

Shimeji Adventure

CHARACTERS MODDING GUIDE



Introduction

Welcome aboard!

I'm FlameOut56, the creator/developer of Shimeji Adventure.

I'm going to take you to a tour on how to make Custom Characters in Shimeji Adventure.

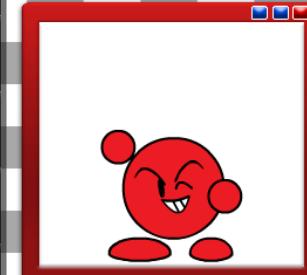
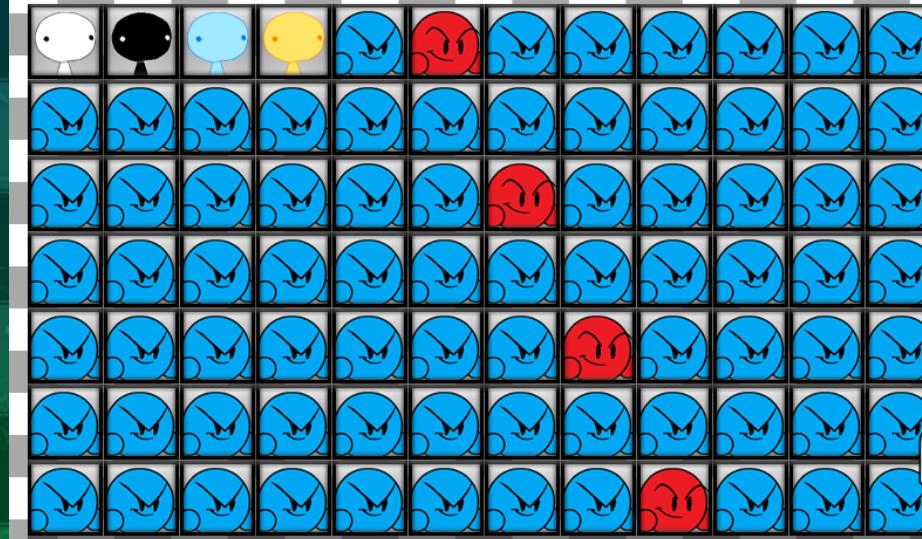
From simple Shimeji Skins, to Complex Characters, this guidance (should) have it all here!

Though you can always learn more by search up about Godot, and so on. But this will be focusing directly for Shimeji Adventure.

So, Let's do it!



Select Your Character!



Red Test Ball

GO!

BACK

Players can add up to 80 Custom Characters.

With the 4 Shimejis from the base game (which cannot be removed from the roster), you're able to play up to 84 playable characters! Quite big for a Platformer. Huh?

A video version will be released soon...

Shimeji Skins



Yoshi
By Cachomon



Sonic
By Myly14



Pidge
By NekoRawrMeow



Japan (Hetalia)
By Cioccolatodorima



Katsuki Bakugo
By superevey



Aizen
By kyuyoukai

Shimeji Skins are the most common and easiest way of making a Custom Character.

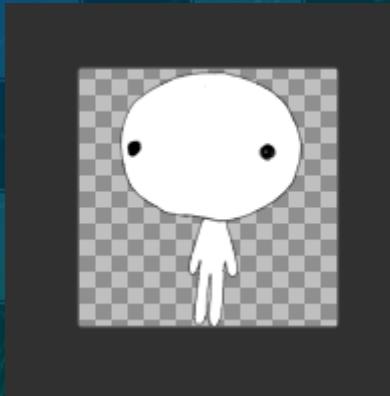
They simply have the same move set and gameplay mechanics as a Regular Shimeji in this game, but their sprites has been completely changed or swapped to represents another existing character, or one's own character.

However, despite being simple skins, they can be unique to put it their own charm like Voice clips, Additional animations, and so on, so forth. Well depending on the Shimeji character themselves.

They can be either be ports of existing Shimejis, or a brand-new coat built just for this game!

Getting Started (Few Points)

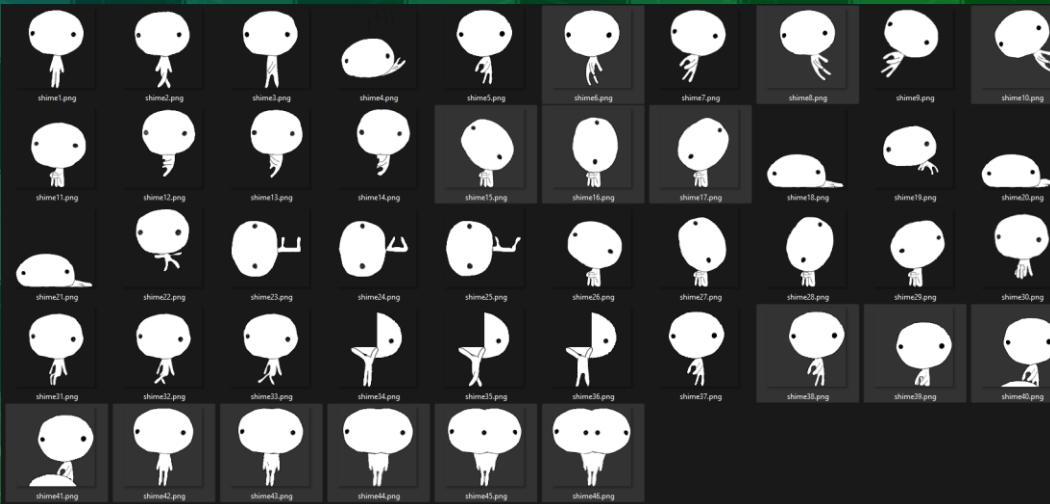
Before we get started on making the Shimeji Skins there are some few things that you may need to know such as the following:



A size of a Shimeji must be 128 pixels for both Width and Height. Anything taller than that may heckaroo the sprites' position and the Shimeji's hitbox.

Also, make sure the Shimeji's sprite are always faced on the left. As they're flipped over to face right in-game

Though you can edit the hitbox, but doing too big or too small will make some base game's levels quite unplayable...

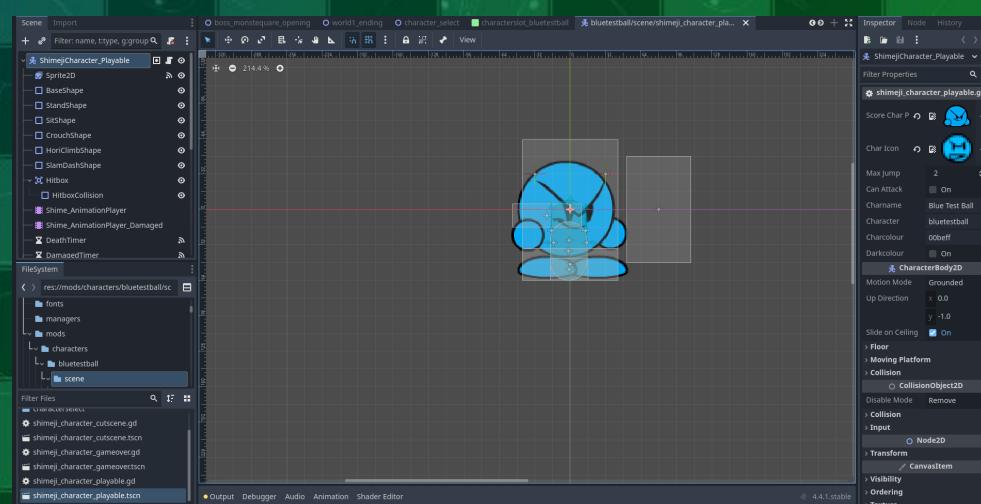


Unless you're making the characters also accessible as a main Desktop Pet, not all sprites from the Shimeji are used in Shimeji Adventure.

The one highlighted are the sprites that are not in the game.

Creating the Custom Characters (From existing Shimeji)

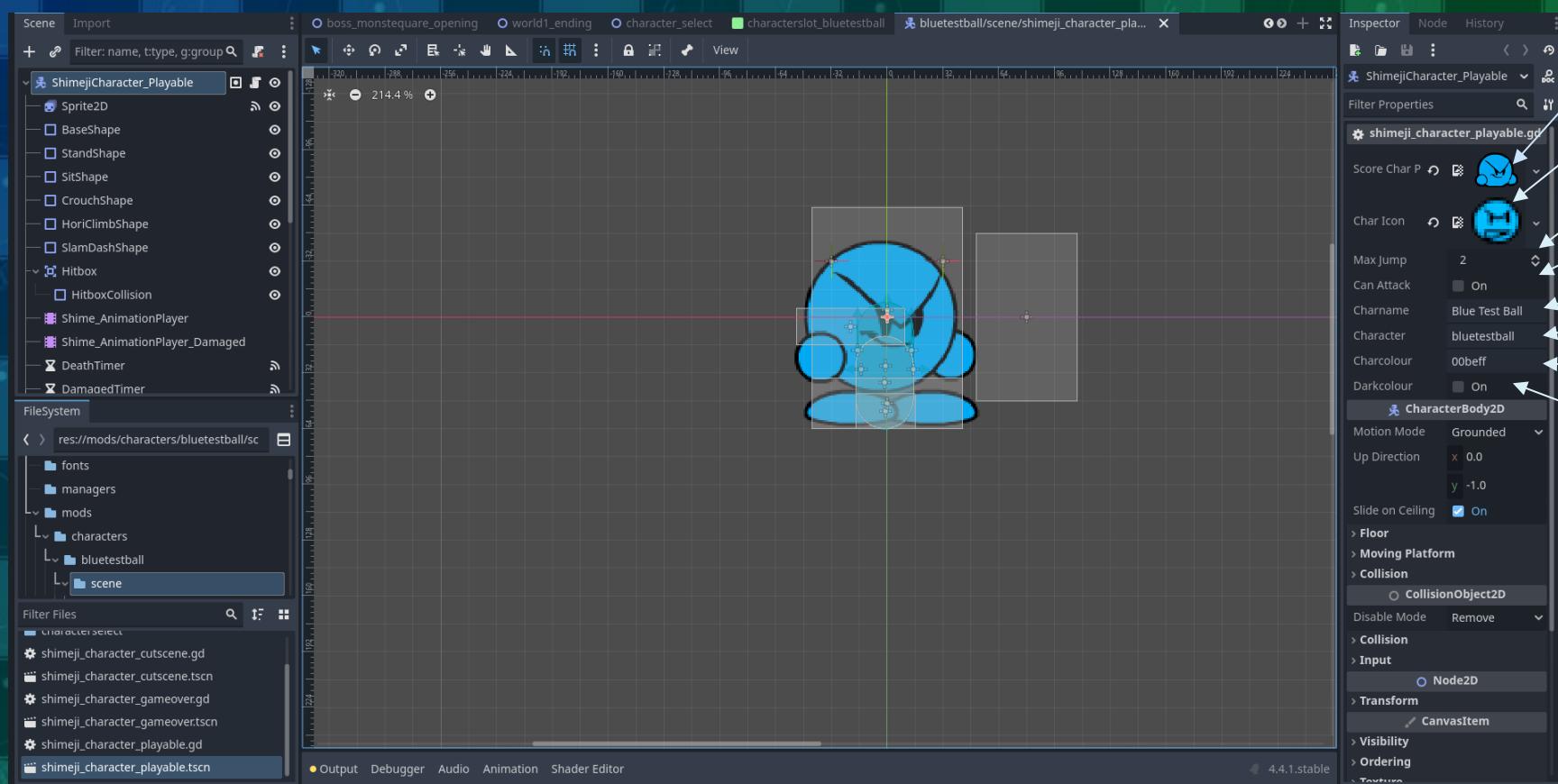
Throughout this part of the guidance, We're going to be porting Cloud Strife Shimeji by Rueeme. You can use any Shimeji Characters as you like (as long as you credit the artist who done them).



To get started with. When you open the Shimeji Adventure project file from the Source Code, look at the FileSystem on the bottom left corner, and head to mods/characters. Once you're there, duplicate either "bluetestball" or "redtestball" folder, and then change the folder name to the character you want to add in.

Just so that the file have its own .uid without it sharing with Blue Test Ball, or Red Test Ball.

Little Brief on (shimeji_characterPlayable.tscn)



Character's
Portrait on the Score UI

Character's Icon

How many Jumps a
character can do

If a character can attack

Character's Name

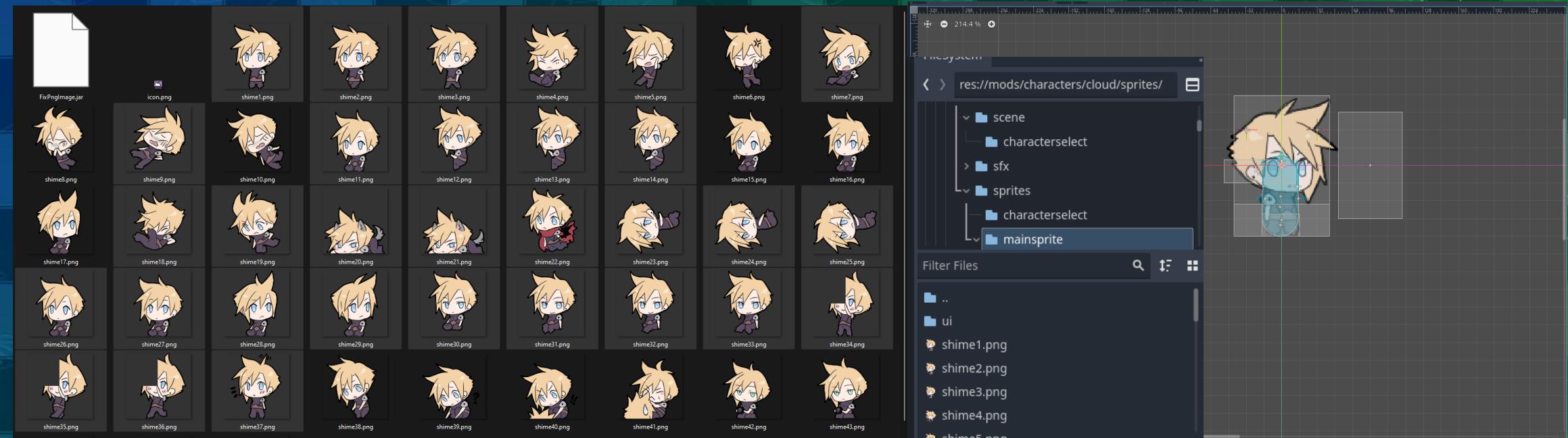
Character's File Name

Character's Colour
(Use Colour Code)

If the Colour is Dark Shade
(Will make the text white to be visible with
those said colours)

The Rest are Godot's stuff.
We'll get to those soon.

Importing Sprites (Character's Sprite)

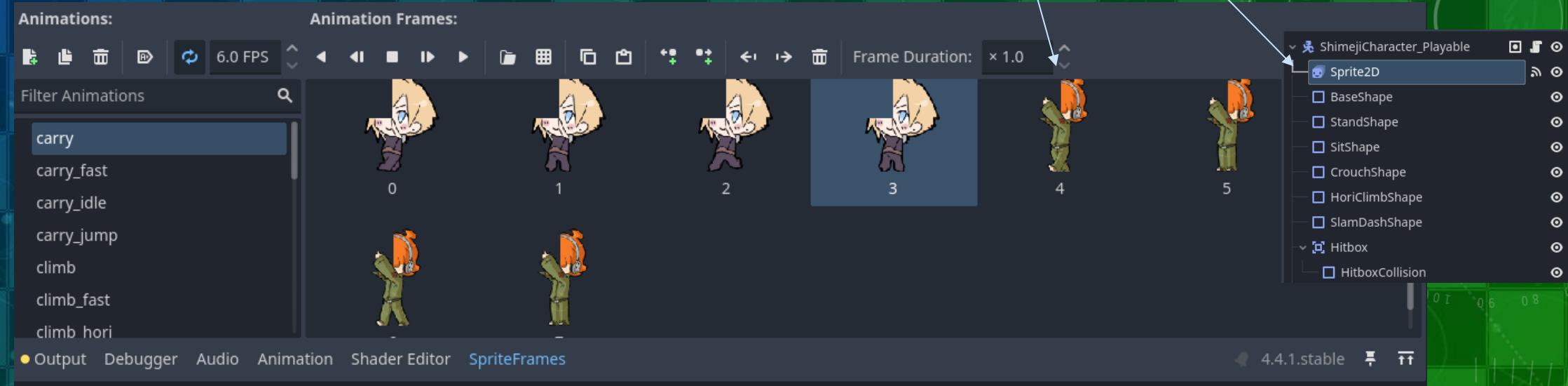


Select all the sprites that are needed from Shimeji Adventure and drag them into `mods/characters/(yourcharactername)/sprites/mainsprite` to import them.

Once done successfully, all your sprite should be visible in the FileSystem tab and should be visible on the Sprite2D itself.

Importing Sprites (Character's Animation)

Brief/Geekboy
By konsensya



Now here comes the most tedious part of making Shimeji Skins.

Godot doesn't really have a feature where the Sprite2D will follow from the duplicate must still will be intact with an existing sprite. Within that said, you must select the Sprite2D node and drag each of the sprites' frames into its animations. Hovering on to of the existing sprite inside the animation will help you to give you a clue on what sprite goes where.

Once you imported your sprite's frame into it, then you can delete the existing frames from it, so it'll only show your character.

To make things quicker. Sprite that shares the same animations (like carry and carry_fast, run and walk, or climb and climb_fast) can easily set up by copying the selected frames in the animations and paste it to one another. Just to save some time from dragging and setting it up again. Plus, the Game Over scene and Cutscene scene also have their separated Sprite2D. So, you have to apply them the same way to those too...

I know it's a drag, but it's the only way for this to work out for now.

Importing Sprites (Character's Frames References)

Idle: shime1

Walk/Run: shime2, shime1, shime3, shime1

Jump: shime22

Sit: shime11

Fall: shime4

Land: shime18, shime18, shime19, shime1

Carry/Carry_fast: shime35, shime34, shime36, shime34

Carry_Idle: shime34

Climb/Climb_fast: shime13, shime12, shime14, shime12

Climb_Hori/Climb_Horifast: shime24, shime23, shime25, shime23

Climb_Horiidle: shime23

Climb_idle: shime12

These are simple references and guidance on putting and positioning sprites in Sprite2D's frames.

Crouching/Crouching_fast: shime20, shime21

Damaged: shime9, shime7, shime5, shime5, shime5, shime5

Death: shime9

Idle_dangling_start: shime30, shime31

Idle_dangling_loop: shime32, shime31, shime33, shime31

Idle_dangling_stop: shime30, shime1

Throw: shime37, shime1

Throw_midaire: shime37, shime22

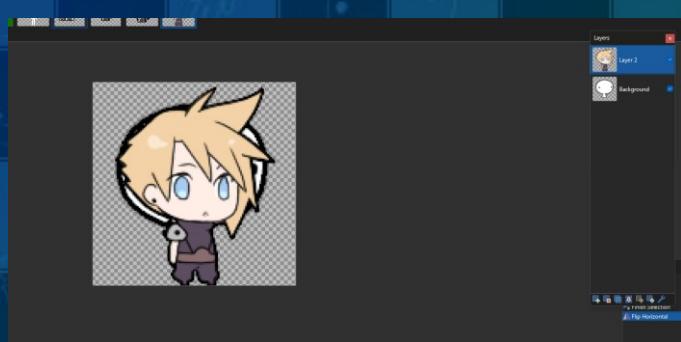
Importing Sprites (Character's Frames References) (Game Over)

These are simple references and guidance on putting and positioning sprites in Sprite2D's frames.

Crash: shime18, shime18

Laying: shime21

Importing Sprites (Character's UI)

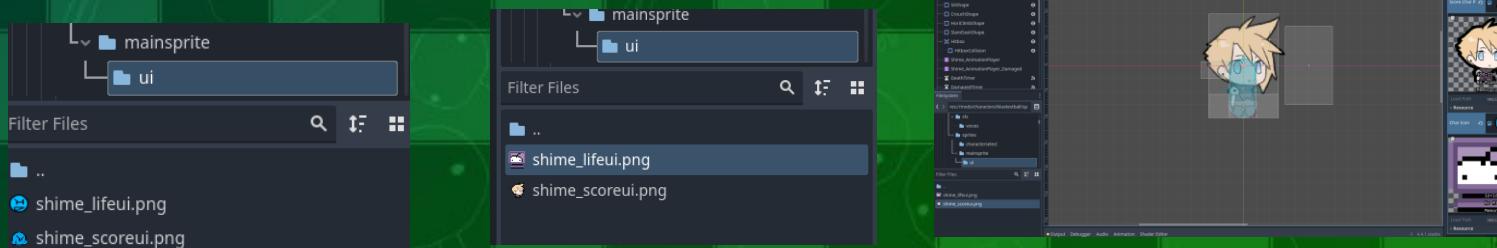


I'm using Paint.NET for this. But you can use any other Image editing software as you like. Port your shime1 into the image and save it as "shime_scoreui.png" so you won't accidentally replace the original shime1.png.



Then, cut the bottom half of your Shimeji. You can adjust its position as you like until it looks right for you and the outline doesn't clip out of the image.

Then apply the outline with a least 3 – 5 of thickness.

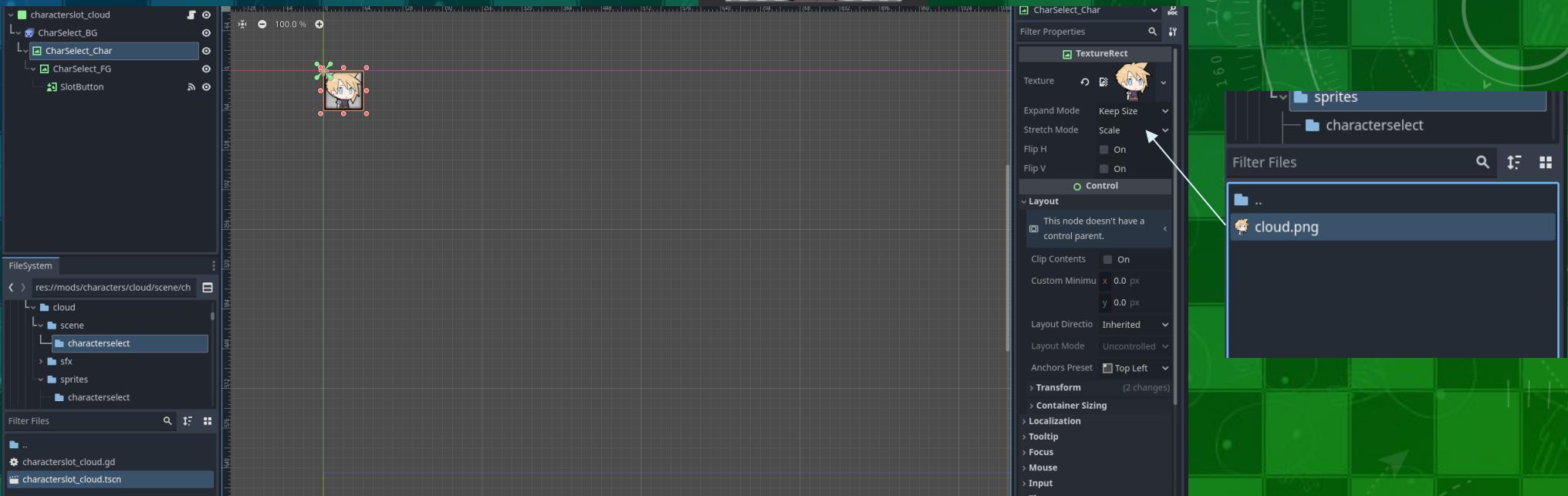


For the UI, you must make them. The Lives Icon is simply the Shimeji's icon itself. Just renamed the Icon as "shime_lifeui" and drag it into the "ui" folder on the character's mainsprite folder.

For Score UI however, you must make it your own.

(If your scoreui and lifeui is named differently, you can still drag them in, but you need to drag them onto the Score Character Portrait, and Character's Icon on the ShimejiCharacter_Playable's Inspector.

Importing Sprites (Character Select)



For the Character Select icon of your Character, you need to import your shime1.png again into the image editor software of your choice. And then make a new image project with the 64x64 size.

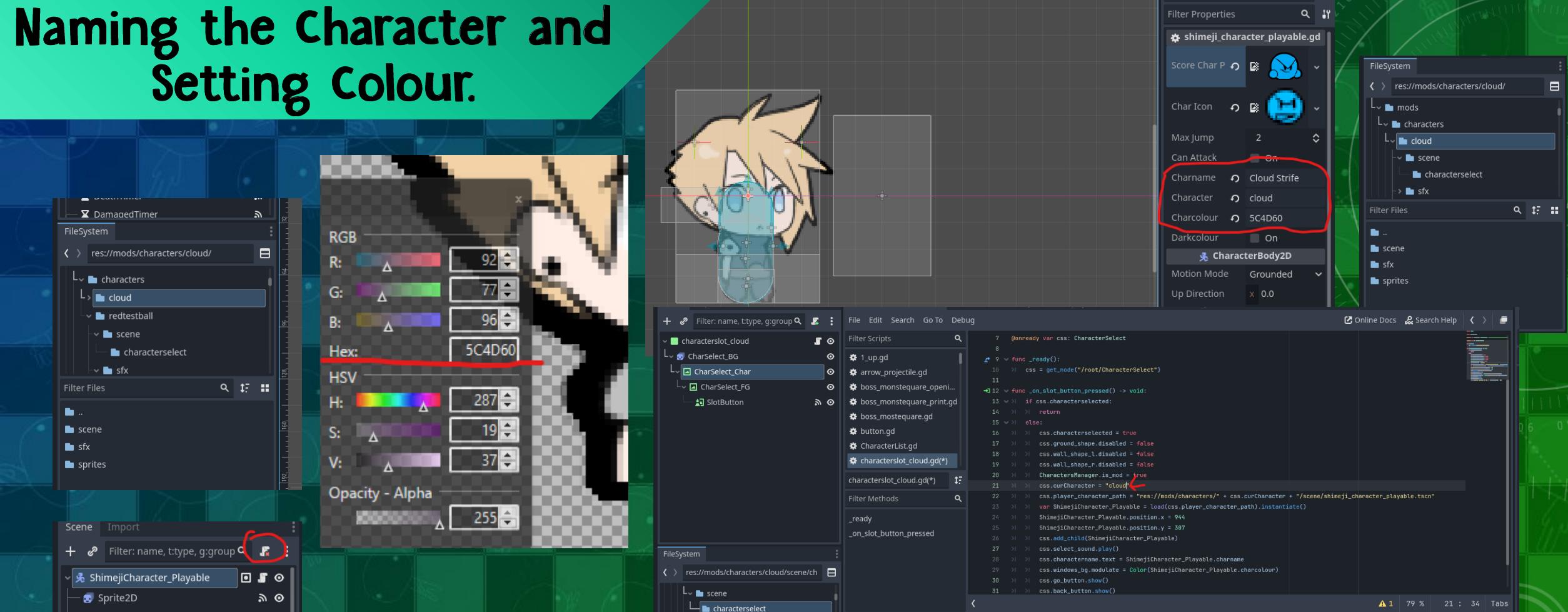
Reduce the shime1.png size to at least 80x80 (or anything smaller that suits you) and place them in the middle. As so.

After you set it up, save the 64x64 size image as your character's file name, and then import it into characterselect folder inside of your modded character's sprite folder: "mods/characters/charactername/sprites/characterselect".

Then head to scene/characterselect, and edit out the characterslot_(charactername).tscn. Make sure to rename the ".tscn", ".gd", and the panel node itself to replace the "bluetestball"/"redtestball" with your character's file name. Or else they'll not load in.

And after opening the .tscn file, select the CharSelect_Char, and drag your characterslot icon image into the TextureRect to replace it with your character. Like so!

Naming the Character and Setting Colour.

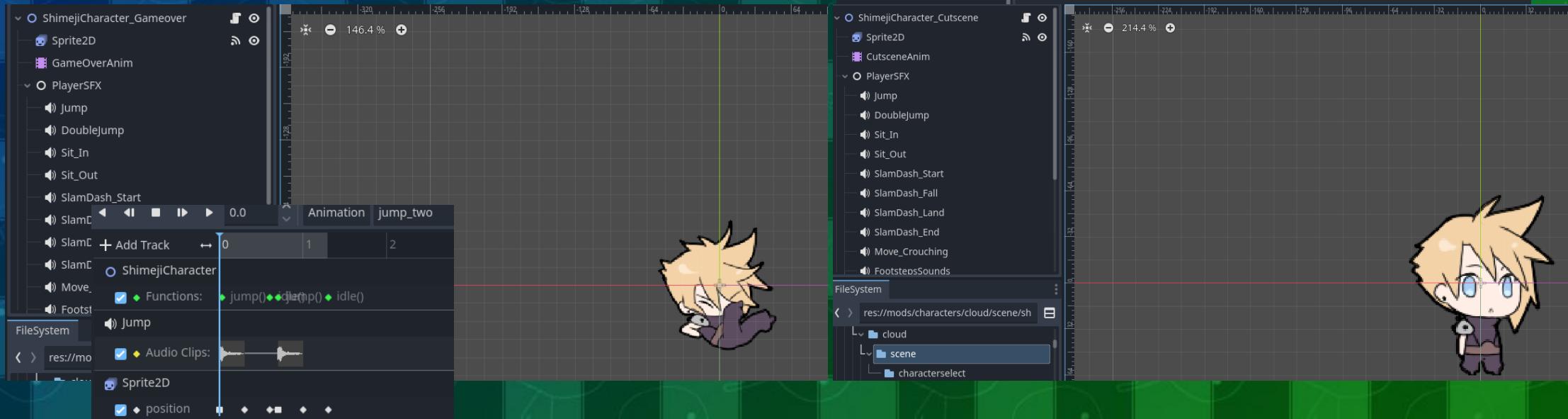


Before continuing with codes and such. Press the main Node "ShimejiCharacter_Playable", and click on "Detach script from selected node", and then reapply the script. This is so that the script will be from this folder's gdscript rather than the one from Blue Test Ball or Red Test Ball.

Don't forget. You also must change the name of your Character. Set it as anything you want, and it'll do the deed. For Colours, you need to use a Colour Code from a Colour Wheel, or anything else you can get hand on those colours.

Plus, On the characterselect folder, edit the `characterslot_(charactername).gd` and change the "css.curCharacter's name to your character name. So that it'll load your character than the game trying to load Blue Test Ball or Red Test Ball.

Little Note (Game Over and Cutscene)

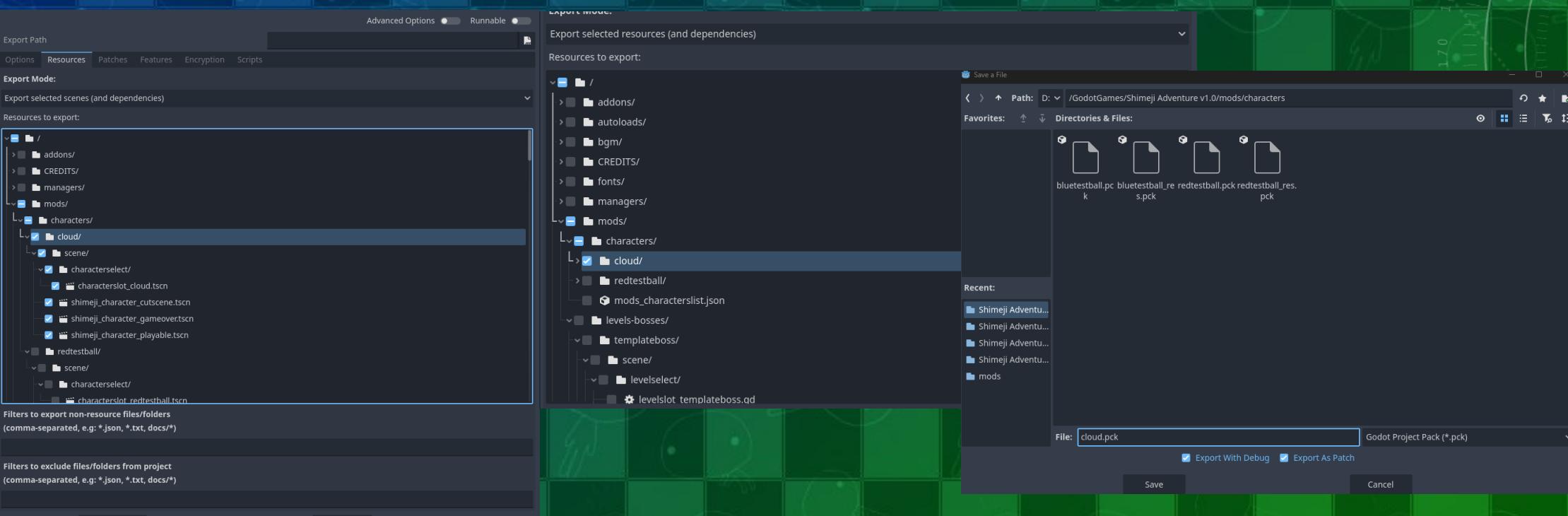


If you have noticed, there's two more scene files in the character's scene folder. That is "shimeji_character_gameover", and shimeji_character_cutscene.

These two are separated for that said purpose. If your Shimeji have more frames than the original, then you must apply them to all 3 of the scenes' Sprite 2D node for them to work.

Deleting the Sprite 2D from Game Over/Cutscene and trying to replace it with the Sprite 2D from the Playable is not a good idea. As it'll remove all the info from the AnimationPlayer, and then you have to apply everything from the ground up again (that's unless you want to do that).

Exporting the Character And adding them to the Roster



Now that you've set up your character, it's now time to export the Character.

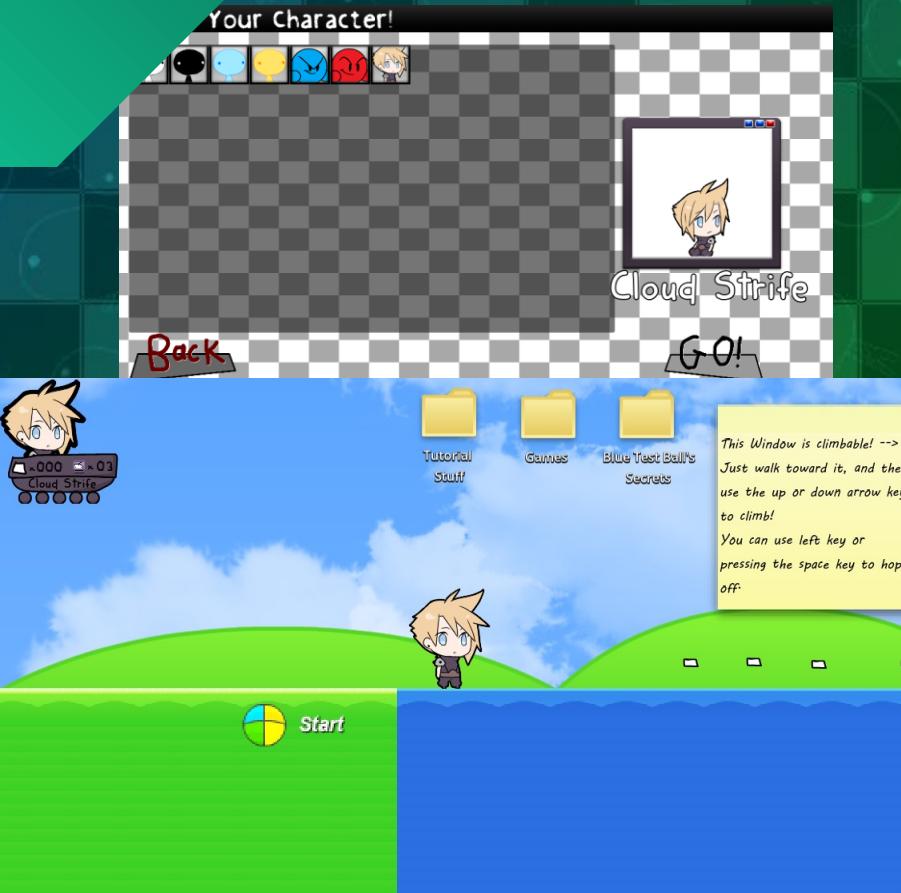
On the top left of Godot, select Project/Export. Then choose "Mod Stuff" or simply click on the Resource tab, and select "Export Selected Scenes" as your Export Mode.

Then tick on your Character Mod, and then export it as .pck file or a .zip file with your character name. Like this:
cloud.pck (or cloud.zip)

You must do the same thing for "Export Selected Resources" and save them as "charactername_res.pck" or charactername_res.zip"
Export them both inside the mods/characters folder on the Base game's root folder.

Final Step with Shimeji Skins

```
C:\Users\██████████\AppData\Roaming\Godot\app_userdata\Shimeji Adventure\ModCharactersList.ini
1 [Characters]
2
3 character01="bluetestball"
4 character02="redtestball"
5 character03="cloud"
6 character04="empty"
7 character05="empty"
8 character06="empty"
9 character07="empty"
10 character08="empty"
11 character09="empty"
12 character10="empty"
13 character11="empty"
14 character12="empty"
15 character13="empty"
16 character14="empty"
17 character15="empty"
18 character16="empty"
19 character17="empty"
20 character18="empty"
21 character19="empty"
22 character20="empty"
23 character21="empty"
24 character22="empty"
25 character23="empty"
26 character24="empty"
27 character25="empty"
28 character26="empty"
29 character27="empty"
30 character28="empty"
31 character29="empty"
32 character30="empty"
```



After exporting your character, you character won't be on the roster from the get-go...

In order for your characters to be loaded in, you need to head to the Shimeji Adventure's AppData Folder.

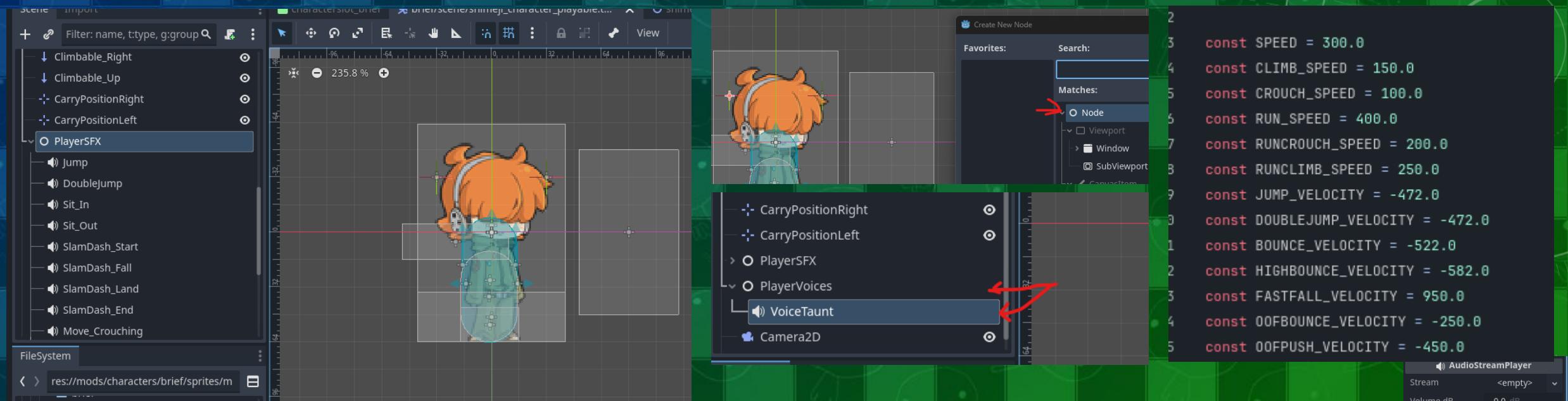
Simply head to `C:/Users/(yourusername)/AppData/Roaming/Godot/app_userdata_Shimeji Adventure/`, and then open up "ModCharactersList.ini"

After opening, you'll see that all the list are named empty. Choose a slot, and put your character name on it, and then save.

After all of that, boot up the game, head towards to character select, and PRESTO!! Your character will be on your roster! Ready to play!

If you want to remove a character from the roster. Just replace them with "empty". This is so that the game know the slot is empty. Or else it'll have trouble finding the character, and none of the mods support roster will load in.

Additional Stuff with Shimeji Skins



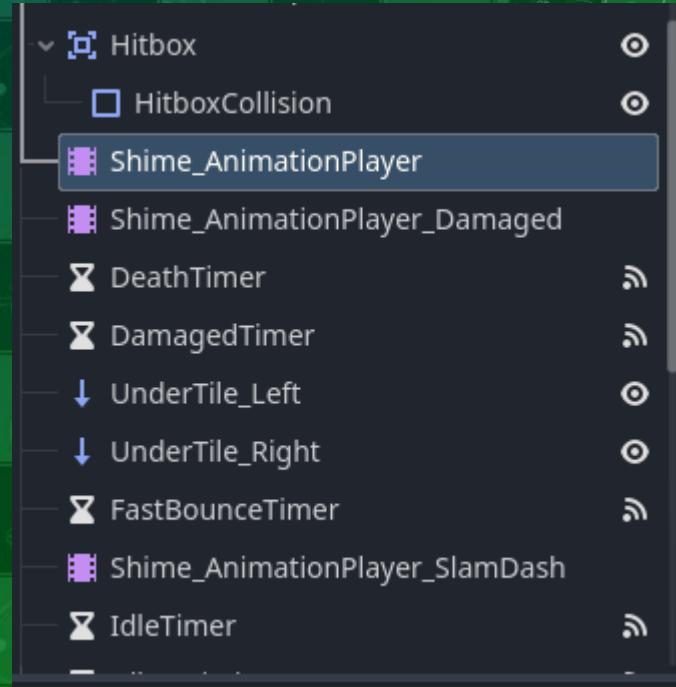
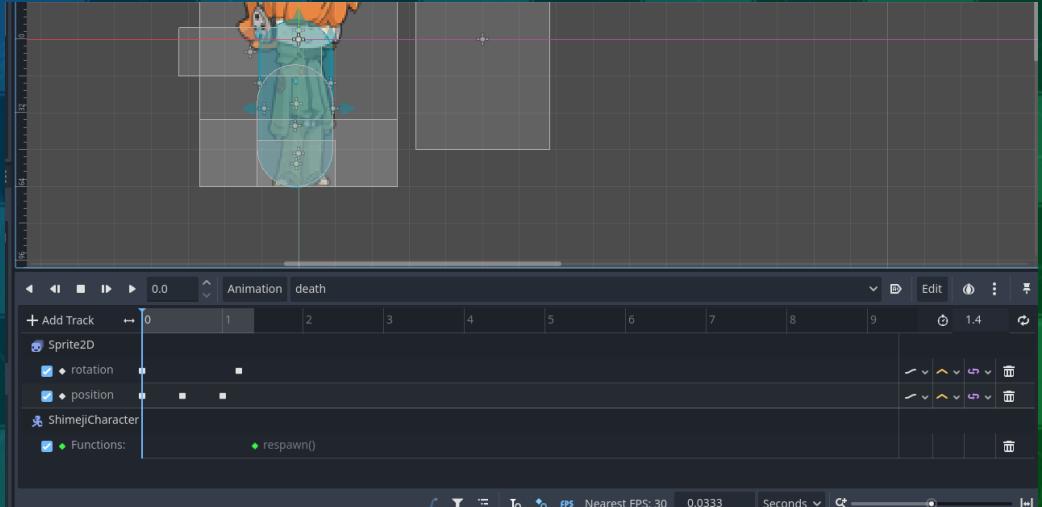
As you may know, every .pck/.zip from mods are separated Resources from the base game.
So, that you means with your playable character, you're able to modify them at your own will.
Unique SFX, Voices, Hitboxes, Attacks, etc, you name it!

As long as it still follows on what the game code works for the character, the possibility are close to completely endless.
You just got to give it your all!

Folders like sfx/voices inside the Modded Character's folders are set up for you to place your .ogg files and so inside the folder, and use them for your character. If you know a little bit about Godot and how to put in SFX, you should be alright from there.

One more thing about Audio. While you're adding them, make sure that you change their Bus depending on what type of audio you're adding in.
Either bgm, sfx, voices, or ambience. For the Voices, you select voices as so.

Additional Stuff with Shimeji Skins (Part 2)



You can also edit out the AnimationPlayers. You can rename them. Or add in some new one. Just make sure that you put them in the code for them to function.

Plus, if you want more than one AnimationPlayer to play at the same time, then you need to make another AnimationPlayer that focus on those.

About Complex Characters...



With there being Shimeji Skins, there are also going to be some Complex Characters.

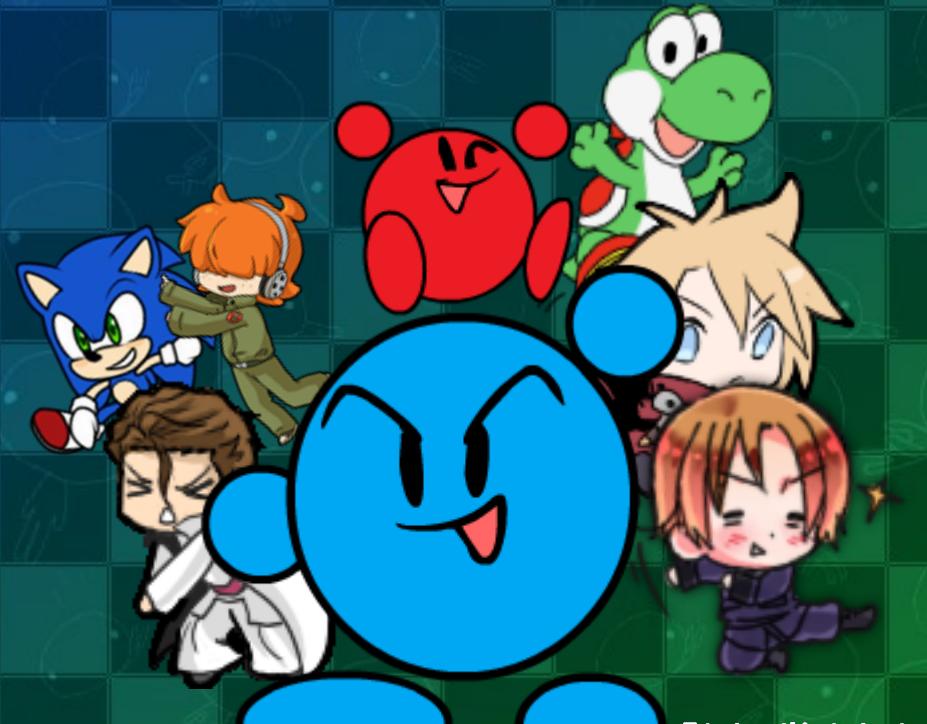
Now if you have heard of Mugen, then you should be familiar on what a Complex Characters is. If not, then I'll explain.

A Complex Character is a Custom Character that is completely unique from the ground up. Having a different movesets, and gameplay mechanics compared to a regular Shimeji.

They're tougher to get them working as you need to heavily modified the code. Within so, you need to know a lot about Godot for this to be successful. But don't you worry, It's easy to learn, but it's usually hard to master.

As long as all the important stuff to make the Shimeji Characters works are still inside the code of a Complex Character, making one should be a piece of cake for you lots! I'll explain more about it on the video version.

Now that you know...
Let's get creative!



Italy (Hetalia)
By Cioccolatoqorima

Now that you've known the basic of modding in Characters,
it's time for you to give it a shot yourself.

This is where the Character Modding Guide will end for now. However, this PDF will be updated as time goes by whenever there's new ways or easy tricks into modding the characters.

But for now, just try it for yourself, and good luck!

Happy Modding! – FlameOut56