

USER DOCUMENTATION OF GdgObject.GdgScenario V0.1.1

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1) Object [scenario] as class(GdgObject.GdgScenario)

Class which create an control a scenario.

Global variables:

"scenario.name" as string

"scenario.author" as string

"scenario.version" as string

"scenario.description" as string

"scenario.keywords" as list of string

"scenario.category" as string

"scenario.sub_category" as string

"scenario.scenes" as GdgSceneContainer

1.1) Function : scenario.__init__

Constructor of class.

Parameters:

"path" as string : path of ".tdscenario" file

1.2) Function : scenario.play

Play the scenario.