

0.1 Run scene

Goal The goal is to show the selected scene as an continuous animation with sound and other attributes to the user .

Precondition

Postcondition

Description Runs the scene as an animation by displaying the frames one at a time together with sound and other attributes.

Unresolved issues

- How should the different component such as picture(s), sound file, etc be added together? On the fly or before the animation is run?
- What about sounds which transcends scenes.

Technical implication