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RPG Designer

1. Preface:

This document is intended to explain RPG Designer to both users and developers. This is the second version of this document. We added additional requirement to the map editor and requirements for a settings tab.

2. Introduction:

RPG Designer is intended to give users an easy way to create their own 2d RPG game without any programming experience.

3. Glossary:

- RPG (Role Playing Game) – A role playing game is a style of game in which you play a character whose character grows as the game progresses.
- User – The person/s using this software to create RPG's.
- Player – The person/s playing the users game.
- NPC (Non-Playable Character) – A character who you can meet within the game that does not become part of your posse.
- Actor – An actor is a character in the game. They can be both playable characters and NPC's.
- Posse – The group of characters who are controllable by the player.
- Enemy – A character in game who you fight against.
- Skill – A fighting ability which can be used by any character in the game.
- Stats – A point system which measures the growth of characters in the game.
- HP (Health Points) – A point system that determines the amount of damage that can be dealt to a character before they die. The max amount of HP of a character increases as a character grows.
- SP (Skill Points) – A point system that is drained as a character uses skills in battle. The max amount of SP of a character increases as a character grows.
- XP (Experience Points) – A measurement of the growth of a player. XP is gained when a battle is won.
- Tile – A small section of the map that has a specified graphic and possibly an event.
- Event – Events are a method of causing a wide variety of automatic or interactive elements within the game.
- Sprite – A graphical image that can be assigned to a specific character or item.

4. User Requirements:

- The software should create an RPG game using the customization of the user.
- The user should be able to modify the actors, items, events, settings, and game over.

5. System Requirements:

- Functional Requirements:
  - There will be a window with multiple tabs, each tab containing a different customization aspect of the game being created. Some of the tabs will be an event tab for creating new events, an actor tab for creating new actors, and an item tab for creating new items. On top of the window there should be a menu on the top of the screen which will allow saving of the project, opening saved projects, and exporting the games into playable format.
  - Users need to be able to change the story using an event system. In the user interface, under the event tab, users can create events which will include a set of actions that will occur on some actor or object. They should be able to create dialog between the playable characters and non playable characters, allow the player to find items, animate doors, and other interactions with objects. The user can set a required item for the event to occur (e.g. a key). Events can also be assigned to an NPC. The user can set whether the event occurs on touch or after a key is pressed.
  - Users should be able to change the actors within the story under the actor tab. They can specify an image to represent the actor, whether the actor is playable or non playable, the skills the actor can gain, the beginning stats of the character, and the rate of increase in stats upon leveling up.
  - Users should be able to create items under the item tab which can be acquired and/or used throughout the game by the player. Each item can have a customized image, name, and how the item can be used (as a weapon, key, etc.).
  - In the settings tab, users should be able to specify whether they want the game to be saved by the player under specified save points or at any time during game play. Users should also be able to set what event happens at Game Over when the player wins or loses. They should also be able to set different events for a game over caused by losing the game or a game over caused by winning the game.
  - Users should be able to create enemies under the enemy tab. These enemies will have custom names, graphics, skills, and stats. The user should also be able to specify if defeating the enemy allows the player to receive an item after defeating him. The user can also specify the amount of experience that the player will receive upon defeating the enemy.
- Non-Functional Requirements:
  - The software should allow the user to select different things with a mouse. It should also allow them to type text with the keyboard.
  - The interface should be designed in a way which makes it easy enough for anyone to create an RPG quickly.
  - The software should not crash more than once every three hours.
  - The software should target users on Windows, Mac, and Linux.

1. Player Requirements

- Players should be able to roam around a map using the arrow keys.
- In battle they will see a side view of their posse and the enemies and can select with the arrows and the enter key whether they want to use a skill, item, defend, run or regular attack. The characters will take turns attacking.
- After the battle the user can collect the items that the enemy dropped.

- While on the map players can press the enter key to interact with other characters and objects. This will allow them to talk with NPC's and collect items found on the map.
- While on the map players can hit the escape key to bring up a menu, in which they can view and use their items, equip and remove equipment, use and view skills, change their current possy, and load and save the game(when permitted by user). They should also be able to view their current playtime and amount of money in this menu.