Possible future enhancements:

The following are some ideas currently under consideration for Game Builder 2.0. Your suggestions are appreciated and will be considered. Game Builder 2.0 may never happen without your support, however, so send in your payment today.

Cast Member Characteristic Libraries
Instead of having pre-defined dialog boxes for a cast member's characteristics (ie: Helpful or Harmful, Moving or Static), a cast member's characteristics would be chosen from a library of characteristics. This would make it easy to customize and have more control over a cast member. This library could be added to by advanced builders using a Game Builder scripting language.

Sound
Sounds would be assigned to different cast member actions.

Usable Inventory
Use an Item that's in the Hero's inventory for purposes the builders would define.

Story Line Developer
Create a story line to an adventure by defining relationships between scenes, cast members and the history of a session.

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