# Game Event

This is where the REAL power of the Designer happens. These IF-THEN statements allow for custom actions to be triggered at the perfect moment. This system checks for a set of "conditions" (IF) and then performs a set of "actions" (THEN).

This system interfaces to a wide variety of ship systems components and variables.

## Properties

| Name | Description |
| --- | --- |
| Name | The title of this Event. This is considered the ID, and is used to compare when loading module and mission level events. |
| Frequency | The frequency with with an Event will attempt to trigger in an automated fashion. |
| Mode | The method used for matching the defined conditions to check for a triggered state. |
| Game Master | Is this event visible to the Game Master? |
| Active | The base state of the event. In-Active events can't trigger automatically. |
| Conditions | The collection of Conditions defined for this event. |
| Actions | The collection of Actions defined for this event. |

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