

CutsceneTool (Notes for Improvements)

A series of points that could further improve the CutsceneTool, and improve overall usability. The points have been separated per editor tab.

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Archetype Editor

☒ ~~Renaming Archetype Editor to Tag Editor~~

Although there are definitely some archetypes that the user could edit in the Archetype Editor, I am unsure if some of the props would be considered the archetype of that tag name. Also, the archetypes are classified as active or inactive tags. Therefore, it might be more straightforward to rename this editor as 'Tag Editor' instead, for ease of reference.

☐ Improving tag readability

It would be great to:

- remove ‘_1’ from the tags
- Change the tags to Big Prop instead of BigProp for the user view

to improve readability

ANT: Full Tag Screen replacement: 3d

☐ Grouping tags

It might be worth adding all the props that do not necessarily fall into a specific category as to an ‘Other’ tag.

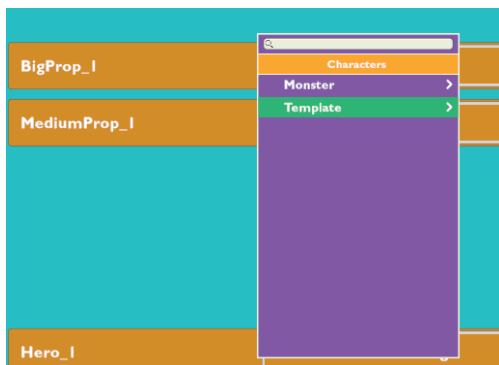
Categories based on size for the props could be arbitrary, so perhaps having tags like ‘Food’, ‘Underwater’, ‘Furniture’, ‘Instrument’ might work better.

☐ Tag Searcher

It might be worth having a tag searcher or dropdown, to show what tag a specific actor has.

☐ Magikin instead of Monster for Hero_1 tag actor

In line with growing the Magikins as a recognisable character, it would be great to change monster to Magikin in the Hero_1 tag: ANT: 2h



☐ Ability to create a list based on predetermined tags

It would be great if the user could create a new list by using a drop-down which lists all the tags (food, hero, etc.).

For example, the user wants to use lime, crabstick and claw as options for one scene. They also want to use anchovy, lime and fishbone as options for another scene. All those actors have the food tag.

- The user creates a list (eg. “Slide 1 Food”)
- The user adds the tag “food” to that list using a dropdown menu
- The user adds Lime, crabstick and claw as actors
- Then, the user creates another list (eg. “Parrot’s Food”)

- The user adds the tag “food” to the second list using a dropdown menu
 - The user adds Anchovy, Lime, and Fishbone as actors to the “Parrot’s Food” list
- The user has now created two lists using the “food” tag. Each list has their own group of actors (actor overlaps could happen).

Good to have: The user can select multiple tags for a list, therefore, using actors that aren’t in the same tag, as options. *ANT: Part of tag screen replacement above*

Sequence Editor

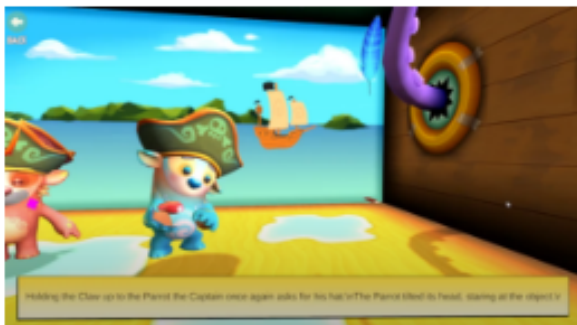
- ☐ Increasingly brighter scenes (overall) when additional ones are added

While adding additional scenes via the sequence editor, the environment and actors become increasingly brighter throughout all the scenes. This may be due to light sources getting duplicated while adding scenes. *Ant: Issue with multiple lights all staying active in the editor tool, fix would likely involve setting only 1 scene open at a time while editing, could be 1d to check for edge cases*



UPDATE: The scenes look fine in terms of brightness on playback in the StoryTemplate tool:

In StoryTemplate:



In CutScene Tool:

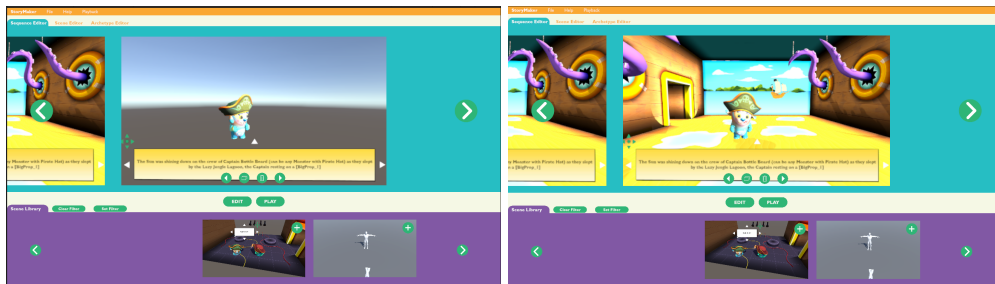


- ☐ Location not generated in preview scene when duplicating scenes

The location is not visible in the scene preview when the user duplicates a scene. The location is only then visible in the scene preview if the user clicks on another tab then clicks back on the sequence editor. *Ant: Not sure what’s going on here, some investigation required, likely ~4h to fix*

Duplicated scene:

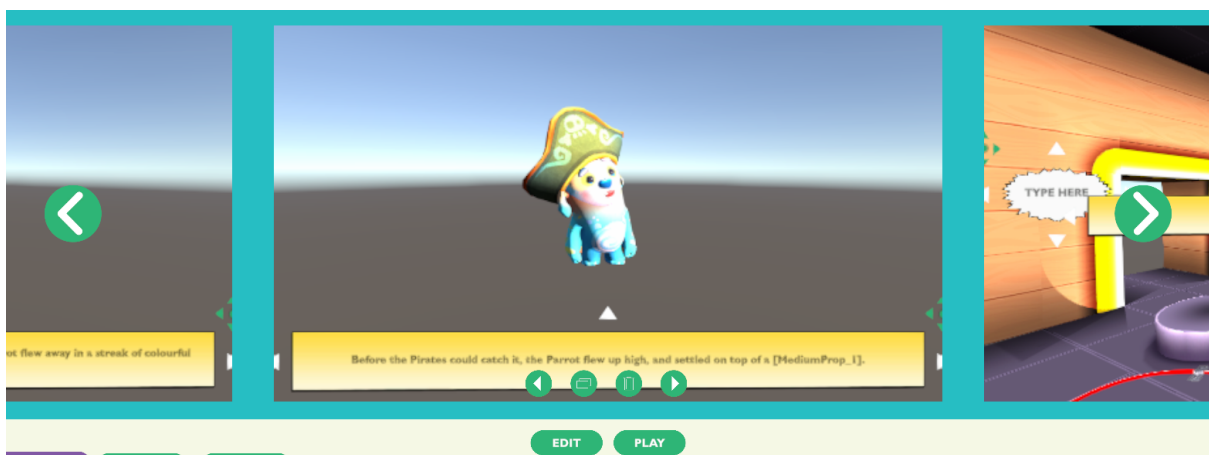
Click on another tab, then back to sequence editor:



☐ Highlighting which scene is selected

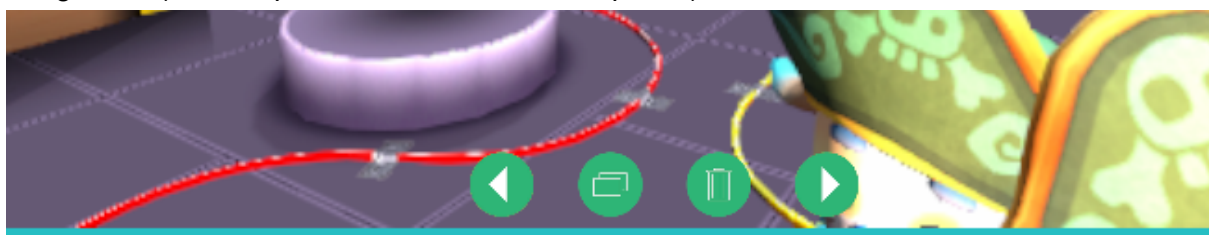
Present: The scene that will be edited in the scene editor is not highlighted in the sequence editor.

It would be great to have a highlight around the active scene to know which one is selected and will be edited in the scene editor. Alternatively, the inactive scenes could also be faded. (Input needed from UI for this) Ant: *Quick UI fix to add a highlight panel behind main scene, <1h*



☒ ~~Saving scenes as drafts and templates~~

It would be great to give the user the option to save incomplete scenes as drafts, and finished scenes as templates for use in another story. Two extra options would need to be added here (see pic) for the scene to get saved in the scene library, and then accessed using filters (add templates and drafts to filter options):



☐ Clearer copy and delete icons

It would be great if the copy and delete icons were more defined (UI input needed) ANT:
Passing the buck here to Adam Thornton ?



Scene Editor

Cameras

☐ Renaming camera options

Present: There are two viewing options which the user can select: Edit Camera (to edit the game) and Game Camera (to see how the edits would show in playback and also edit the game)

The user does not see an icon for the 'Edit Camera' option, so is therefore assuming that there is a camera behind what they see when selecting that option. It is also fairly easy to confuse Edit Camera and Game Camera when using the tool. Changing the name of the camera options might resolve that. Here are some suggestions:

Preferred	Edit Camera	Game Camera
	Edit Mode	Game View
	Editor	Game View
	Editor	Game Mode

ANT: <2h

☐ Removing game camera from edit camera scene

Present: There is a game camera gameobject visible in the scene when the user selects the edit camera scene. The user can physically move said gameobject in the edit camera view to change the game view.

It does not seem necessary to have a gameobject for the game camera in the edit camera scene, since:

- The user can change the game camera view by switching to game camera and changing it directly using keyboard movement keys + mouse
- The user cannot see how the changes made to the game camera would look like unless they keep on switching to game view, which can be frustrating
- The user can accidentally move the gameobject in the edit camera scene. This can be particularly frustrating if they have been using the same camera view for previous scenes (although this could be resolved by having an undo option)

ANT: 2h

- ☐ Feature to match game camera world position to edit camera world position (and vice versa)

Present: The user has to either move the camera gameobject while in Edit Camera view, or use movement keys while in the Game Camera view to change the game camera view. The user has to use movement keys while in Edit Camera view to change the latter.

As a user, it is very easy to forget which camera is activated. Therefore, the user may change the view for the wrong camera simply by being in the wrong view. Therefore, it might be worth having two options,

- To match the game camera view world position to the edit camera world position
- To match the edit camera view world position to the game camera view world position

ANT: This is currently possible using the "Move to Actor" button to set current (edit) camera position to the game camera position, though this is dependent on keeping the game camera as a selectable object!

- ☐ Changing the colours of the anim cameras (and game camera, if we're keeping it)

Present: The user can add two anim cameras per scene, start anim camera and end anim camera. The start and end anim cameras are visually shown to the user as two white camera gameobjects (1 each).

It would be great to be able to visually distinguish between both start and end cameras without having to click on them to see their name. For example, the start camera could be green, and the end camera could be red.

ANT: 4h

This would also improve contrast between the cameras and the environment:



☐ Adding more than two anim cameras

Present: The user cannot add more than two anim cameras per scene, ie, one start and one end anim camera.

Although not necessary (depending on whether this is an intentional limitation), if we wanted to add more anim cameras to give more flexibility to the user, together with my previous point on changing the camera gameobject colours, we could add numbers to the camera, so there would be two cameras (end and start) that would have '1' labelled on them.



☐ Anim camera preview

It would be great to have an anim camera preview box for both start and end, perhaps in the form of a mini camera player pop-up screen in the corner of the screen, which is activated when the anim camera actor is selected, similar to clicking a camera in Unity to see a preview.

ANT: Quite hard, lots of moving parts, ~1w

☐ Do we need an editor camera view?

Present: There are two viewing options which the user can select: Edit Camera (to edit the game) and Game Camera (to see how the edits would show in playback and also edit the game)

If

- the translation arrows are more concentric to actors, particularly smaller ones
- the actors, particularly small ones, are spawned at the location that the user right clicks
- the location environment is spawned with the ground touching the magkin's feet

Based on using the tool primarily from the game camera view (apart from when I ran into the previous 'if' points), I don't think we need an editor camera view. Removing the editor camera view would also remove the need to look into the first three points in this list for camera.

ANT: Quick to implement (4h) if desired

☐ Matching game camera to end animation camera

Present: If animation cameras are added to the scene, it plays in the following sequence:

1. *Start animation camera*
2. *End animation camera*
3. *Game camera*

If the player wants to achieve smooth movement from point x to point y (and scene ends at point y), they need to match the game camera position to the end animation camera position. This can be quite time consuming and requires trial and error. It would be great to have an option to either:

1. Match a camera position to another camera position, or,
2. Deactivate/Delete the game camera, or,
3. Ability to add sequence for the game camera in the timing dialogue, like the animation cameras

☐ Speed adjustment for animation cameras

Present: The scene moves from the start animation camera viewpoint to the end animation camera viewpoint at a constant speed. The latter cannot be adjusted by the user.

It would be great if the user could have access to slowing/accelerating the speed at which the scene pans across. This could be useful to add drama, or give the illusion of speed during story playback.

This could be added as a radial option when right clicking any of the animation cameras, the camera speed adjusted via a meter-style control panel (see Noisy Notes studio instrument control deck) in a pop-up window.

Shortcuts

☐ Undo last action shortcut

Adding an undo shortcut for the last action (ideally 5-10 last actions) would allow the user to backtrack if needed. This could be added as a keyboard shortcut (Ctrl + z) or an option accessed via the radial menu when right clicking the scene while not selecting an Actor.

ANT: Approx 1 week

☐ Transform and Rotation shortcut

Adding shortcuts for transform and rotation would allow the user to swap between the two while in the camera view, without having to click on the options each time. This could be added as a keyboard shortcut (r for rotation and t for transform), matching the icons already present for those options in the panel above the camera view:

ANT : ~4h



☐ Zooming in and out using mouse wheel

It would be great to be able to zoom in and out of a scene using the mouse wheel. Additionally, it would be great if the scene was zoomed in at the cursor position (zooming left, right, up, down, etc based on cursor, using mouse wheel).

ANT: 2d

☐ Including snap grids in the camera view

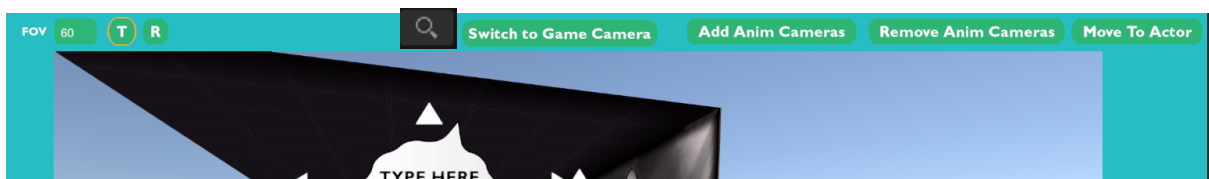
This would be visible when the actor is vertically or horizontally aligned to the view. It may also show up if an actor is very close to another actor, this time to show if actor 1 is vertically or horizontally aligned to actor 2.

ANT: Could be very hard to get all the potential use cases (showing a snap grid, getting auto snap to work when we want it to but not otherwise), 3d

☐ Find an actor shortcut

It might be useful to have a 'Find an actor' shortcut in the scene editor, particularly when scenes could have multiple actors. A search icon could be added in the panel on top of the camera view, which the user clicks for the search window to show up:

ANT: 2d



☐ Duplicate an actor option

It might be useful to have a 'Duplicate' option when right-clicking an actor as a shortcut to creating the same actor adding the same settings again (eg. bubble size, text, monster pose, etc):

ANT: 1d



UPDATE:

- Duplicate feature added
- 3D actors will be spawned to the right of the original (will not check for walls or anything so beware when actors are on the right edge of the screen)
- 2D actors (speech bubbles) will attempt to place in a position distinct from the original and not offscreen, but it's probably possible to make a bubble that can get past this!
- It would be great to check for walls in future iterations of this feature since the player would ideally not be able to see past the location (see Spawning/Spawning location to match game camera view)
- See: <https://kuatostudios.atlassian.net/browse/STOR-45>

Spawning

☐ Spawning location to match game camera view

Ideally, the location object should be spawned to cover the game camera view, and not allow the user to move past the point of seeing the edge of the location gameobject and seeing the default skybox:



Point where the user cannot move backwards

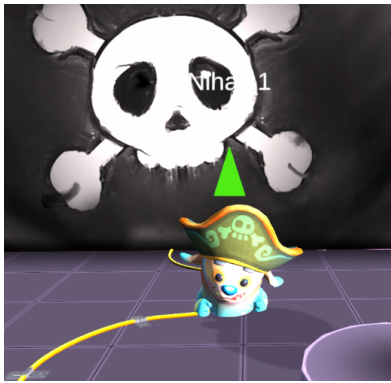


User shouldn't be able to see the skybox

ANT: Limiting the camera position should be straightforward (1d), centering location on camera wouldn't really work as the location is pretty much always the origin! We could try resetting the camera position when choosing a new location which may achieve the same effect (4h)

☒ Recording studio location is spawning at a higher y position than the other locations

Ideally, all location object grounds should be the same y position as actor ground.



☐ Actor spawning in wrong position

Some actors (particularly magkins and small props) are spawning farther from the position where the user right clicks to add said actor.

ANT : fix the spawn point to the initial click point, hopefully ~1d



UPDATE (04/05/22): Decals are spawning in another scene instead of the current scene as the number of scenes increases in the story. Sometimes, the decals are spawned in the current scene but in a different location to where the player right-clicks on the scene floor.

Transforms, Scales and Rotations

☒ ~~More concentric transform arrow for smaller actors~~

Some actors (particularly small props) have less concentric transform arrows (see pic) than others. It would be great to have a relative spacing between the actor and the transform arrow, so the transform arrows are more concentric.



☐ Adding an 'Actor Scaling' widget

It would be great to have an option to scale an actor (except location). There *might* be a need to limit the amount that an actor could be scaled up or down, depending on the material/texture used, so the actor is always visually well-defined.

This widget could be accessed by an 'S' option (next to the "R" and "T" options above the viewport, and via a keyboard shortcut "S, or up and down arrow".

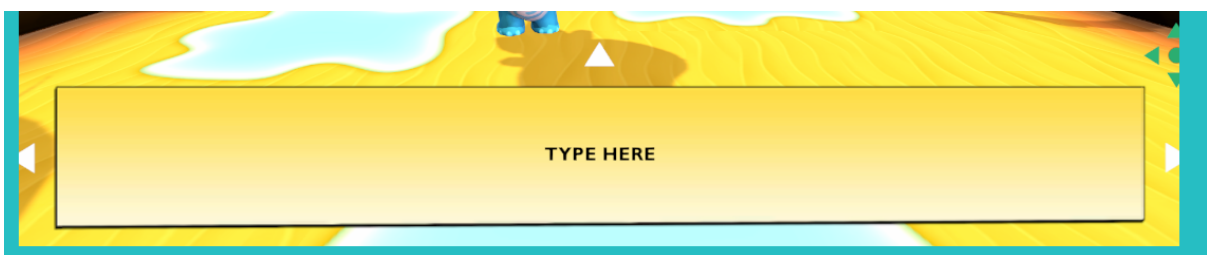
ANT: 2d

Bubbles

☐ White and green arrows cut off when at the edge of the screen

To ensure that the user always has access to the white and green arrows that pop up when you add a bubble (any), it would be great if code could limit how much the user can expand the bubbles so the arrows are never cut.

ANT: System already in place I believe, should just need to tweak some values, 2h

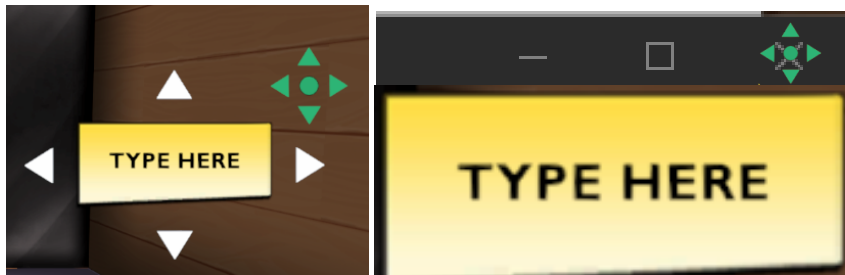


☐ Repositioning the green arrows to be part of the bubble

Present: The green arrow is at the corner of the bubble, and is visually not clear that it's connected to the bubble.

Instead of having the green arrows at the corner of the bubble, it would be great if we could add it as part of the bubble (perhaps by having a title bar like in a window) so it looks linked to the bubble. (Input needed from UI for this)

ANT: Should mostly just be a prefab UI switch (Adam Thornton), maybe 4h to hook in



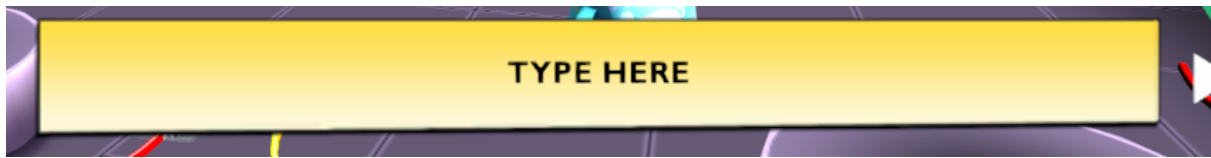
Before

After (Terrible mockup)

- ☐ Tracking if the user is clicking on the bubble shape and not just the text in the bubble

Present: The bubble is selected if the user clicks the text, or very close to the text.

If the user clicks on the bubble shape and drags, the camera moves. This is particularly noticeable in bubbles with lots of black space, like this:



It would be great if the bubble could be selected by clicking on any point in the bubble shape and not just the text.

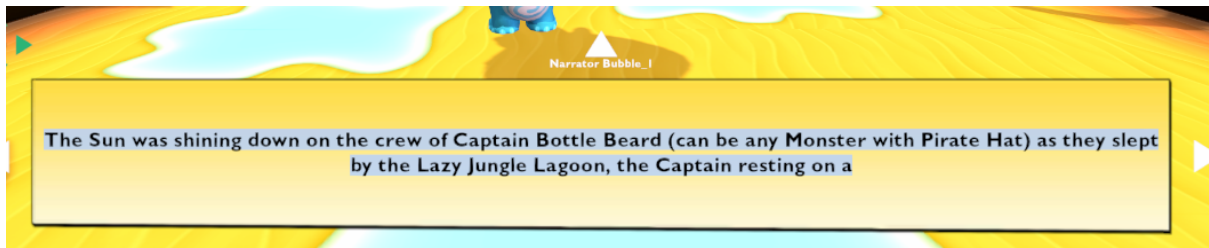
ANT: Included in below 2d

- ☐ Highlighting text when bubble shape is clicked

Present: The text is highlighted only if the text is selected. It can be very difficult to select the text if the dialogue runs across several lines. If the text is selected the whole text is highlighted and the user cannot highlight part of the text. The text cursor shows up only if the user presses the back or forward arrow key after the whole text is highlighted, at which point the text cursor shows up at the beginning or the end of the paragraph. ANT: 2d

As a user, I would expect

- the whole text to be highlighted when I click on the bubble shape, even if I'm not clicking on the text in the bubble
- to highlight part of the text by clicking and dragging on the part of the text that I want to be highlighted
- the text cursor to show up if I click on any point in the text



- ☐ Accidentally editing bubbles from previous scenes while editing current scene

Present: It is possible to edit bubbles from other scenes while editing the current scene. More prominent as the story has more scenes. This usually happens when trying to edit bubbles or moving props in the current scene. Possibly happening due to all the scenes being active at the same time in the project.

It would be great if the tool could disable/lock other scenes, so the other scenes cannot be accidentally edited while being in the current scene.

- ☐ Ability to see options after the bubble calling on the tag is visible

Present: If the player:

1. Adds a narrator bubble which calls a tag (e.g. "BigProp_1")
2. Changes the sequence order in the "Playback Timing" dialogue box to more than 0 (e.g. 2)
3. Plays the scene in StoryTemplate tool

The options are visible at the beginning of the scene. The narrator bubble is not visible. The prop sequence prior to sequence order "1" does not appear

It would be great if the sequence prior to the narrator bubble played, and the options showed up after the narrator bubble is activated in the sequence.

Timings Panel

- ☐ Up and down arrows could be interpreted in different ways

The user could expect the up arrow to:

- increase the number for Time (but instead currently decreases it) OR
- move the actors up the list (as it currently does)

Maybe a + and - sign might work better instead of arrows (UI input needed)

Actor	Time		
Template Character_3	0	⬆️	⬇️
Narrator Bubble_1	1	⬆️	⬇️
Accordion_1	2	⬆️	⬇️

ANT: +/- sounds sensible, 1h

- ☐ Add scroll bar for playback timing dialogue box

Present: If a lot of props are added into a scene, the user cannot scroll down in the playback timing dialogue box to see and select a prop past the screen view.

It would be great to add a scroll bar (similar to select actor dialogue box) so the player can access all the props.

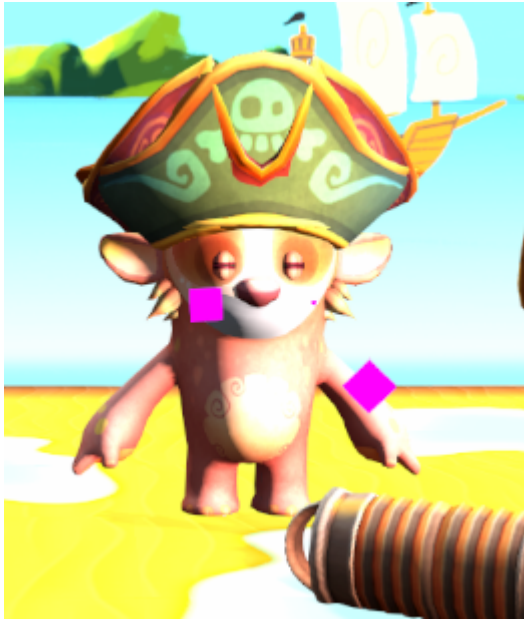
The image shows a 'Playback Timing' window with a close button (X) in the top right corner. It contains a table with two columns: 'Actor' and 'Time'. The table lists various props and actors, each with a time value of 0 and two green checkmark icons. The list includes Bush_1 through Bush_6, Tree_1 through Tree_6, Adult Lion_1, Adult Buffalo_1, Adult Elephant_1, Adult Leopard_1, Adult Rhino_1, Watering Hole_1, Jeep_1, Anim Start Camera, Darpan_1, Niha_1, Onkar_1, and several instances of Tree_5 and Bush_3. The list is longer than the visible area of the window, illustrating the need for a scrollbar.

Actor	Time		
Bush_1	0	✓	✓
Bush_2	0	✓	✓
Bush_3	0	✓	✓
Bush_4	0	✓	✓
Bush_5	0	✓	✓
Bush_6	0	✓	✓
Tree_1	0	✓	✓
Tree_2	0	✓	✓
Tree_3	0	✓	✓
Tree_4	0	✓	✓
Tree_5	0	✓	✓
Tree_6	0	✓	✓
Adult Lion_1	0	✓	✓
Adult Buffalo_1	0	✓	✓
Adult Elephant_1	0	✓	✓
Adult Leopard_1	0	✓	✓
Adult Rhino_1	0	✓	✓
Watering Hole_1	0	✓	✓
Jeep_1	0	✓	✓
Anim Start Camera	0	✓	✓
Darpan_1	0	✓	✓
Niha_1	0	✓	✓
Onkar_1	0	✓	✓
Tree_5	0	✓	✓
Tree_5	0	✓	✓
Tree_5	0	✓	✓
Tree_5	0	✓	✓
Bush_3	0	✓	✓
Bush_3	0	✓	✓

Poses

- ☒ ~~Darpan is always crying pink tears, while frozen..with no mouth~~

Adding a pose to Darpan has no effect.



- ☐ The conversations poses (Talking & Yell) are frozen after the first frame

The monster seems to move up to the first (?) frame (see Pic below) and then stops moving. The actor does not change after that if another pose is added, and needs to be deleted and readded to work again. Perhaps the animations might need reimporting?

ANT: Intended behaviour by my understanding, would require new anims to be made to be animated

Yell



Talking



- ☐ Playing pose animation on loop, or playing idle animation after playing pose animation

The monster does not move after completing the pose animation at the moment, ending like this:



It would be great to play the pose animation on loop, or alternatively, play the idle animation after the pose animation sequence has been completed.

ANT: Likely just tweaks to the animator, 4h

Show Tag Options

- ☐ Speech recognition for custom tag name if “Show Custom Tag Names” enabled

Present: If the prop with name “Boot” is used as an option, and a custom name is used for that prop eg, “Shoe”, the tool listens for the player to say “Boot”, instead of “Shoe”. The tool does not recognise that the player is saying “Shoe”, instead waiting for the player to say “Boot”.

It would be great if the tool would recognise that the player is saying the custom tag name. We already use multiple words for props in other games so we might want to do the same in the stories too, for uniformity.

If out of scope, it would be great if the player could use a custom word from a list of predetermined synonyms that has been added by us for the prop. This could be added as a “Rename” option visible when right-clicking the prop from the radial menu, which then shows the synonym list for the player to choose from.

Other

- ☐ Faded/Grayscale game camera view/actor if cursor is outside of game camera view

If the user clicks on an actor and drags until the cursor is outside of the camera viewport (eg. in the blue background area), the actor does not move. It might be worth temporarily turning the viewport/the actor to grayscale/fade, to visually indicate to the user that their actions are not affecting the scene/actor.

☐ Adding a 'Question Mark' Actor

Present: An actor is chosen as placeholder by the designer, which is then seen in the scene until the player says an option, changing the placeholder actor to the option selection. The placeholder actor used is arbitrary and therefore, may not be related to the scene.

It would be great to add a rotating small crate with a question mark on it, or a rotating question mark, as an actor. The player would ideally see this actor in the scene prior to choosing which actor they want added in the scene from the predefined options.

This would also visually indicate to the player where their chosen option would show up in the scene.

For example:

- A rotating “?” labelled crate/”?” is seen in the scene
- The narrator bubble is seen, with three options below it (eg. Lime, Crabstick and Fishbone)
- The player says “Fishbone”
- The “?” labelled crate/”?” changes to the Fishbone actor

UPDATE: placeholder crate created

☐ Ability to lock an actor's position (and bubble text)

It would be great to have an option to lock an actor's position (and bubble text) from the radial menu when right-clicking an actor. This would prevent the user from accidentally editing something that they have already added in. ANT: locking: 2d hide display: 1d



☐ Adding a background/highlight/dark outline to the actor name and arrows

Adding a background/highlight/dark outline to the title text for an actor, and arrows, would improve readability (UI input needed): ANT: 2h



- ☐ Unable to select actor after using radial menu search bar

Present: The user selects "Add prop" from the radial menu, searches for a prop in the search bar, but is unable to select the prop by clicking it

It would be great to either/and

- Be able to add a searched prop by clicking it from the search results
- See the category path for the prop

