

## Advice for Completing the Final Project

1. Save often and have a number of different backups. I saved my module after every script or group of placeables was finished and had three differently named backups of the module. Also, save different versions of the module or, if you are using a specific character, the character so you can see the differences and test the difficulty of the module.
2. Organize your work. ScriptEase saves encounters in chronological order, using folders named after the different areas or characters in the game will help you find scripts easily. The toolset arranges all areas and conversation files in alphabetical order. If your areas would be easier to work with in the order they appear in the game, number them as such. Furthermore, it is easiest if the conversation files are named after the character they are associated with.
3. Ask questions. If you do not know how to do something or do not know if ScriptEase has the capabilities to do something ask someone who might know. Similarly, if you do not know what to do for an assignment ask for some suggestions.
4. Explore the toolset and SE. Looking through all of the toolbars and wizards in the toolset and through all the encounters, situations, tests, and actions in SE will allow you learn more about the programs. You can then make more interesting and complex actions and encounters for your module.
5. Play games. Playing Neverwinter Nights will give you ideas on what the toolset and SE have the capability to do, playing other games will show you what normal people can do when given these tools, and playing your own game will help you know if it is any good or fun or not.
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