CLAIMS

1. A method for implementing a scene in a simulated environment, comprising:
Generating, in accordance with user input, a graph representing a scene in a simulated environment,
wherein the graph includes a plurality of nodes connected by directed connections specifying a order of the nodes;
wherein the nodes comprise, for each simulated entity that acts in the scene, a node associated with the simulated entity which specifies an action of the simulated entity including animation of the simulated entity and sound output of the simulated entity and at least one camera perspective from which the simulated entity is to be shown while performing the action;
converting the graph into a time-series based linear structure representing the scene according to the specified order of the nodes, wherein the time-series based linear structure comprises a plurality of tracks including at least one animation track for the simulated entity and at least one sound track; and
implementing the scene using the time-series based linear structure.

2. The method of claim 1, wherein, for at least one node, the simulated entity is a character, the sound output includes speech of the simulated entity and the time-series linear structure comprises a lip synchronisation control track for the simulated entity.

3. The method of claim 2, wherein the at least one node includes a dialogue text string of the character.

4. The method of claim 2 or 3, wherein the at least one node includes an identification of the character.

5. The method of any one of claims 1 to 4, wherein the nodes include at least one background node specifying a background to be set at a time in the scene according to the position of the background node in the order of nodes.

6. The method of any one of claims 1 to 5, wherein the node specifies the action by reference to a group of animation tracks for the simulated entity.

7. The method of claim 6, wherein the simulated entity is a character and the group of animation tracks comprises a character body animation track, a character face animation track and a character lips animation track.

8. The method of any one of claims 1 to 7, wherein the time-series linear structure further comprises a user interface control track.

9. The method of any one of claims 1 to 8, wherein the user input includes a configuration text describing the scene.

10. The method of any one of claims 1 to 9, comprising receiving the user input via a graphical user interface comprising a visual representation of the graph where nodes are represented as blocks showing associated information and the connections are shown as lines connecting the blocks.

11. The method of claim 10, comprising receiving the user input via menus which are activated when the user clicks the blocks.

12. The method of any one of claims 1 to 11, comprising implementing the scene using the time-series based linear structure using a simulation engine which accepts time-series based linear structures for implementing scenes in the simulated environment.

13. The method of claim 12, wherein the simulated environment is a game world of a computer game and the simulation engine is a game engine.

14. The method of any one of claims 1 to 13, wherein the time-series linear structure is a time-series linear structure according to Unity Timeline.

15. A computing device comprising a communication interface, a memory and a processing unit configured to perform the method of any one of claims 1 to 14.

16. A computer program element comprising program instructions, which, when executed by one or more processors, cause the one or more processors to perform the method of any one of claims 1 to 14.

17. A computer-readable medium comprising program instructions, which, when executed by one or more processors, cause the one or more processors to perform the method of any one of claims 1 to 14.