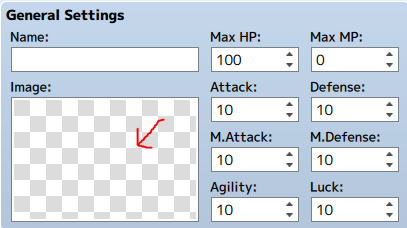
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Creating Custom Enemies

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.

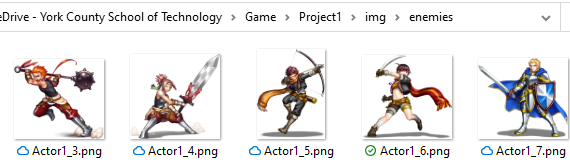
Now in RPG Maker, navigate to the **“enemies”** tab in the database. Click in the *Image:* transparent box to select an image.



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.

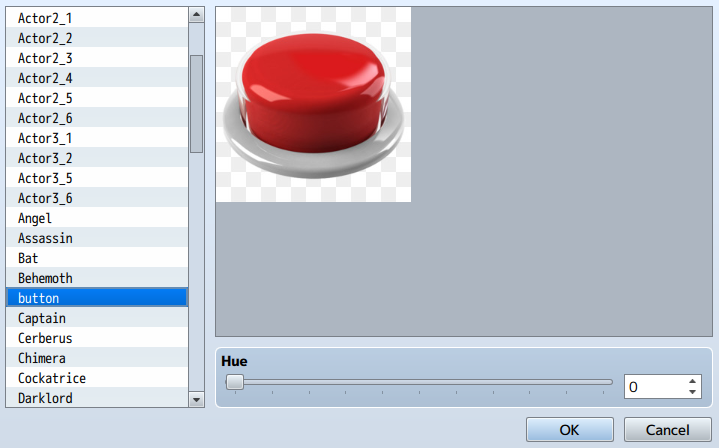
**\*See Image Below\***

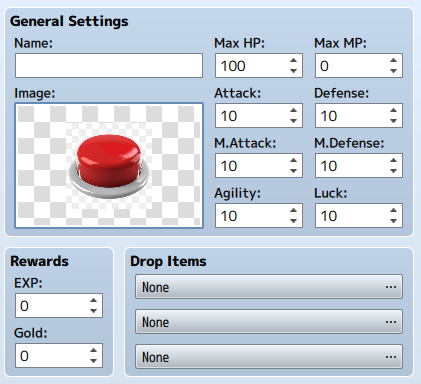


A pop-up should appear, and you can scroll down the left-hand side until you find the name of the file.

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.





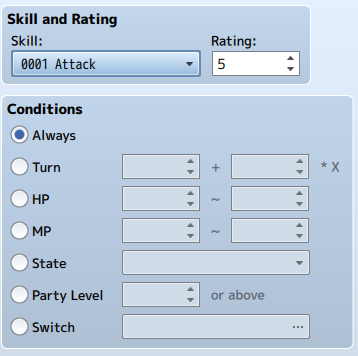
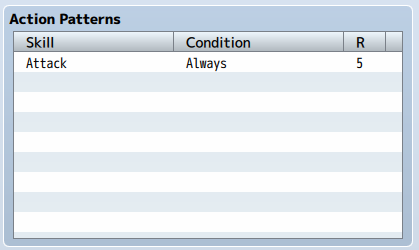
Now that we have our enemy’s image picked, we can give it a name, and stats.

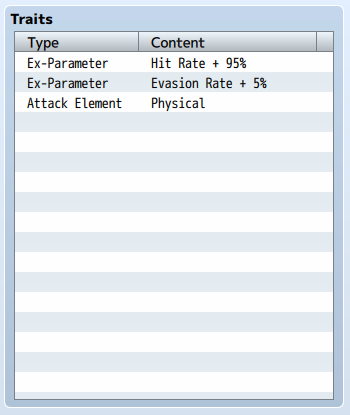
In the **General Settings** you can change its basic stats. In the **Rewards** you can choose how much gold and exp you will get from killing it. In the **Drop Items** you can choose if it drops any items, and the probability it drops.

**\*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.

Template

Def / Intro

Steps

Steps