RPG Tool – Brief Introduction

# Pitch

The RPG Tool will consist of a range of scriptable objects including, character creation, monster creation, attack phase, skills creation, weapon editor and items. The developer can very easily create their own characters with stats such as health, mana or energy. These stats will be displayed in the Unity editor, from which they can select attributes such as health, mana, and an option which displays buffs and debuffs. An array will be provided to the developer from which they can add their weapon model, name, and then they may use the scriptable object weapon editor on the weapons, to add attributes. These attributes can range from core stats such as damage, attack speed and debuffs such as bleed.   
  
Furthermore, the monster creation will inherit stats from the character class. The developer can have a monster with any range of stats with their own values, with a number of weapons if they choose to. There will be a list of skills that the developer can assign, which will play an animation if the skill has an animation, with a damage value, and an array of debuffs if needed. The developer can drag and drop any items onto the monsters, the item scriptable object will determine the item buffs which can be easily edited through the editor to be re-scaled or changed. Additionally, there will be an attack phase which will calculate the damage done by the character towards a target, as well as damage over time due to debuffs, and buffs. The calculation will be stored in the attack phase scriptable object, which will output the values of stats after the calculation has ended.