

# Scripting & Logic Design Worksheet

This worksheet bundle includes six documents that will assist you in the creation of game scripts to be used in your game or project. When designing a game, it is important that you keep track of information related to each of the scripts included, not just for your own reference, but potentially that of other developers working on the same project, so as to avoid conflicts or errors further down the line. It is also very helpful to plan a visual layout of any scripts beforehand, to make sure everything fits together or having a visual reference before working on the final product and identify any possible issues with scripting during review. Each of the worksheets will be broken down and explained to further help you get started creating scripts for your game!

## General Info:

**Node Types:** Each sheet has been designed to physically simulate a section of possible scripting. Comparison branches, multi-comparison branches, simple lines, and trees are almost always used when scripting/coding in general.

**Other Info:** Sheets were designed, if required, to work alone or in conjunction with others to fully represent scripting if required.

## Worksheet 1: Blank Scripting Design Worksheet

The first worksheet is the *Blank Node* worksheet. This can be used a clean slate to work as needed for scripting ideas and content. This worksheet is divided into three sections, with the top being dedicated to the designated name or area the script is being used, middle left being the drawing space and the middle right for noting any required variables used within the script. In the drawing space there is a large empty area to allow for an annotated version of the scripting being represented, or any way you wish to design your script. An example of how you might fill out the sections of the worksheet is displayed below.

**Script/Logic:** Script function and Location within your project

**[Script Layout with nodes filled in]**

**List of Variables Required**

## Worksheet 2: Comparison Scripting Design Worksheet

The second worksheet is the *Comparison Node* worksheet. This can be used a clean slate to work as needed for scripting ideas and content. This worksheet is divided into three sections, with the top being dedicated to the designated name or area the script is being used, middle left being the drawing space and the middle right for noting any required variables used within the script. In the drawing space there is a large empty area to allow for an annotated version of the scripting being represented using a comparison branch, or any way you wish to design your script. An example of how you might fill out the sections of the worksheet is displayed below.

**Script/Logic:** Script function and Location within your project

**[Comparison Script Layout with nodes filled in]**

**List of Variables Required**

## Worksheet 3: Filled Scripting Design Worksheet

The third worksheet is the *Filled Node* worksheet. This can be used a clean slate to work as needed for scripting ideas and content. This worksheet is divided into three sections, with the top being dedicated to the designated name or area the script is being used, middle left being the drawing space, and the middle right for noting any required variables used within the script. In the drawing space there is a large empty area to allow for an annotated version of the scripting being represented, also capable of holding multiple scripts side-by-side for comparing execution methods, or any way you wish to design your script. An example of how you might fill out the sections of the worksheet is displayed below.

**Script/Logic:** Script function and Location within your project

**[Filled Script Layout with nodes filled in]**

**List of Variables Required**

## Worksheet 4: Linear Scripting Design Worksheet

The fourth worksheet is the *Linear Node* worksheet. This can be used a clean slate to work as needed for scripting ideas and content. This worksheet is divided into three sections, with the top being dedicated to the designated name or area the script is being used, middle left being the drawing space, and the middle right for noting any required variables used within the script. In the drawing space there is a large empty area to allow for an annotated version of the scripting being represented in a linear node string, or any way you wish to design your script. An example of how you might fill out the sections of the worksheet is displayed below.

**Script/Logic:** Script function and Location within your project

**[Linear Script Layout with nodes filled in]**

**List of Variables Required**

## Worksheet 5: Single Node Scripting Design Worksheet

The fifth worksheet is the *Single Node* worksheet. This can be used a clean slate to work as needed for scripting ideas and content. This worksheet is divided into three sections, with the top being dedicated to the designated name or area the script is being used, middle left being the drawing space, and the middle right for noting any required variables used within the script. In the drawing space there is a large empty area to allow for an annotated version of the scripting being represented using a single starting node, or any way you wish to design your script. An example of how you might fill out the sections of the worksheet is displayed below.

**Script/Logic:** Script function and Location within your project

**[Single Script Layout with node filled in]  
[Additional drawn scripting branching off]**

**List of Variables Required**

## Worksheet 6: Tree Node Scripting Design Worksheet

The sixth worksheet is the *Single Node* worksheet or “multi-comparison branch”. This can be used a clean slate to work as needed for scripting ideas and content. This worksheet is divided into three sections, with the top being dedicated to the designated name or area the script is being used, middle left being the drawing space, and the middle right for noting any required variables used within the script. In the drawing space there is a large empty area to allow for an annotated version of the scripting being represented using a tree node layout, or any way you wish to design your script. An example of how you might fill out the sections of the worksheet is displayed below.

**Script/Logic:** Script function and Location within your project

**[Tree Script Layout with nodes filled in]**

**List of Variables Required**