

HatRPG Documentation

Basics

To make the base, I followed a guide on creating top-down RPGs. This is how I made tilemaps, character movement and animations, and interactable objects.

Interactable objects include signs, items, and shops.

- Interacting with a sign will activate a dialog box and show a message one letter at a time, like in RPGs.
- Interacting with an item will remove it from the ground and put it in the player's inventory.
- Interacting with a shop (it uses a chest sprite) will open a shop menu where the player can buy items by clicking on the respective button or sell an item by clicking the "Sell" button (an item selected in the icon on the screen will be sold). Buying and selling will add and remove money from the gold counter in the top left.

Inventory

The next step was making equippable outfits (for simplicity, there are only hats) and an inventory. At this point, I slightly drifted off the requirements and made a system where interacting with a chest gives the player a hat.

Later, I removed that system to make another one that fit the requirements. For this, I used a guide to making an inventory system.

- The inventory from the guide used an array of buttons with icons, but my system has only one icon at the top of the screen.
- There are five slots total, and the player can cycle through those slots by pressing the - and + buttons.
- The player can also remove items by cycling to the item of choice and pressing the "K" key. The item in the icon is the one that will be equipped, sold, or removed when those functions are activated.
- Another feature of the inventory system is that when a new item is added (by picking it up or buying it), the icon switches to show the slot that the item got added to.

Equipping hats

After I made an inventory system, I made a system that allows the player to put an item from the icon above on the player's head. This is done by pressing the "R" key. This system also removes the hat if the player sells or removes the item.

Conclusion

So basically, I added basic features from guides and then added my own modifications and other features on top. The game could be improved by adding icons for the items in the shop menu.