***Engine Docs***

***1.0 Introduction***

This engine layout is geared towards those who wish to make ground up games in the style of many top down classics such as Sword of Mana, Super Mario RPG, Mother Series, Chrono Trigger, and more.

This engine layout’s purpose is not intended to replace ROM hacking in any way, but to give those who enjoy the mechanics of these style of games a strong base to start building their own projects.

***2.0 Debug Mode***

As long as main engine.DEBUG flag is set to true:

Engine.DEBUG is toggled with Ctr+Alt+Shift+D

Shift + Number toggles the available debug modes below

|  |  |
| --- | --- |
| Party\_Debug | Shift+1 |
| Player\_Debug | Shift+2 |

***2.1 Party\_Debug ( Shift + 1 )***

|  |  |
| --- | --- |
| Ctr + Number | Sets char\_id to modify ( Should be 0 - 10 ) \*  Character must be available in game\_data |
| Numpad 1 | Adds selected char\_id |
| Numpad 2 | Removed selected char\_id |
| Numpad 9 | Prints:  All available chars and their party\_position  char\_id’s in party  current leader, leader state, and leader type |

***2.2 Player\_Debug ( Shift + 2 )***

|  |  |
| --- | --- |
| Numpad 9 | Prints all party member:  Body, Position, State, Type,  Current Linked Status Block,  Position Offset |

***3.0 UI***

The main UI component is found in ui/ui.gd

The user interface is developed in a singleton pattern to allow access when needed.

***3.1 Player Menu***

The player menu can be opened with ui.player\_menu.open(entity)

Entity is passed to remove focus from the entity, and resupply it on menu close.