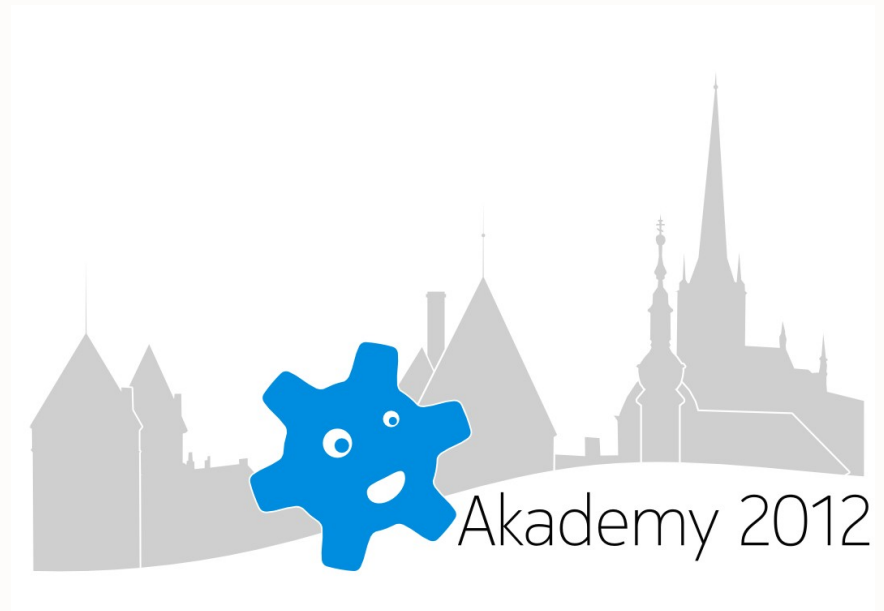
This is a list of the pre-defined functionality available to you in Gluon Creator. The Components are things like sound emitters and listeners, camera controllers, input handlers and the like, as well as the custom logic handler, the Scripting component.

Components

- Artificial Intelligence
- Character
- Perception Atom
- Perception Info
- View Cone
- Graphics Rendering
- Sprite Renderer Component

Game Distribution

- Handled by distribution docker
- Improved intuitivity
- New UI separates the publishing workflow from other things



Basic

ID

Category

Name

API Key

Details

Version

Homepage

License

Description

Changelog

[Update](#)

You are logged in as shreya.pandit [Change](#)

[Upload newer version](#)

[View revision History](#)

[Change Game Details](#)

[Upload as new Game](#)

Starts the Distribution Wizard

New Events

The screenshot shows a vertical list of events for a game. Each event entry includes a date, a user profile picture, and a brief description. The events listed are:

- 0.70 - Initial Version** (dated 2014-04-08) by shreya.pandit
- 0.70 - Initial Version** (dated 2014-04-08) by shreya.pandit
- 0.70 - Initial Version** (dated 2014-04-08) by shreya.pandit
- Link** (dated 2014-04-08) by shreya.pandit

At the bottom of the list is a button labeled "Show Older Events".

Feedback Timeline

Solving Ambiguities

- ▶ Certain options have multiple instances
- ▶ Save, Save As , Save Project As
- ▶ Instead, use a Context Based Layout
- ▶ The main parts of creator are watched upon
- ▶ When user requests action, it is passed to contextManager
- ▶ ContextManager then resolves call to widget under focus





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