Title Page WIP

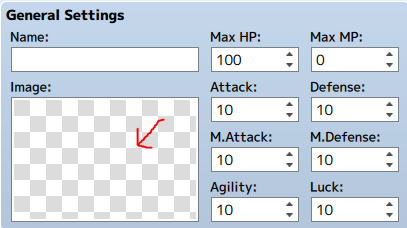
Table of Contents

|  |  |
| --- | --- |
| Section Title | Page Number(s) |
| Creating Custom Enemies | Page 3-4 |
| Adding Movies | Page 5 |
| Change Starting Character | Page 6-7 |
| Changing the font | Page 8 |
| Importing characters | Page 9 |
| Importing images | Page 10 |
| Animations | Page 11 |
| Using Vehicles | Page 12 |
| Using Sounds in Battle | Page 13 |
| Battle System | Page 14 |
| How to Use Plugins | Page 15 |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
| Aidan’s Template | 2nd to Last Page |
| Jacob’s Template | Last Page |

Creating Custom Enemies

When making a game, you will always need an enemy. RPG Maker will provide you with some predesigned ones, but what if you want your own. We will walk through the steps to create your own custom enemy.

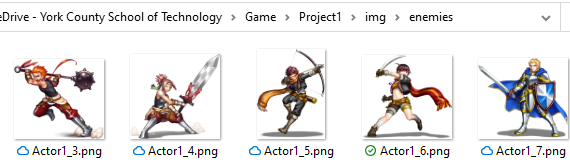
Now in RPG Maker, navigate to the **“enemies”** tab in the database. Click in the *Image:* transparent box to select an image.



For the custom enemy to work, you will need your image of the enemy. You will need to make sure that the image file is a *.png* file, as other files might not work.

Once you have the file you will have to put it in the */\*game\*/img/enemies* folder.

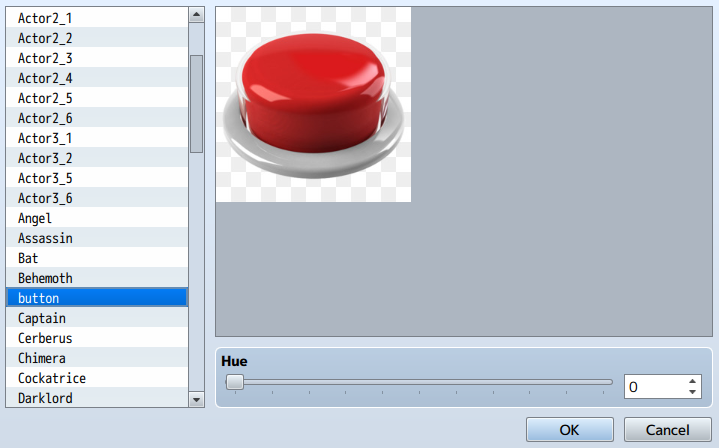
**\*See Image Below\***

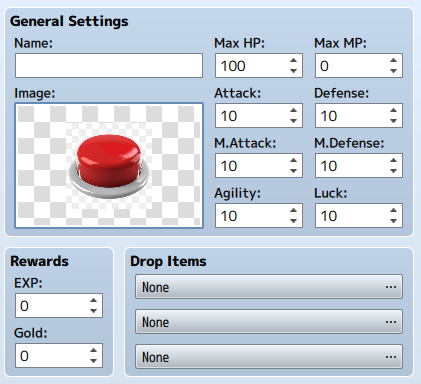


A pop-up should appear, and you can scroll down the left-hand side until you find the name of the file.

So, if you named the file **troll.png** then you should look for **troll** in the list of names.

Once you find the name click on it and your picture should appear in the right side of the box. In there you can click the ok button, and it should appear in the *Image:* box.





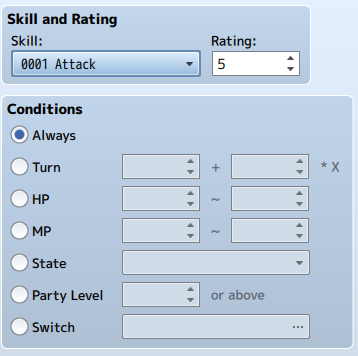
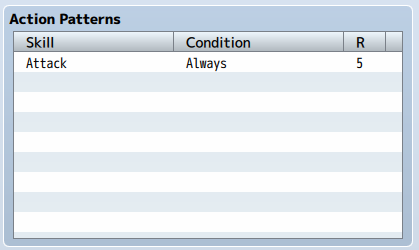
Now that we have our enemy’s image picked, we can give it a name, and stats.

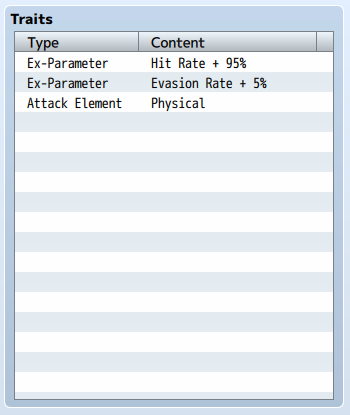
In the **General Settings** you can change its basic stats. In the **Rewards** you can choose how much gold and exp you will get from killing it. In the **Drop Items** you can choose if it drops any items, and the probability it drops.

**\*See Picture on Left\***

Skills:

In the **Action Patterns** you can pick what attacks the enemy could use. You can add as many as you want. When adding a skill. You will need to pick which one and the rating. The rating is a number with the higher the number the more often it will be used. (Higher chance it is used). In there you can also pick certain conditions in which the skill will be used. For example, you can have a skill be used only when it is turn 5. **\*See Pictures Below\***

****



Traits:

**Traits** are used to give the enemy different things. You could give them a weapon, or armor. Ex: You could make your enemy have a high Critical Evasion parameter, which would make them better and dodging critical attacks. (AKA: Lowering the players chance of crits on that enemy)

**\*See Picture on Left\***

Adding Movies

Sometimes you will have a cutscene to give the player information, or to progress the story. In RPG Maker you can add a movie, or video file that can play. We will be adding an event that plays a video clip in our game.

Once you have that, you have to put both of the files in the */\*game\*/movies* folder. Also, make sure that both files are called the same name.

**\*See Picture Below\***

Before we put it in the game, we need to get our video files. For it to work with RPG Maker we need a *.mp4* and an *.webm* of the same file. To get both kinds of files, you can use and online converter.



Now that the files are in the right folder, we have to it up in RPG Maker.

To play movies in RPG Maker you have to use an event. Go into **Page 2** of the **Event Commands** click on **Play Movie.**

**\*See Image Below\***



When clicked a list of movies should pop up. The names should be the name of file. Once clicked on click *“ok”* and save the event. Now when you run the event the movie should play.

You can use this for an intro cutscene, or if your character has an item you can play an unlocked video.

Since you use them in events you can use them in IF Statements, or loops. The possibilities are endless.

Change Starting Character

In RPG Maker one of the important things is your main character. They are the character the player controls, they are in almost every part of the story in the game. Making a character that the player can get along with or understands will make your game better. In this we will walk through how to change the starting party and what each section in the menu does.

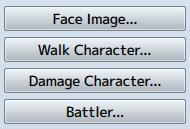
First, we have to make a custom character. To do this we have to use the character generator in RPG Maker.

The character generator is to the left of the play button. Clicking on it will bring up a screen where you can make different types of characters (Male, Female, and Kid)

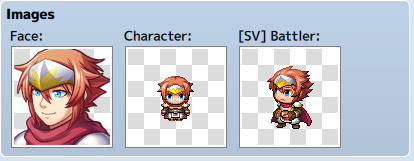


Once you are done with making your character click on the **Face Image**, **Walk Character**, **Damage Character**, and **Battler** tabs and export them. It will put it in the right area, and all you have to do is name them.

**\*See Image to Right\***

****

Changing the Images:

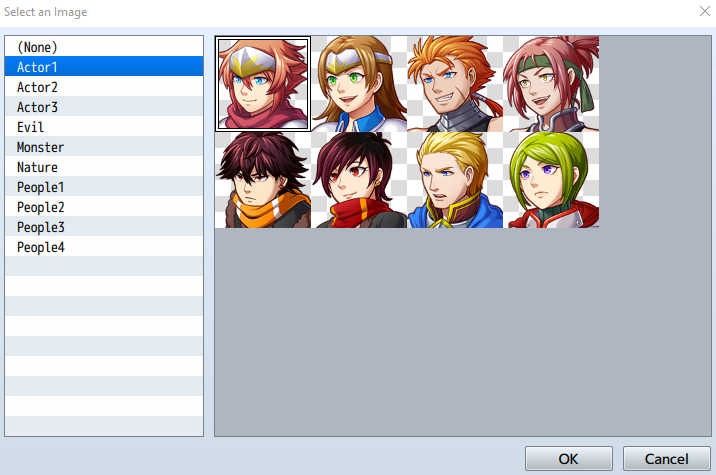
In the **Actors Tab** you will see this in the **Images Section**: 

This is where you will select the character image.

Now that you have your character we can add them to the starting party.

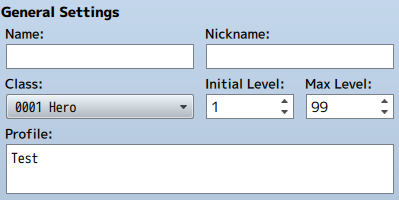
In the **Database** go to the **Actors** tab. In here we can make new characters.

In the Images section you can go find your custom character and add their image there.



Once you click on one of the Sections (**Faces**, **Character**, **[SV] Battler**), a window will pop up. Select the Tab on the left with the matching name to the file you named earlier.

**\*See Image to Right\***



Classes:

For Character Classes look at **Character Classes Section** for how to make character classes.

General Settings:

In the **General Settings** section you can give your character a name and a nickname. Also, you can give them a class that can be made in the **Classes** Tab. You can also give them a **Starting Level** and a **Max Level** that they will reach. You can also give them a profile that could be their story or some info about them. It will appear in the character’s **Status Section**.

**\*See Image Below\***

Initial Equipment:

In this section is where you can put the character’s starting equipment. This would include all of the **Equipment Types** made in the **Types Tab**. This could be none, so that they might not have a weapon to start with, but will get one later in the game, or they might be a knight and have armor.

Changing The Font

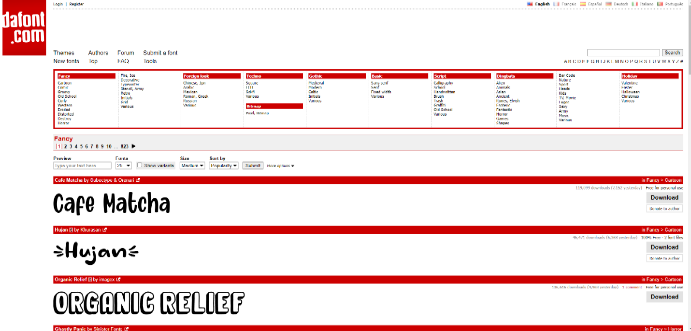
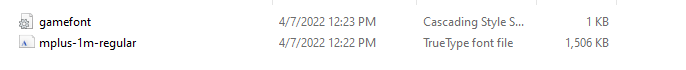
Changing the font in RPG maker MV is one of the first very advanced tasks we’ll have you do. This involves accessing folders you haven’t touched before and using a website with different fonts. Fonts are how text is displayed and is a big part of the dialog you use everyday in RPG maker MV. You will be using a font of your choice instead of us giving you one, so get creative.



2. Insert your file into the folder, and make sure the file type is correct. (TrueType font file)

1. Access the font folder and inspect it. (fonts folder)

Graphical user interface, text, application

Description automatically generatedA screenshot of a video game

Description automatically generated

The “Fonts” the game uses for dialog.

3. Start up your game and mess with the font through text events and dialog.

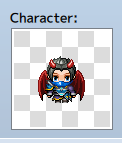
Importing Characters

Importing custom characters is much like importing images as we will go over later. This involves using your game folder and custom image files. This will allow you to use custom sprites and let you experiment with how you want you desired character to look. This is automatically done for you when you create a character in RPG maker MV. Sprites can be found all over the internet and can be accessed from the Database.



Graphical user interface

Description automatically generatedA screenshot of a video game

Description automatically generatedA picture containing schematic

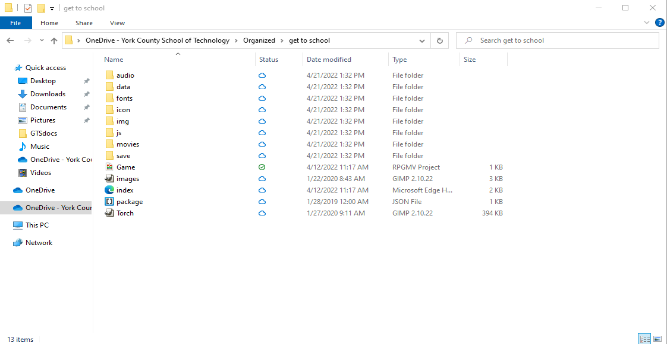
Description automatically generated

3. Convert the sprite sheet and insert into the folder. Access the **character** from the database and confirm it is there.

1. Find the image folder within your game folder and find the correct folder from there. (**Actors** is how they act in battle)

2. Find a correlating **character** you would like to use. (Has to be a sprite sheet).

This is the “*Characters*” the game uses for actors and actor animations.

**Graphical user interface

Description automatically generatedTimeline

Description automatically generated

The “*faces*” the **game** uses for dialog.

2. Find a file for use. This can be anything if the file is converted to a **PNG**.

Importing **Images** into your RPG maker MV can be used for many different things. These things can range to be used as **doors**, **characters**, or even **enemies**. We will be teaching you how to import these images for use. This is an easy challenge and only takes a moment or two to do. In this example we will be using the *faces* folder as it requires the least effort.

3. Insert the file into your folder, it can now be accessed within the **game**, and can be used as faces for any **entity** or **character** in your world.

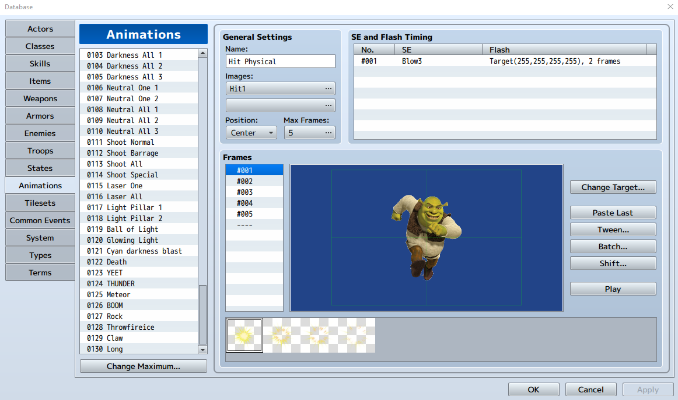
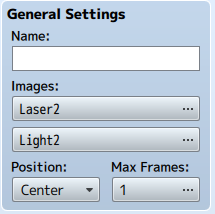
1. Find the correct folder within your **game files**, this will require accessing the *images* folder within your *game* folder.

Importing Images

A screenshot of a video game

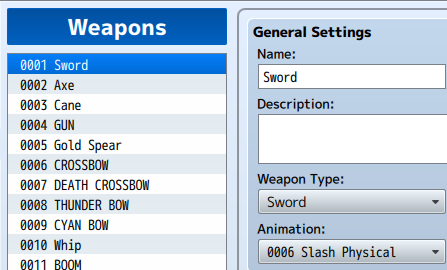
Description automatically generated

Animations



**Animations** are what you see when you do a certain **attack** or use a **skill** in RPG maker MV. They range from **balls of light to lasers** to **bullets**. We will be creating an **animation** using the **animation tab** in the **database**. This will be a step by step tutorial on creating your own custom **animation**! These will be featured on any **weapon** or even your **fists**. I will be showing you by using the **animation images** already in **game**. You will be able to effectively create your own **animations** with this tutorial.

|  |  |
| --- | --- |
| 1. Start by clicking on your **database**, then clicking on the **animations tab**. Then proceed to click change **maximum**, and add one to the count. Then scroll down to the bottom of your list and click your empty line. Name your **animation** and import **Laser 2**, make sure to change the hue to 168. Then import **light 2** and change the hue to 150. | 3. Start the final step of animating by testing the **animation**, if your **animation** is smooth and is to your liking. You can click apply and use your **animation**. Use your **animation** by going to your **database**, clicking **weapons**, clicking on a new **weapon** and setting the animation to the new one you made.  2. Start the next step by changing your **max frames** to 20. Then click the first **laser image** in the panel below **Shrek** to insert a piece of your **animation**. Then right click **Shrek** to create a **image**, then click new to insert the piece of **animation**. Repeat this for the first **animation** until you are done **laser 2**. |



Using Vehicles

In RPG Maker there are three different vehicles (**Boat**, **Ship**, and **Airship**). These are used by the character to travel around. We will walk through how to change the vehicles and how to change their starting position.

To be able to use custom images you need to get the image (Use *.png*) and put it in the */\*game\*/img/characters*. In here give it a name (This will be needed later to find the right image.

Now go into the **Database**. Go into the System Tab. In here we will be where you can change the **Vehicle Images**, and change their **Starting Positions**. We will use these sections to change the vehicle’s image and where they start.

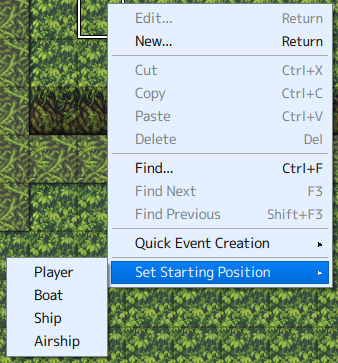


Starting Positions:

In order to change where our player or vehicles start is by using the Starting Positions Section said earlier. In it you can click the boxes below the thing you want to change and pick where it will start.

**\*See Image to Bottom Right\***

Another way to do it is in the main game screen. You can simply right click anywhere on the map, in **Event View**, and then hover over Set Starting Position and click what you want to have start on that square. Now that should appear on that square.



Vehicle Images:

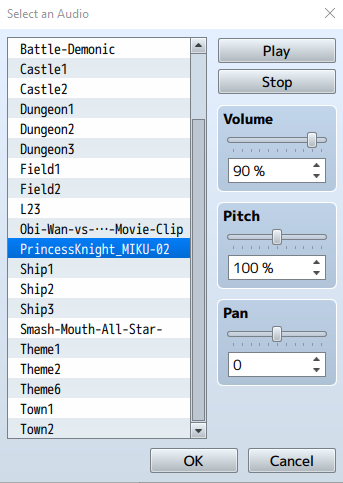
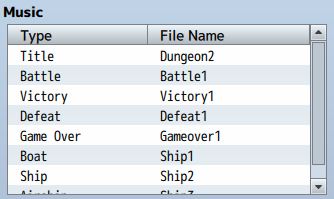
In this section you can change the image of the **Boat**, **Ship**, and **Airship**. When you click on one of these sections a box will appear, and on the left side of the box you can find the name of the file you named. Click on the image then click **OK**. Now your vehicle has a different name.



Using Sounds in Battle

Using sounds in battle allows you to play any sound you can think of, as long as you have the two-file type required. This allows for any type of music and better battles along with soundtracks for your game. For this we will be using YouTube and Princess Knight. As well as converters.

2. Convert both of the links you have gotten using the converters you searched up. These will give you the two files you need to put in your file path.



3. Download the files, then you need to open the file-path to your bgm. Copy the two files into the folder, then prepare to use them. Then go to your database, click battle and then click your music file.

1. The first step in using sounds in your game is to find a sound, go ahead and find one on YouTube. Then find a YouTube to ogg and YouTube to m4a converter.

Battle System

[Grab your reader’s attention with a great quote from the document or use this space to emphasize a key point. To place this text box anywhere on the page, just drag it.]

2.

1.

3.

How to Use Plugins

Def / Intro

Steps

Steps

Template

Def / Intro

Steps

Steps

Template

[Grab your reader’s attention with a great quote from the document or use this space to emphasize a key point. To place this text box anywhere on the page, just drag it.]

s

s

s