General Layout of RPG Designer

The RPG Designer has five tabs: Actors, Maps, Events, Items, and Settings. Each tab (except for the settings tab) has a list of all of that type of object that are currently in your game. When designing a new game, these lists will all be empty. To add an object, click new and an editor for that type of object will be displayed. When you click save in the editor, the new object will be added to the list. You can edit an item by selecting it from the list and clicking edit. You can also delete items using the delete button. In the rest of this manual, we will provide more detailed instructions on how to create and modify each type of object. There is also a section describing how to use the Settings tab.

Creating Actors

Start by creating an actor. Under the "Actor" tab, click add. For the name, type "Bob". Now let's fill in the stats. We want Bob to start out with 10 health points (HP) and get 5 more on each level up. He should start out with 3 skill points (SP) and get 2 more on each level up. We will say he needs 4 experience points (XP) to level up. Fill in that information as shown below.

Bob		BeginningState	Increase on Level
	HP	10	5
	SP	3	2

XP req'd for level up 4

Change Image   ◉ Playable   ○ NPC   ○ Enemy

Skill Name	SP Used	Level Required	Damage

Add   Edit   Delete

Save   Cancel

Now let's select a sprite sheet for Bob. Click the change image button and select a file.

Bob		BeginningState	Increase on Level
	HP	10	5
	SP	3	2

XP req'd for level up 4

Change Image   ◉ Playable   ○ NPC   ○ Enemy

Skill Name	SP Used	Level Required	Damage

The sprite sheet you use should be 96x128 with 3 sprites facing each direction, like

this one.

Note, the first row has the sprite facing backwards, the 2nd right, 3rd forward, 4th left. If the sprite sheet you choose is set up differently, the sprite won't display correctly in the game.

Once you've selected your sprite sheet, it will be displayed next to the actor name. Now let's give Bob some skills.

Creating Skills

Click the add button and a skill editor window will pop up.

We will create the skill fire. We need to specify a name for the skill, the SP and Level required to use the skill, and the damage it does to the victims HP. Fill in the information as shown below, and click "Change Animation" to select an image for the skill.

Click save and the skill will be added to Bob's skill list

Name	Fire
SP	2
Level	2
Change Animation	Damage 3
Save	Cancel

Name	Bob		BeginningState	Increase on Level
		HP	10	5
		SP	3	2

XP req'd for level up 4

Change Image ● Playable ○ NPC ○ Enemy

Skill Name	SP Used	Level Required	Damage
Fire	2	2	3

Add   Edit   Delete

Save   Cancel

You can also create skills that help other actors instead of hurting them. Let's give Bob healing powers. Click the add button again. Fill in the information as shown. Negative damage means the skill will increase the HP of whoever the skill is used on.

Click save for the skill and save for the actor. Bob now shows up in your list of Actors.

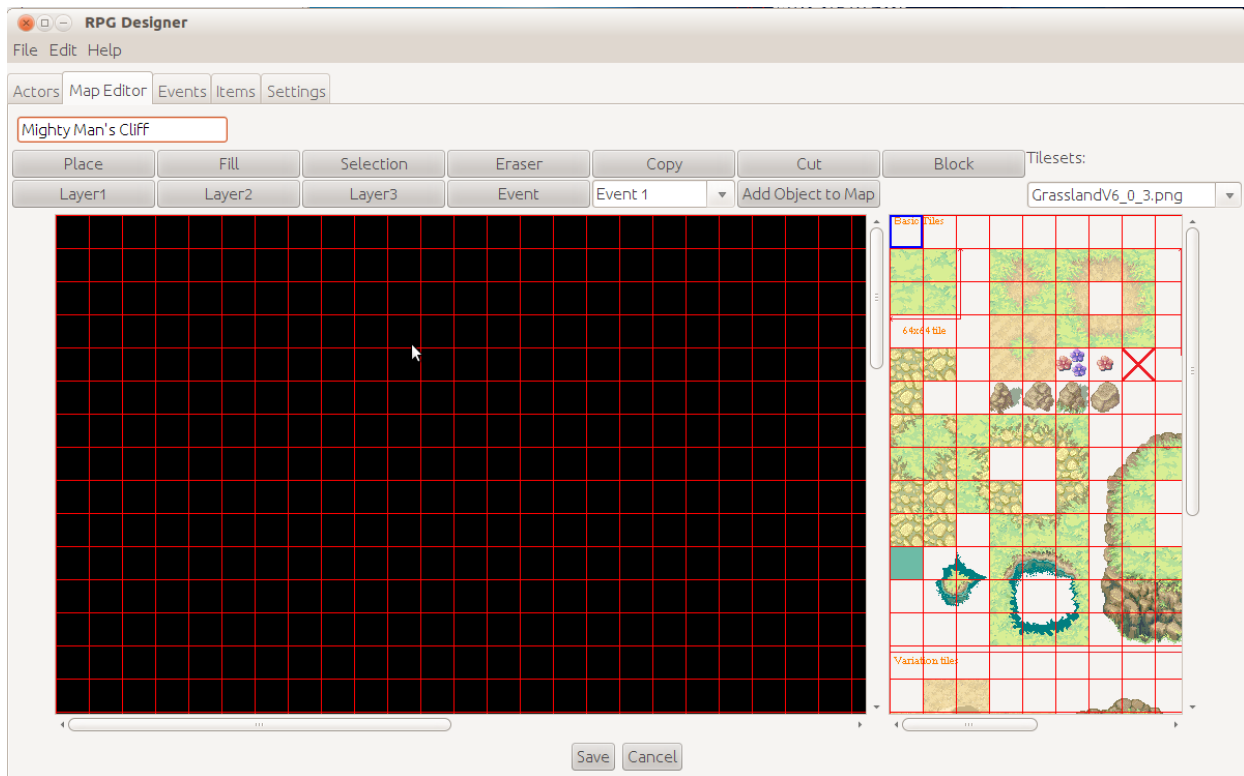| Name	Heal
SP	1
Level	3

Change Animation   Damage -2

Save   Cancel
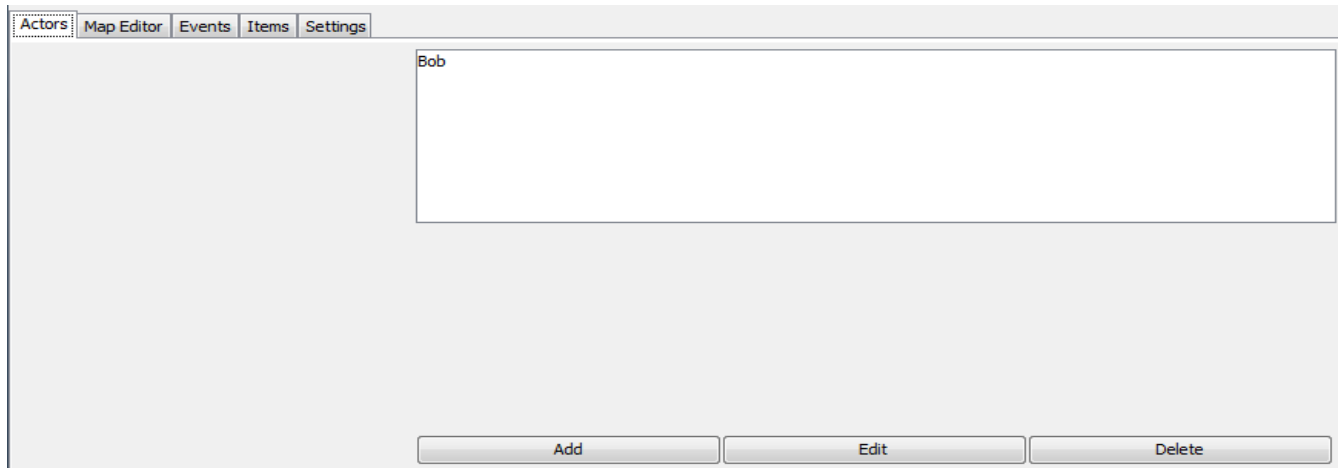
Making a Map

Making a map is a rather simple process. To start click on the "Map Editor" tab. Here you will see a list of already created maps.
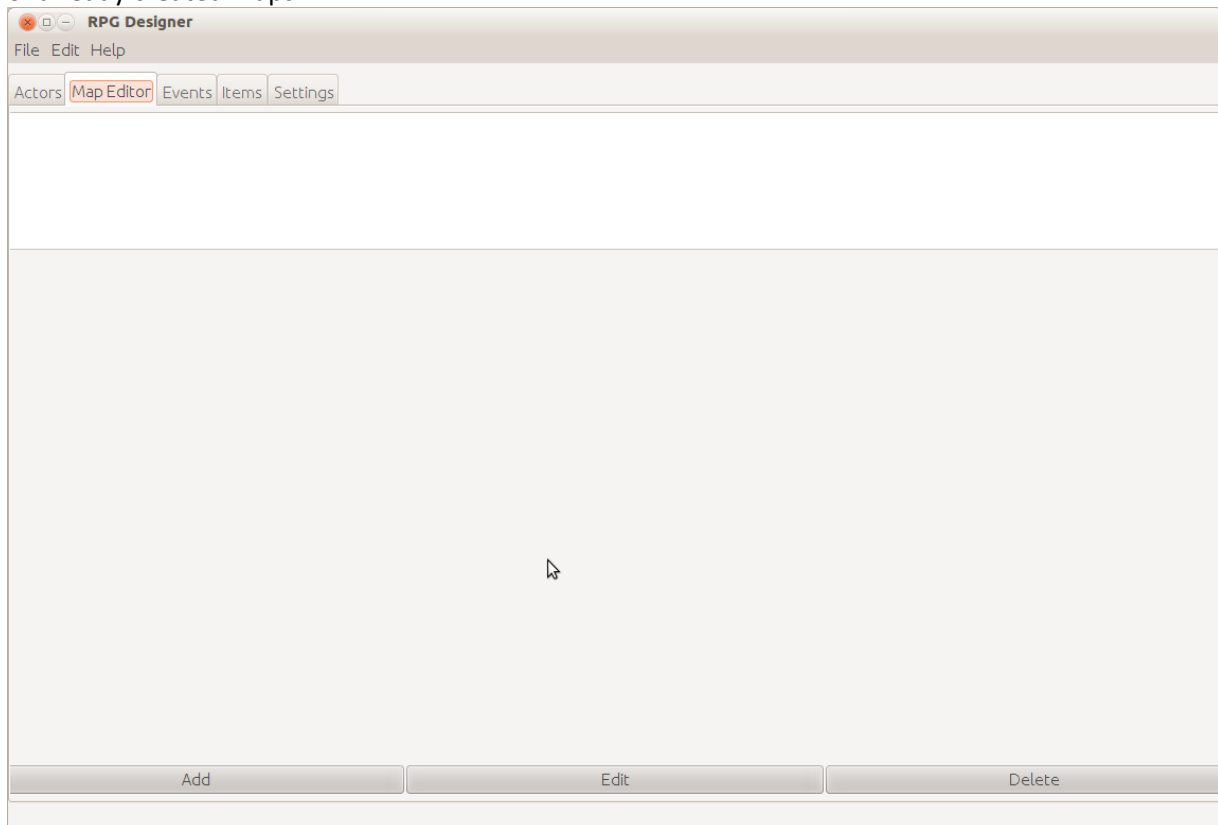

To create a new map click "Add." Now you will see the map editor screen.

The first field is a field to input the map name. For the purpose of this manual we will input Mighty Man's Cliff. Now, a map shouldn't just be a big black empty area in space. Our map is going to have grass on the ground. Press the "Fill" button. Notice that when no layer is selected it automatically selects layer 1. This is true for all tools. On the right we will see our tilesets. Select a grass tile, then click anywhere on the map.
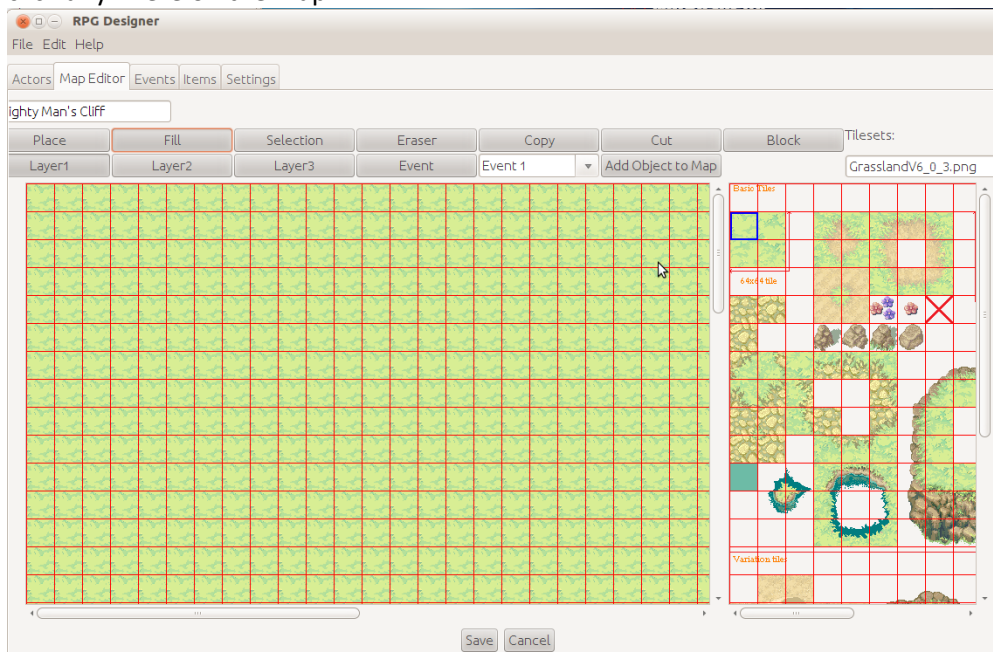

This fills layer 1 on our map with that grass tile. Now lets add some interesting rocks. Press the "Place" button and the "Layer 2" button. This will select the place tool and allow us to modify layer 2. Now

select a rock from the tileset. Place this tile down several times as shown in the following picture.
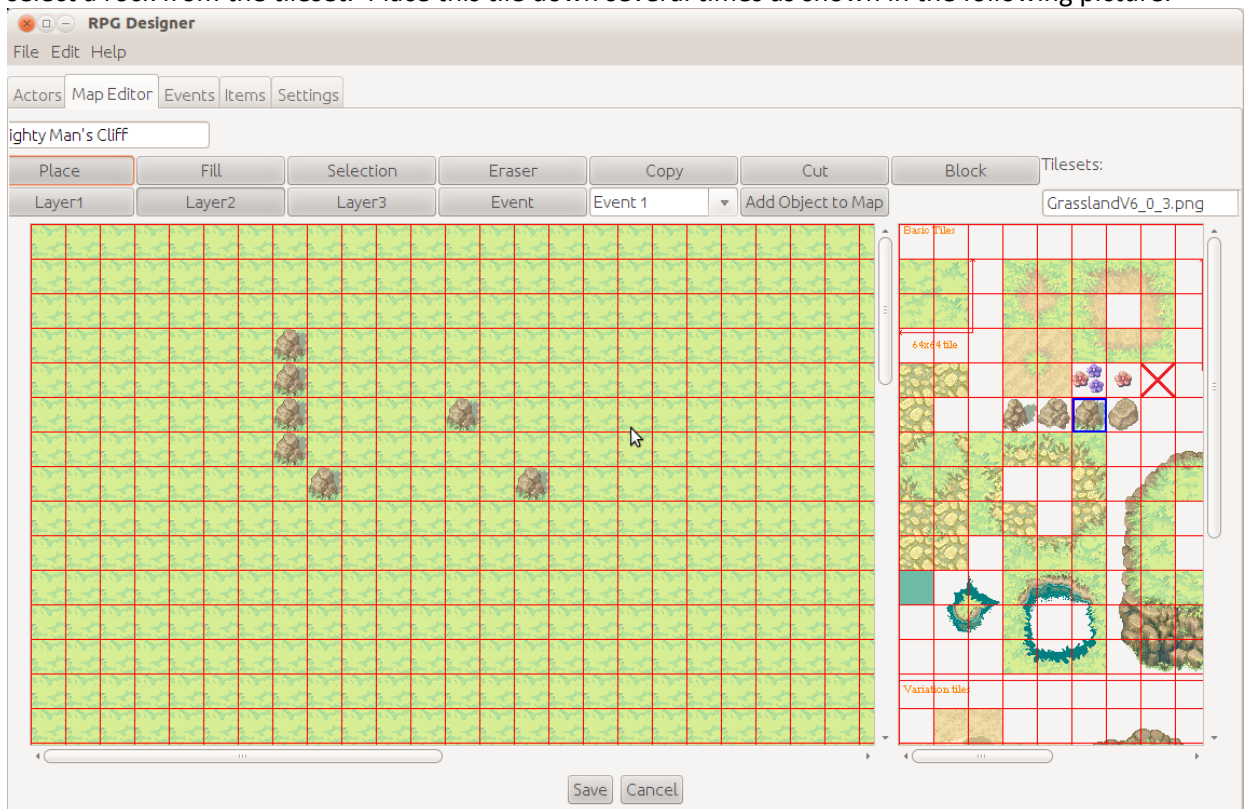
Remember that the player and objects in the game are located on top of layer 2. So layer 1 is used for tiles that appear below the layer you walk on. Layer 2 is used for tiles you want to appear on level with the player and objects. And layer 3 should contain tiles you want to appear above the player and objects, such as a tree the player can walk under it's branches. Once you complete making the map look the way you want, then click the "Block" button. With this tool you can block off certain tiles, either completely or partially. Click the tile once to block everything, and multiple times to block certain directions. On your previous map place a block on all tiles that you don't want the user to be able to walk on. If some can be walked on from certain directions change it so it allows them to come from certain directions as in picture below. The picture lets the player walk off the cliff, but not onto it.
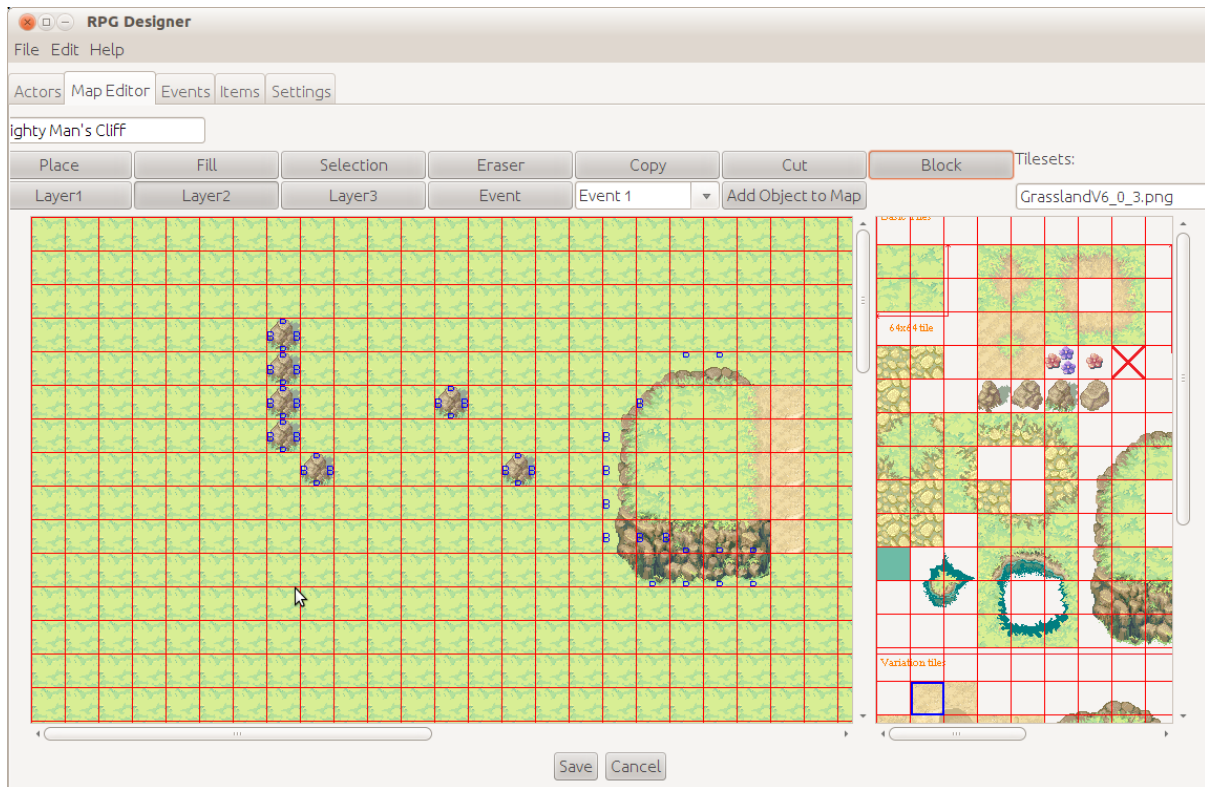
Once finished hit save and notice your new map is added to the list of created maps. To edit it simply select it from the list and hit the "Edit" button. To delete an unneeded map simply select it and click the "Delete" button.
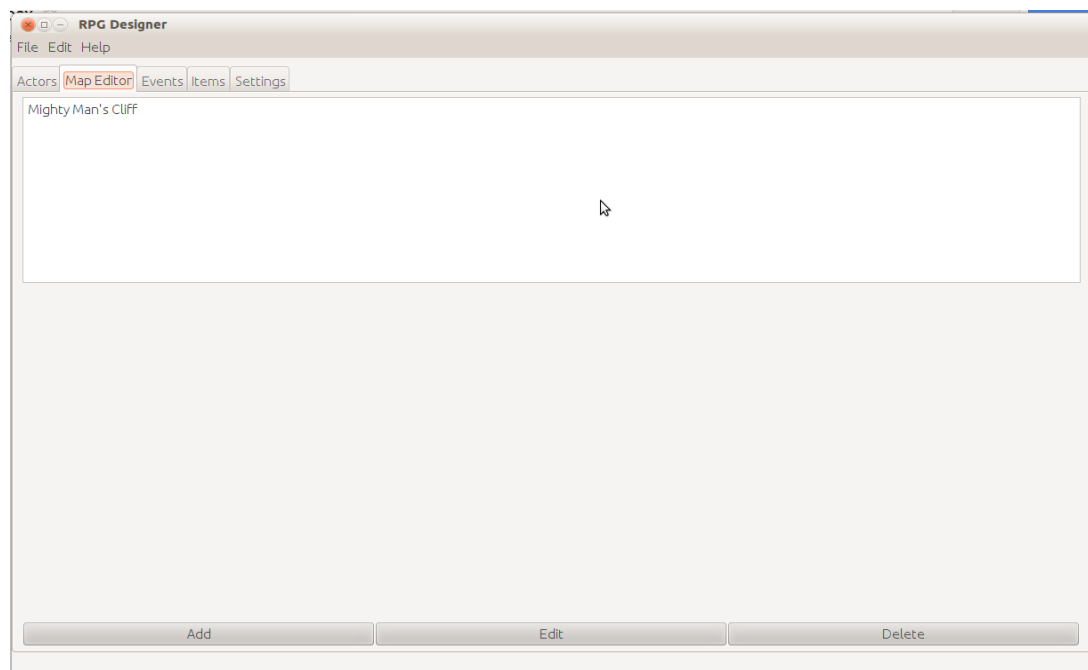
Adding Object and Events to your Map

Creating Events

We can create and modify events by clicking on the event tab. If you click the add button, you can create a new event using the event editor shown below.

Adding Actions to Your Event

The drop down box box on the right has the three different categories of actions: possy, environment, and NPC. Selecting a category will display those types of action in the list below the drop down box. The actions for each type are shown below.
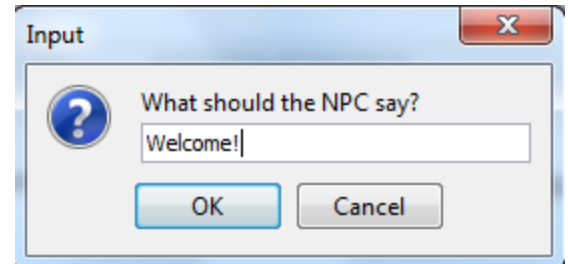

To add an action, simply double click on the type in the list.

Select NPC from the drop down list and double click "Move". An editor will pop up in a new window. Select a direction and a distance and click save.

The action will be displayed in the list of actions for this event.

We can have an NPC say something by double clicking "Speech" and typing what you want the NPC to say. When you click OK this action will also be added to the list.

Next, we need to specify which NPC we want this event to apply to. Click the Assigned NPC button. Select an NPC and click ok.

Creating Items

Now let's create an item to add to our RPG. Click on the "Items" tab and click add. Type a name for the item, and select an image. Select equipment for the type. We want the dagger to take 5 HP from the victim, take 2 skill points to use, and it should not affect XP. Fill out that information as shown below.

Click save and the item will be added to the list.

Change Game Settings

The last tab is dedicated to the various settings of your game.

The first field is the name of the game you are creating. The second field is used for the Author of the game. You can put your name, a nickname, or whatever name you want to show up as the author of

the game in this field. The "Description" field is a small space to give a quick synopsis of your game. The next section is a couple of radio buttons which change the style of saving your game has. The "Save on Event" style allows your players to only save their game at certain points, which you create using events. The "Save Anywhere" style allows your players to save the game at any point of gameplay. The next three fields are combo boxes. The first two of these deal with the winning event and the losing event. Set these to the event you want to occur when the player wins or loses the game. The last of these 3 combo boxes is to allow you to set which map your game starts on. The following two inputs after starting map allow you to set the tile you want the player to start on when starting the game in your starting map. The data in each of these fields should be an integer between 1-50. The last 3 comboboxes are to set 3 actors that start in your posse. Only the first of these combo boxes is required. Once you finish these settings click save. They can be set and changed at any time during development.