

### **Directions for use:**

When adding the modular rpg system to your game, use the system in this order:

- Adding a new game manager.
- Place Stats and TypeChart as the two files for the game manager. Adjust the stats and typing's to your pleasing.
- Place StatusEffects and StatsTypeAgainst scripts to the game manager. Adjust the variables in the classes as you wish for your engine to work.
- Lastly for the game manager, place in the items, movesets, typeseffected and the battleCalc. The first three classes can be edited whilst the battlecalc is the mathematics calculator for the project.

Once these classes have been adjusted to your liking, continue by creating entities by pressing right click on the project window and then hovering over create. Entity will be the first option of the variables provided.

This will create a new instance of a scriptable object called an entity which will have all the variables that are being used within the 8 scripts put onto the game manager. For instance, it will give you a default stat such as name, health, moves, items, etc.

When you have created the scriptable object, open any scripts and call a new Entity to create a new instance of your object. When you have created a new entity, multiple different functions can be used within the entity to gather more information for your rpg game.

To access all the maths libraries with battle calc, write "BattleCalc.battleCalc" and it will give you an array of different mathematical equations to choose from for your game.