KRPG Editing

Mapping Guidelines

Dungeon map location guidelines

This goes for both new maps created from scratch as well as for existing maps being reworked for KRPG.

A dungeon that the player accesses from the travel map (the world) is at the location shown in the world. This means that if the player enters a dungeon in the middle of the desert (e.g. the Necros hub), the outdoor areas of the dungeon need to look it – there should be sand and very little if any vegetation around. This goes for all further outdoor areas of the map as well, not just right at the entrance.

As long as the player crosses to the next map of a dungeon hub through a door, tunnel or similar, i.e. the next dungeon map is obviously in the same world location, the same restrictions apply to all outdoor areas.

If the player crosses a magic portal to enter another dungeon map, the outdoor restrictions are lifted, since the magic portal could lead to a place nearby, a place at the other end of the continent or even to a place in another dimension.

There is one notable exception. If a dungeon map of a hub that the player reached through a magic portal has a normal entrance/exit connection to a world location, then this map's outdoor areas need to conform to that location.

Theoretical example:

- The first map of a hub is accessed from the desert on the world map. That means the outdoors areas of the first dungeon map need to be covered with yellow sand.
- The second map of the hub is reached through a simple wooden door from the first map. That means the player is still in the same desert area, thus the outdoors areas are covered with yellow sand.
- The third map of the hub is reached by a magic portal from the second map, so there are no restrictions.
- The fourth map of the hub is reached through another magic portal from the first map, however it also exits into the forest far to the west. The outdoor areas of the fourth map have to look like the player is in the middle of a dense forest.

Dungeon map RPG complexity design guidelines

For the RPG setting „off", the hub (or single map) should allow the player to quickly reach the exit/end boss/important area.

On the setting „simple“, there should be a few obstacles that force the player to explore more of the map/hub before.

On the setting „complex“, map flow should be designed in a way that the player is forced to explore all areas and kill most monsters to collect the keys or other items to unlock doors.

Example:

The map has a starting room from which three corridors lead to other areas of the map. Two of them lead to large further parts with many rooms and monsters. In these areas, three different keys are placed, one of them easily attainable, the rest between cascading closed doors around the map.

The third corridor leads to the final area of the map. On the setting „none“, this corridor is passable from the start. On the setting „simple“, there is a closed door in the middle, requiring the easy to attain key. On the setting „complex“, there is a different closed door in that corridor, requiring the fourth key that can only be attained by first getting the other three keys and unlocking doors.

Non-combat map design guidelines

Leave enough space in all areas where there will be a lot of NPCs, otherwise the player will have great difficulties getting through.

Since there are no monsters, there is no need for closed doors. As polyobject doors don’t work well together with 3D architecture, it’s best to forfeit animated doors in non-combat maps. Just create sectors for open doors at different angles.

Use visual tricks to make the settlements look much bigger than the actual accessible part.

Texture (and flat) naming guidelines

4 letters describe the type of texture, two digits give it a serial number, one letter designates a subvariation of the texture and one character is saved for special cases. Except for the 8th character, all other characters are obligatory.

Examples:

- CITY02A is the 2nd city texture’s first (basic) variation.
- CHUR03D is the 3rd church texture’s 4th variation.

For an example how this works: CITY13A is the basic wall texture using the big green stones. CITY13B is the same texture with a window on it. CITY13C is the same texture with a door on it. These correspond to the old ATOWN13, ATOWNW12 and ATOWND10 (or similar numbers, don’t remember exactly) textures, but now they are clearly delineated as variations of the same texture and are shown together in DB2’s texture browser.

Wall textures are using the serial numbers 01-70 and floors start at 71 (going up to 99), e.g. CITY13A would be a wall texture, CITY73A would be a floor.