Tomtominc v1.0

RPG Battle System

20ᵗʰ January 2018

OVERVIEW

This is documentation for the RPG Battle System Unity Asset. This document is live and always changing so please check back here if new features are added.

DOCUMENTATION GUIDES

Creating A Character (Entity)

This guide will walk you through creating a character (entity) for the RPG system.

Creating An Attack

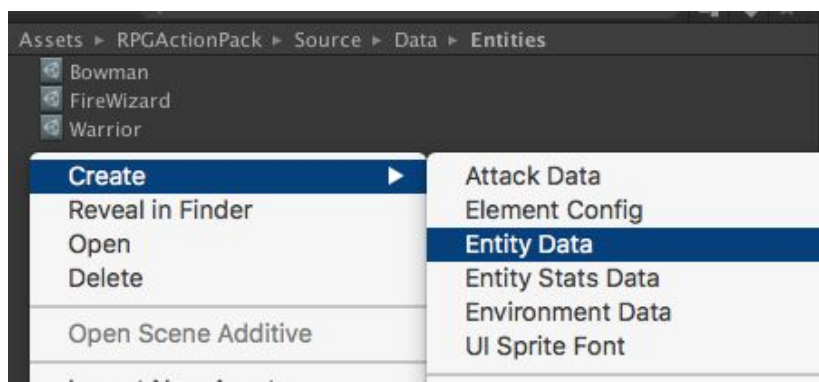This guide will walk you through creating an attack for the RPG system.

CREATING A CHARACTER (ENTITY)

What is an Entity?

An entity is anything that can attack, take damage, has stats or otherwise. It's your basic character.

Step 1: Creating EntityData

To created an **EntityData** object Right-Click anywhere in your project and select "Entity Data".
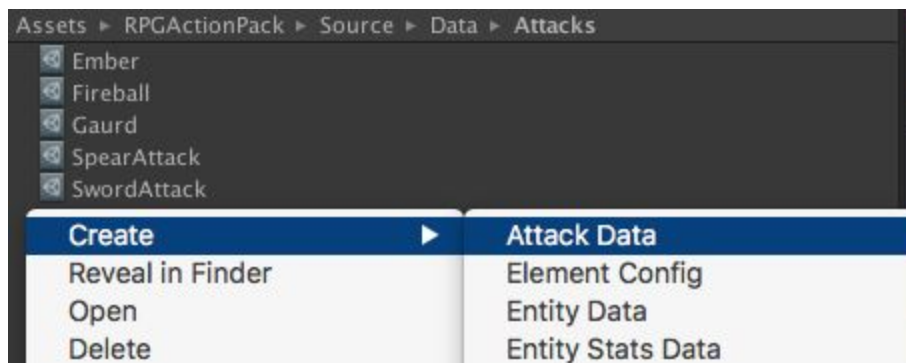
This should create a new *Scriptable Object*, name the object whatever you want and select it to see the properties in the *Inspector Window*.

- **Name**: The display name of this entity.
- **Description**: The description of this entity.
- **Portrait**: The image used to show off the entity.
- **Element**: What element this entity is. (NOTE: I created default elements but these can easily be changed)
- **Stats**: A stats object housing various stats for the character.
- **Prefab**: The entities visual prefab.
- **Attacks**: A list of **EntityAttackData**.
  - **EntityAttackData**
    - **Animation**: A string name of the animation this attack should play.
    - **AttackData**: The attack data associated with this attack.

Step 2: Creating Attacks

What's an RPG without attacks? Amiright? **AttackData** is as simple as creating **EntityData**. Just Right-Click and select "Attack Data".

This should create a new *Scriptable Object*, name the object whatever you want and select it to see the properties in the *Inspector Window*.

NOTE: Not all *Attack Data* variables are shown at all times, I only draw the ones that make sense for the current *Attack Type*.

- **Name**: The display name of this attack.
- **Description**: The description of this attack, this has special formatting options.
  - Type "{" and "}" around a variable name to have it's value shown instead of the word.
  - *Example: If the attack had 50 power typing "This attack does {power} damage!" would result in the description showing "This attack does 50 damage!".*

- **Portrait**: The image used to show off the attack.
- **Cost**: The mana cost of the attack.
- **Element**: What element this entity is. (NOTE: I created default elements but these can easily be changed)
- **Prefab**: The attacks visual prefab.
- **Attack Type**: The Attack Type of the attack, this is the most crucial part of the attack, and the attacks behaviour will change depending on the type you choose.
    - *Melee*: An attack that visually shows the character move to the target when used. *Examples: Sword attacks, Spear attacks, Punches etc.*
    - *Ranged*: An attack that will not change the character's position when used, usually used with the *Projectile Move Type*. *Examples: Bow attacks, Fireballs, Magic attacks.*
    - *Stat Modifier*: Stat modifiers only modify stats. Examples: Guard (Defense Up), Heal (Increase Health).
- **Move Type**: This is how the attack moves inside the game.
    - *Spawn On Target*: The prefab will just spawn on the target.
    - *Projectile*: The prefab will spawn on a specific spawn point and move to the target at **Move Speed**.
- **Hit Target**: The hit target allows the user to change who gets hit by the attack.
    - **Single**: A single target, the user will have to select the target by pressing it.
    - **Self**: The attack is used on the caster.
    - **Random All**: Randomly attacks both the friendly entities and the enemy entities.
    - **Random Enemies**: Randomly attacks enemy entities.
    - **Random Friendly**: Randomly attacks friendly entities.
- **Power**: How much damage the attack will do (also used for increasing/decreasing for stat modifier type attacks).
- **Count**: How many attacks is fired. (Multi-fired attacks)
- **Stat:** The stat to increase/decrease.
- **Multiplier:** Used for stat boosting if you'd like to increase by a multiplied amount instead of a set amount.
- **Turns:** How many turns does a stat increase/decrease last for.
- **Delay Between Attacks**: (Shown only if *count* is greater than 1) Used as a small delay between attacks.
- **Move Speed**: (Shown only for Projectile Move types) How fast does the projectile move.