

RPG Designer is an open source and cross platform 2D RPG game creation toolkit that allows easy creation and distribution of 2D role playing games. Currently the software world lacks a program of this type on operating systems other than Microsoft Windows. This project attempts to create such a program that will be cross platform, which means it will work on every computer despite the operating system the user uses. In order to develop this software properly, we need to research several different aspects of computer programs. These include software development types, version control, licensing, and written documentation. A user should first be able to create a map. To do easily they will use their mouse and add small pictures called tiles to a grid. They should also be able to create an actor, which is a character who appears in the game. These actors will need items, so the user should be able to create items and assign them to an image. The actors will also have special skills, which help them to defeat enemies to complete the game. This software will include an event system, which allows the user to define events that occur to make a story. There should be well written documentation to help them use the program correctly. Upon completion RPG Designer would make an easy and fun way for people to easily create and distribute their own 2D RPG games to their friends.