RPG Editor Tool

User Document

Introduction to C# Assignment – A1DIP 2019

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# **Intended Use**

The intended use for this tool is for the creation of entities that would be used in an RPG styled game.

# **Guide**

## **Create**

To create a new entity, simply launch the tool and input your data accordingly, or you can click the file tab in the top left of the screen and click new. Depending on the Type you select, different options will be available to you in the sub type category. Sprites may also be attributed to your entities and may be imported by pressing the import button under the box to the left, or by dragging and dropping the image into the left box.

## **Save**

To save your entity, either click the save button in the bottom right corner or click the file tab and click the save button. The entity will be saved as a .xml file and will set the name of the file to the text you input into the ‘Name’ option by default.

## **Open**

To open a previously made entity, click the open button in the bottom right corner or click the file tab and click the open button. Select the entity.xml file you wish to edit then click open. All the entity’s data will be visible within the tool and can be edited and resaved. Be warned that if you imported a sprite into a previously made entity and either moved or deleted the sprite, the picture box on the left will display a red cross indicating that the tool wasn’t able to find the sprite directory that was saved.