RPG ALL-IN-ONE (RPGAIO) (v1.0)

ZERO Code – ONE Game

Getting Started Guide

Contents

I. Information

Welcome to the RPG All in One framework for developing games. Included is a set of tools to allow you to create a simple or complex RPG game without writing a single line of code.

Included here is documentation guiding you on how to get started with the framework, with more video tutorials to follow at: https://www.youtube.com/playlist?list=PLgDkDr4naeh-G1aingqNF_v9dL3kMnxPG

RPG All-In-One (RPGAIO) is a **huge** creation tool for RPG games in continual development. It boasts a fully **code-less interface** from start to finish to create your RPG game. From main menu to end credits, an entire game can be created without writing a single line of code.

Unique Features of RPG AIO:
- Create an entire game, start to finish writing a total of **zero** lines of code
- Contains over 20 features and systems featured in well known RPG games like Skyrim, Diablo and Final Fantasy (see below)
- Customise all features of your created RPG through included EditorWindows and UI
- Customise calculations, create cutscenes and events and write dialog using the Node System
- All code and required assets : Under 20mb!
- Video tutorials (see link below) and plenty of support available (Email below)
- Download example projects from the website.

RPG Features included:
- Robust Save Load System
- Customisable Stats (Attributes, Vitals, Statistics and Traits)
- Highly Advanced Skill System (AOE , Projectile, Melee, Aura, Ability, Talents, Status Effects and Traits)
- Advanced Quest System (Multiple quest condition types as well as quest chains)
- Inventory System with a multitude of Item Types (e.g. readable books and audiobooks)
- NPC System (Including dialog, allied npc and reputations)
- Cutscenes
- Detailed Loot System (Per-monster loot as well as loot tables)
- Achievements system
- Harvesting System
- Crafting System (Including dismantling)
- Vendor System
- ToolTip system for items.

- More Info
- Video Tutorials

NOTE: This is the source code version. As the source is not designed to be modified (it's codeless, remember☺!), the project works entirely from the Unity Editor and custom RPGAIO editor windows, so no documentation is included for the code. An alternate even better value for money non-source code version may be released in the future.

II. Installation and Third Party Assets

Please **ensure** you follow the included InstallationGuide.pdf included inside the Assets folder.

Once done, to follow this tutorial you can import the following free assets or use your own:

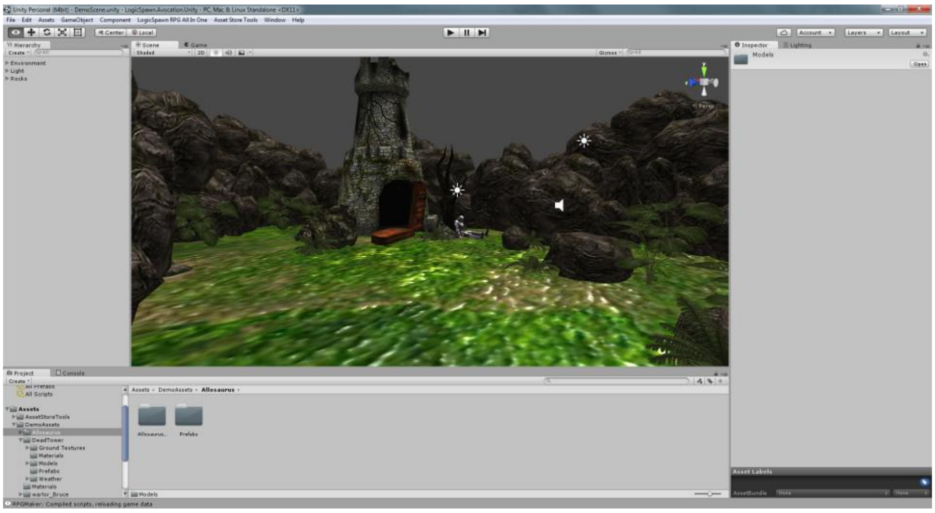
Enemy model: Allosaurus: https://www.assetstore.unity3d.com/en/#!/content/7477

Environment model: Dead Tower Scene: https://www.assetstore.unity3d.com/en/#!/content/1817

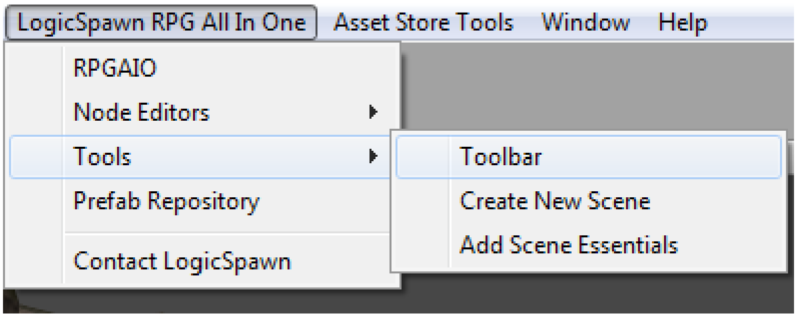
Player model: Dragon Warlord Bruce: https://www.assetstore.unity3d.com/en/#!/content/575

III. Setting Up Your Workspace

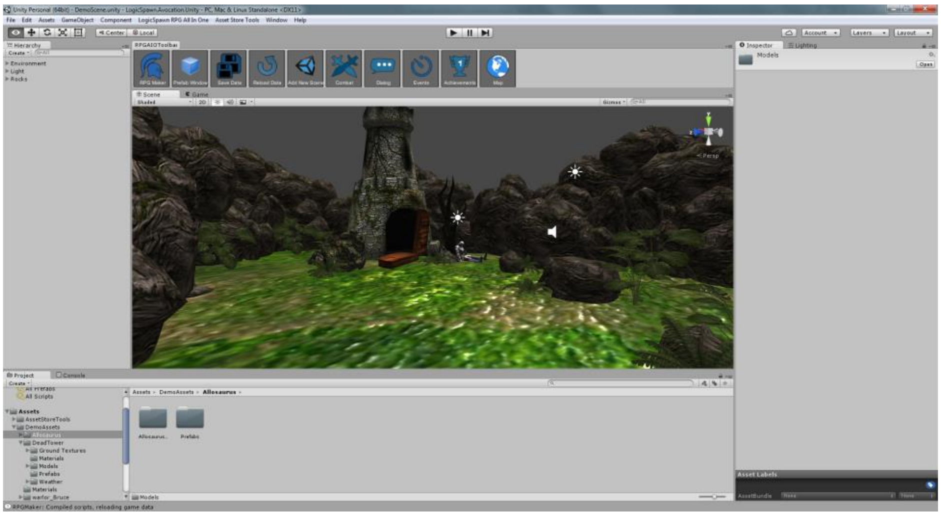
RPGAIO comes with a handy toolbar to improve productivity while developing. When you first import the project, the layout will look similar to this, without the toolbar:



Click 'LogicSpawn RPG All-In-One' under Tools on Unity Editor's menu bar and select Tools > Toolbar

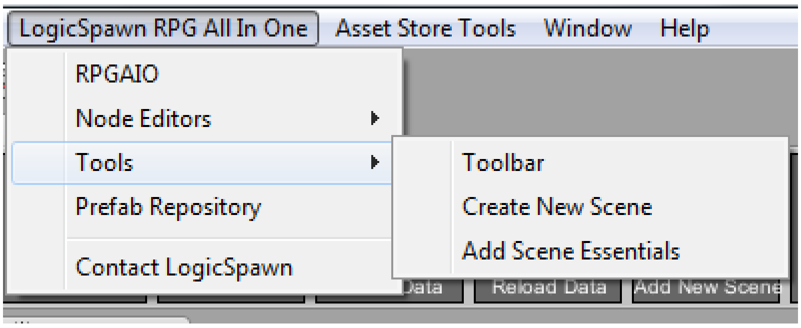


Once it is open, drag and drop it somewhere preferable so you have access to it's tools.

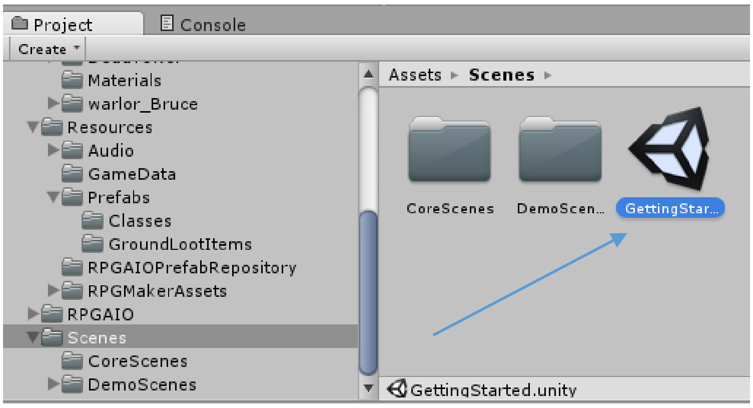


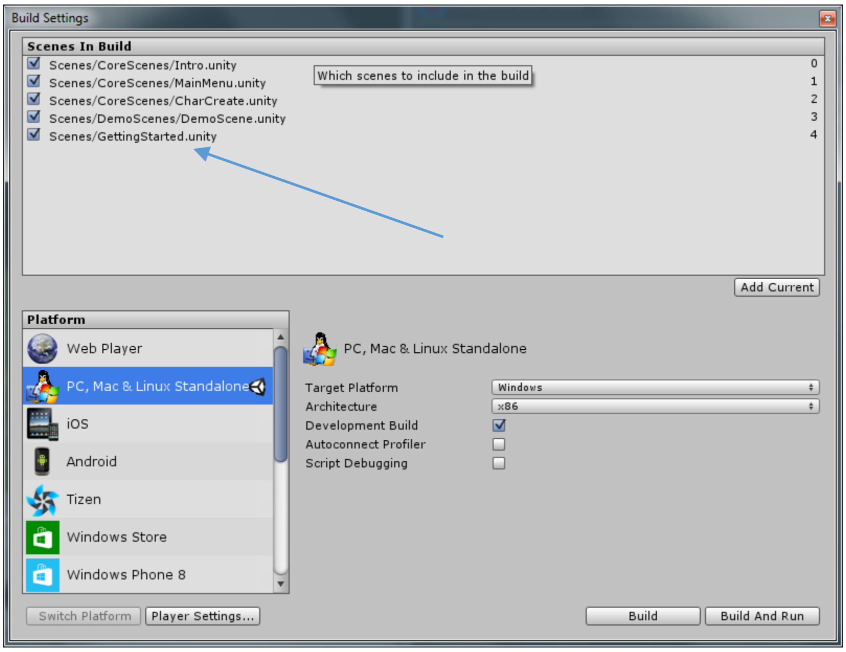
IV. Setting up Our Scene

I’ve chosen to use an existing scene for our demo. The Dead Tower scene hasn’t got any of the required game objects we need for our RPG to work. Selecting the scene, simply go to the menu bar : LogicSpawn RPG All In One > Tools > Add Scene Essentials.



We’ll then be notified we’ll need to add it to build settings also. While we’re here we can optionally move it our Scenes folder for better organisation.



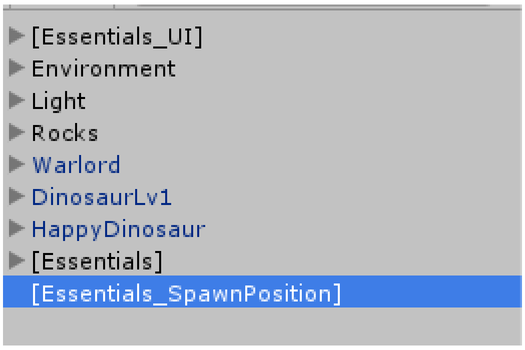


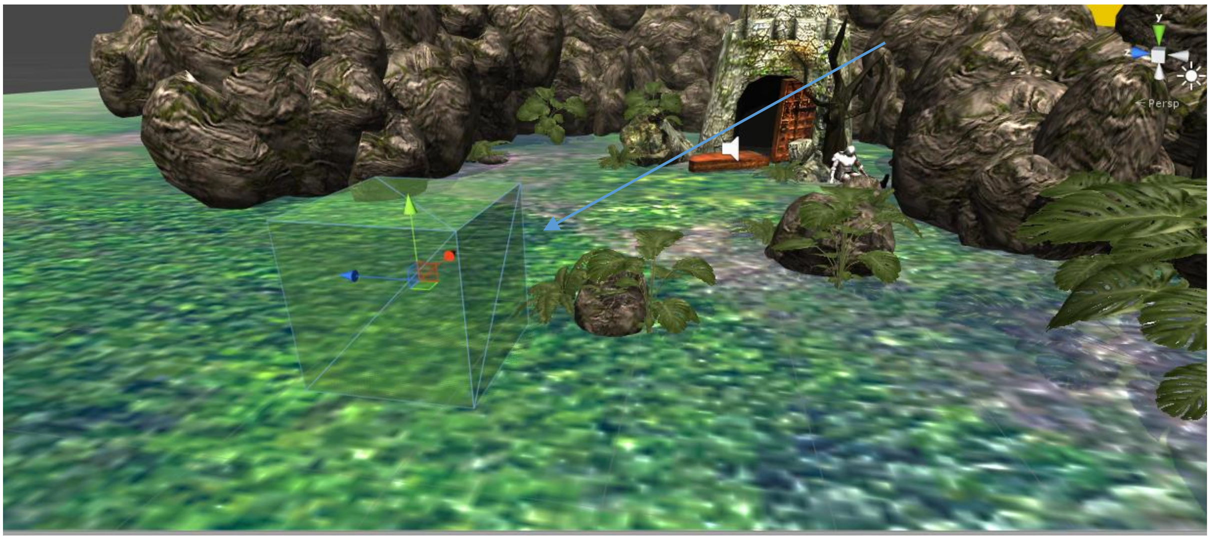
☑ Scenes/CoreScenes/Intro.unity 0
☑ Scenes/CoreScenes/MainMenu.unity 1
☑ Scenes/CoreScenes/CharCreate.unity 2
☑ Scenes/DemoScenes/DemoScene.unity 3
☑ Scenes/GettingStarted.unity 4

PC, Mac & Linux Standalone

Target Platform: Windows
Architecture: x86
Development Build ☑
Autoconnect Profiler □
Script Debugging □

Finally, we can select the spawn position object in the hierarchy and move it somewhere suitable:



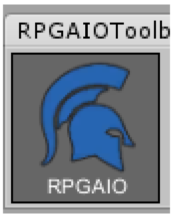


V. Customising Settings

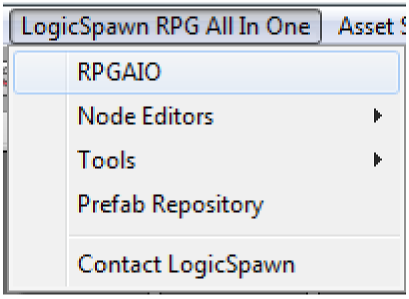
Let’s begin customising settings. RPGAIO has a whole suit of customisations you can make, most of which are self-explanatory. We will cover a few here.

Auto-save

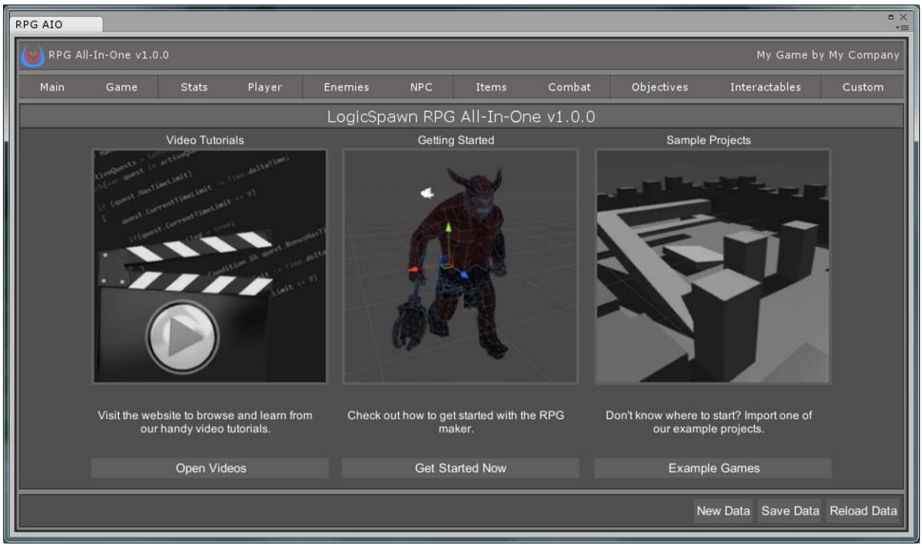
First we will enable an autosave, so our game data is saved every 60s. Let’s first open the RPGAIO window. You can either click the RPGAIO button on the toolbar, or access it through the menu bar.



OR



Once it’s open it will look something like this:

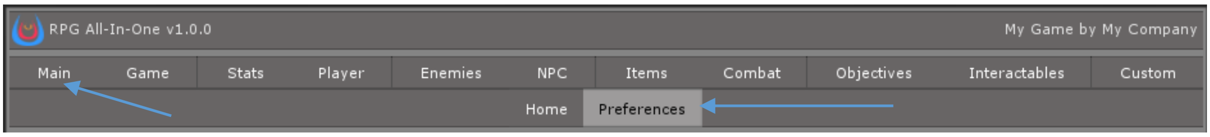


Visit the website to browse and learn from our handy video tutorials.

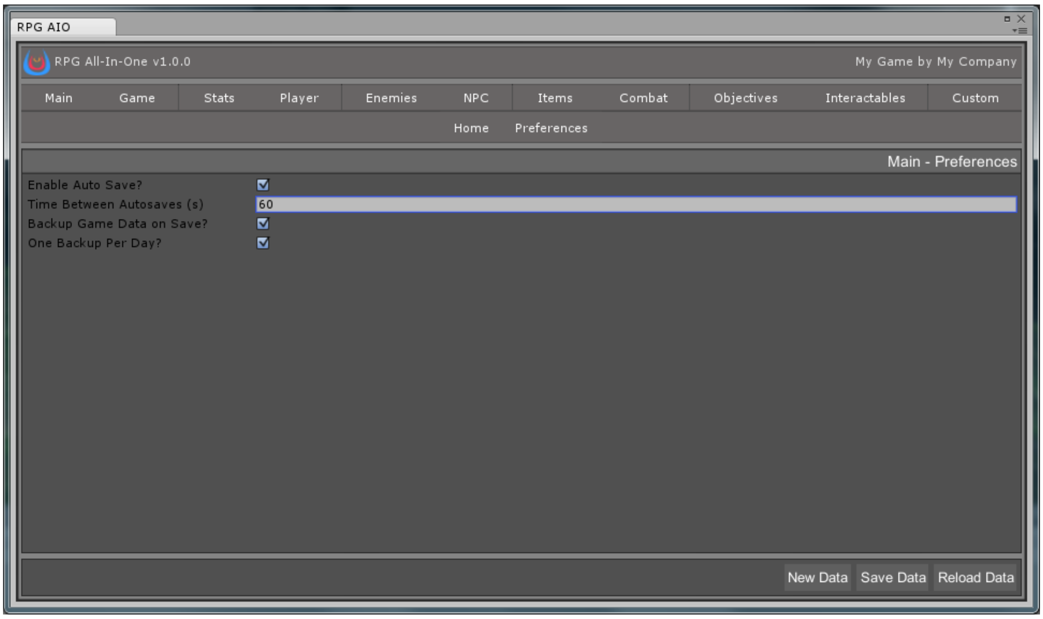
Check out how to get started with the RPG maker.

Don't know where to start? Import one of our example projects.

We’ll open the ‘Main’ menu option and choose ‘Preferences’



Then we can simply enable auto save, and set it to 60s

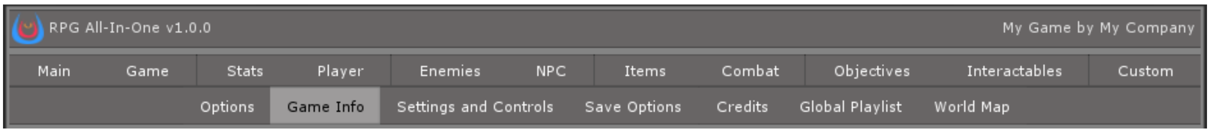


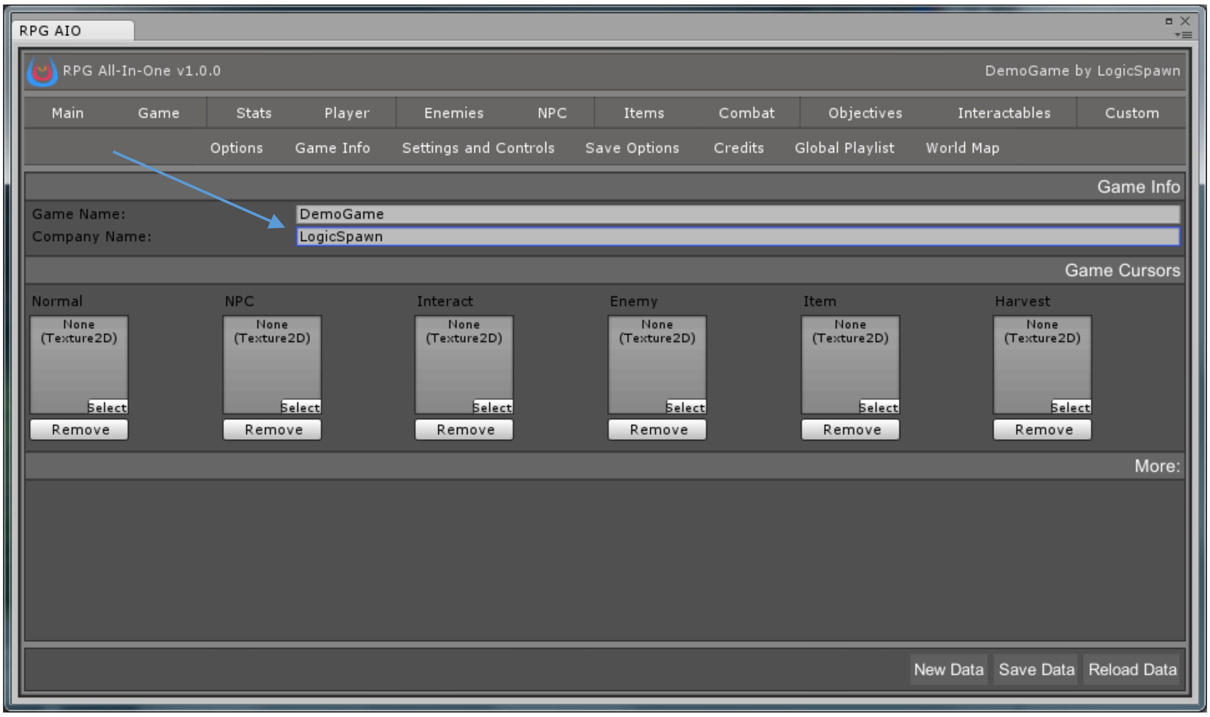
Enable Auto Save? ☑
Time Between Autosaves (s) 60
Backup Game Data on Save? ☑
One Backup Per Day? ☑

As you can see, you can also choose whether to back-up the game data every time we save, and whether or not we make just one backup a day. Depending on your game data you may not want more than 1 backup a day (the file size can add up if you’re game data is really huge)

Game Details

Let’s also set the name and company of our game, useful for the Main Menu by going to ‘Game’ and then ‘Game Info’





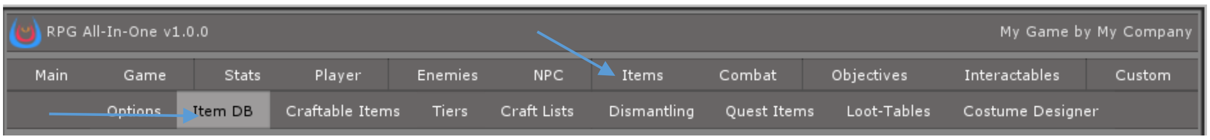
Game Name: DemoGame
Company Name: LogicSpawn

VI. Adding Game Data

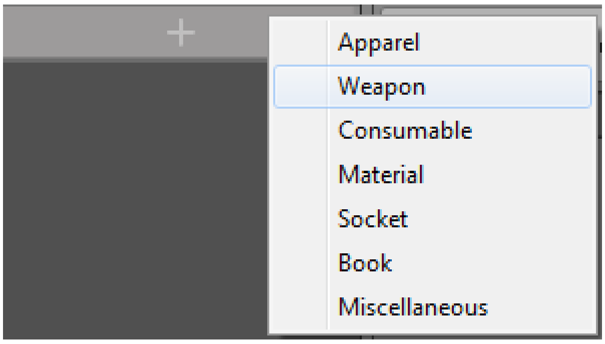
What's an RPG Game without data? Let's go ahead and add a few items, a loot table, a class and an enemy.

Items

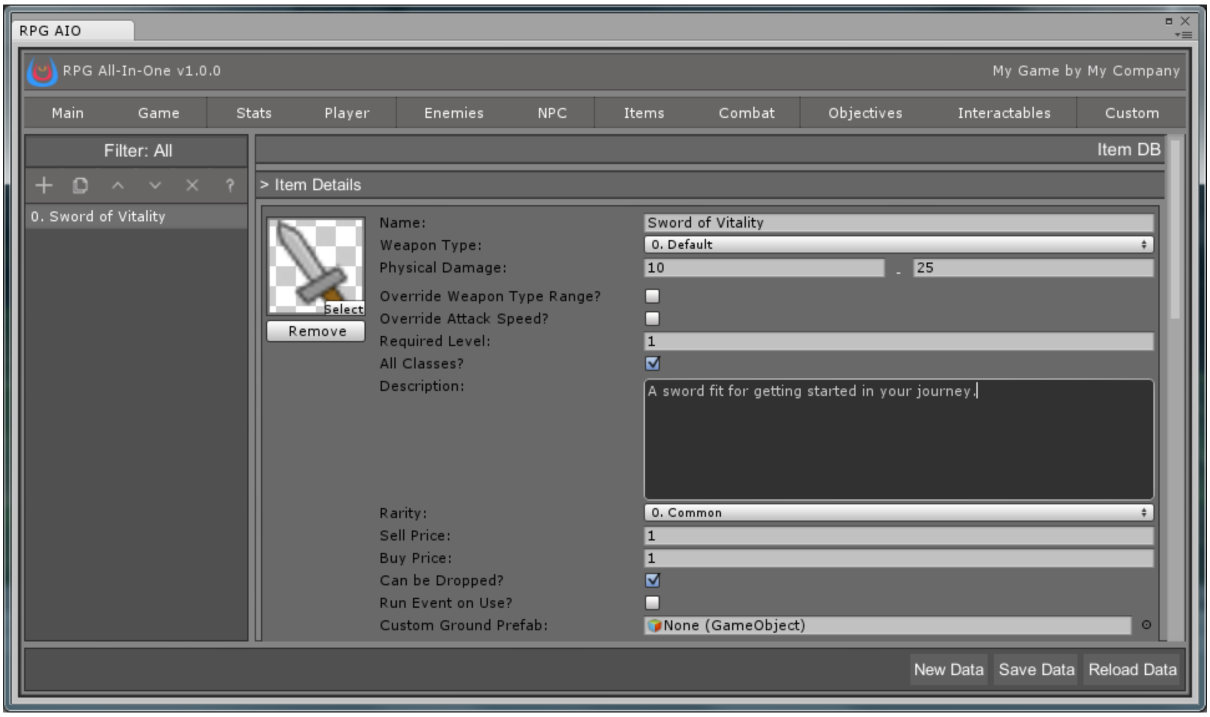
We can add items by selecting the 'Items' option on the menu, and then choosing 'Item Db'



We'll add a new item by clicking the + button and choosing Weapon



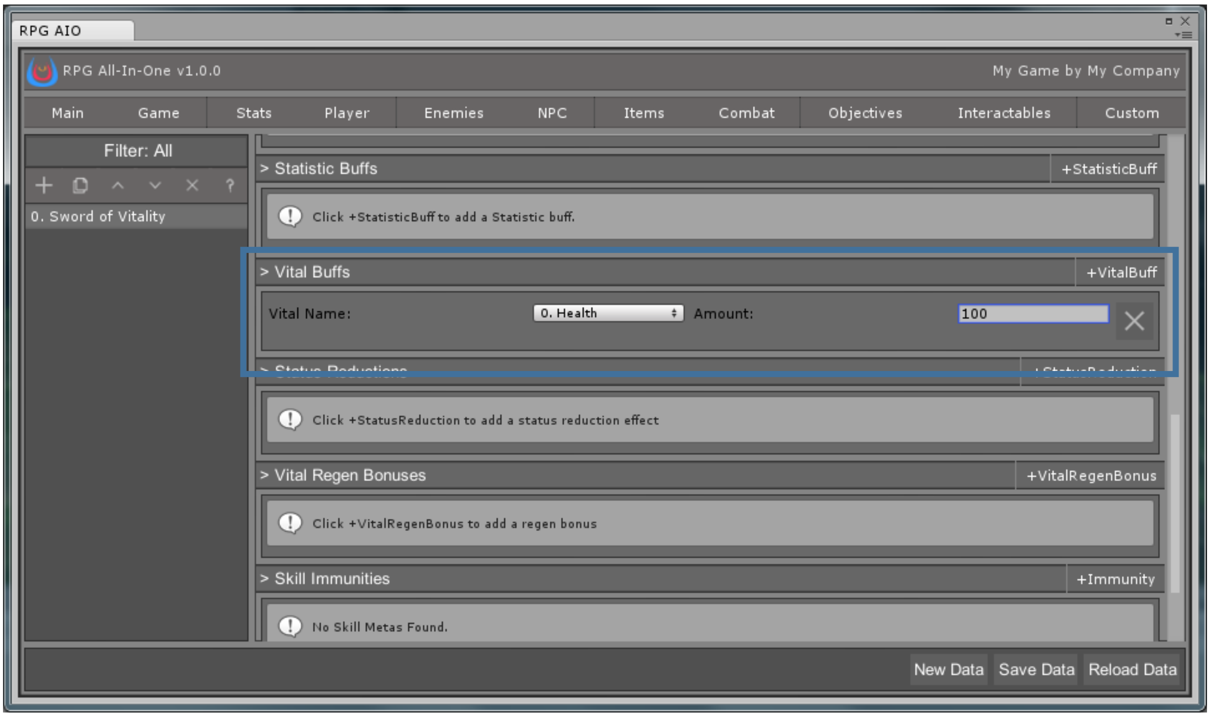
We’ll give it some basic properties for now: a name, 10-25 damage, an icon, and a short description and make it give our player 100 health. Here’s how it looks filled in:



0. Sword of Vitality

Name: Sword of Vitality
Weapon Type: 0. Default
Physical Damage: 10 - 25
Override Weapon Type Range? ☐
Override Attack Speed? ☐
Required Level: 1
All Classes? ☑
Description: A sword fit for getting started in your journey.
Rarity: 0. Common
Sell Price: 1
Buy Price: 1
Can be Dropped? ☑
Run Event on Use? ☐
Custom Ground Prefab: None (GameObject)

And we can scroll down to add the vital (health, mana, etc) buff:



0. Sword of Vitality

Click +StatisticBuff to add a Statistic buff.

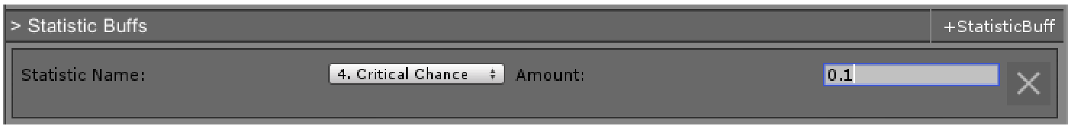
Vital Name: 0. Health Amount: 100

Click +StatusReduction to add a status reduction effect

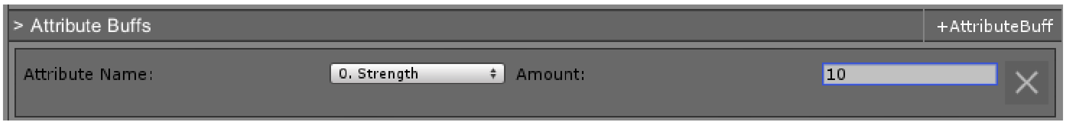
Click +VitalRegenBonus to add a regen bonus

No Skill Metas Found.

We'll repeat this process but instead we can make a sword which gives a statistic (critical chance, movement speed, etc.) buff of +10% critical chance and a sword which gives an attribute (Strength, Dexterity, etc.) buff of +10 strength.



Statistic Name: 4. Critical Chance Amount: 0.1

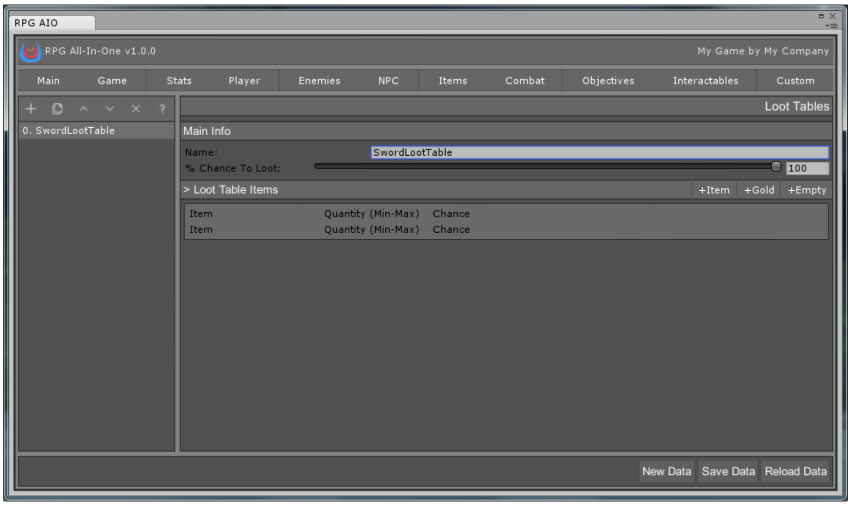


Attribute Name: 0. Strength Amount: 10

Loot Tables

Loot tables are a powerful way to handle the way items are dropped. Let's create one that gives a chance at gold, and the three swords we've made. You can open the loot tables by choosing the 'Loot-Tables' option under 'Items'

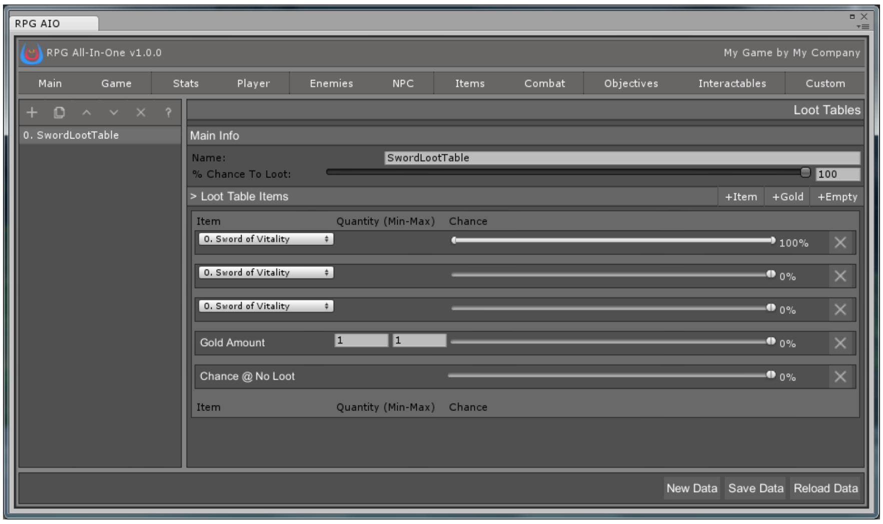
We'll add a new loot table by hitting the + button and give it a name.



Name: SwordLootTable

% Chance To Loot: 100

We can then add some loot options. We'll add 3 item loot options, 1 gold option and 1 empty – keeping the % chance to loot at 100.

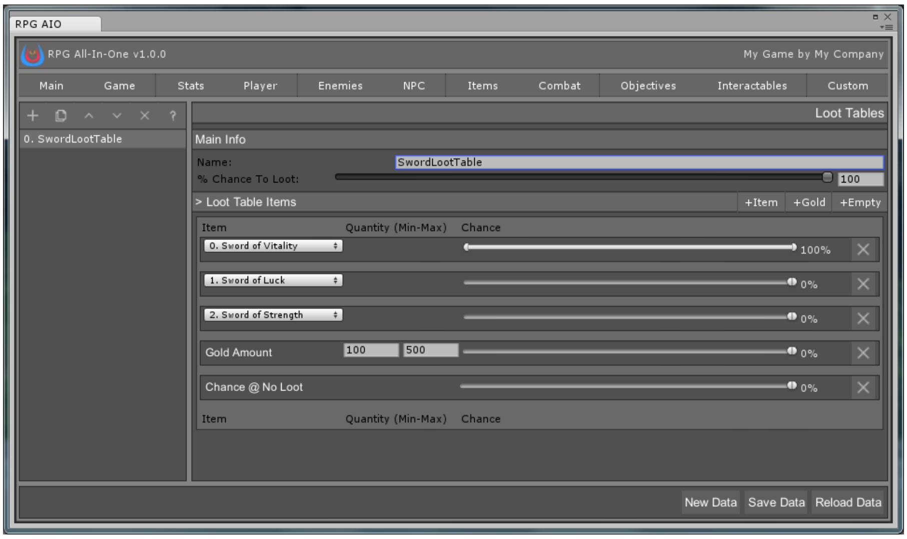


Name: SwordLootTable

% Chance To Loot: 100

Item	Quantity (Min-Max)	Chance
0. Sword of Vitality		100%
0. Sword of Vitality		0%
0. Sword of Vitality		0%
Gold Amount	1 1	0%
Chance @ No Loot		0%

Next, using the dropdowns and text-fields, we'll set the 3 items to the 3 swords we've made and the gold to 100-500.

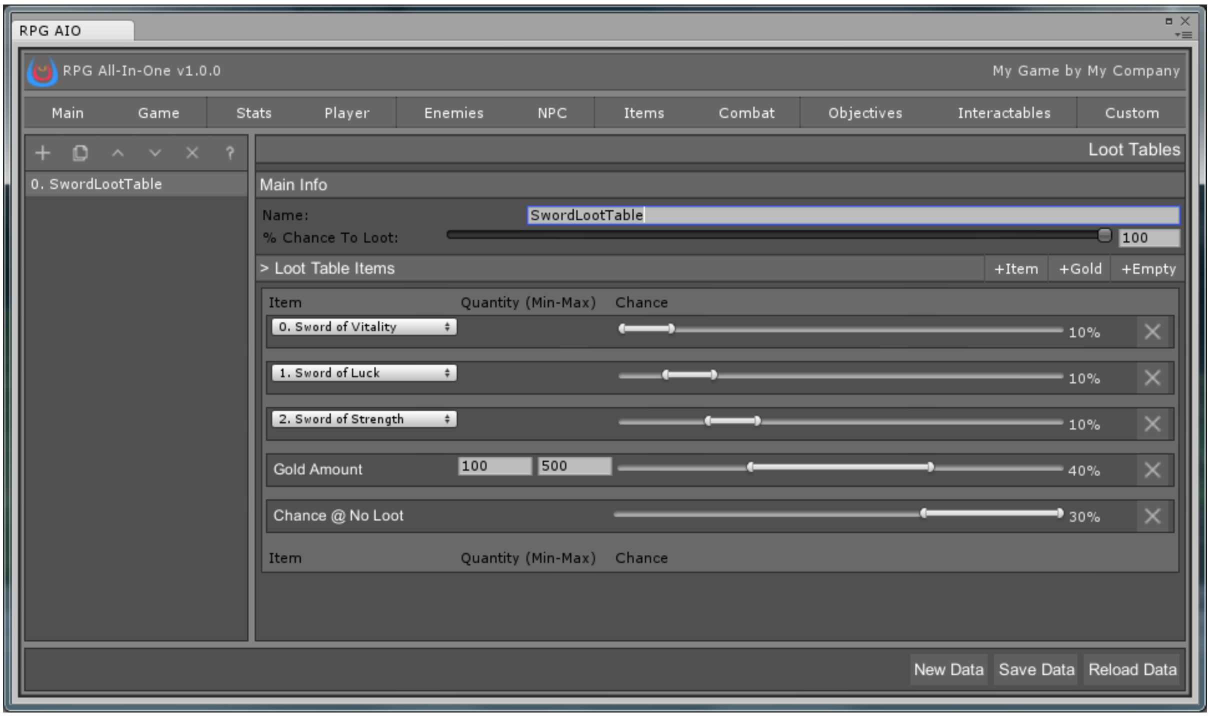


Name: SwordLootTable

% Chance To Loot: 100

Item	Quantity (Min-Max)	Chance
0. Sword of Vitality		100%
1. Sword of Luck		0%
2. Sword of Strength		0%
Gold Amount	100 500	0%
Chance @ No Loot		0%

Finally we'll adjust the sliders to set the percentages. Making it so the 3 swords each have a 10% chance to drop, gold a 40% chance and the chance of no loot being 30%.



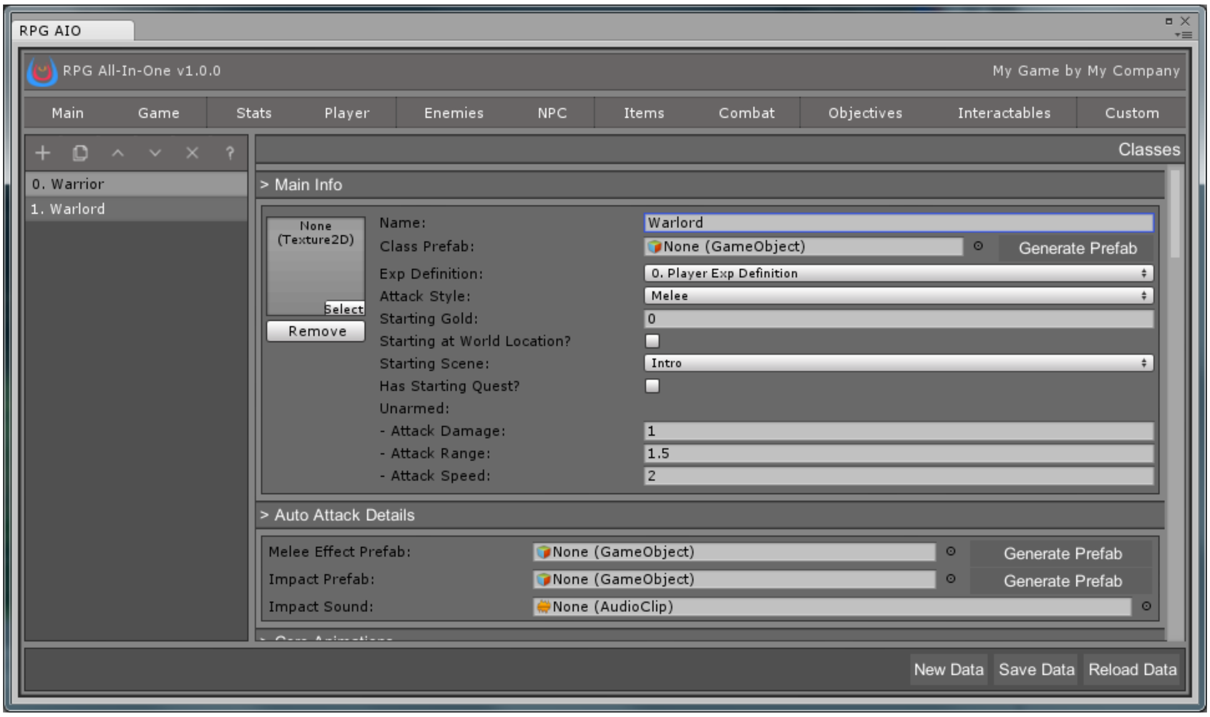
Name: SwordLootTable
% Chance To Loot: 100

Item	Quantity (Min-Max)	Chance
0. Sword of Vitality		10%
1. Sword of Luck		10%
2. Sword of Strength		10%
Gold Amount	100 500	40%
Chance @ No Loot		30%

Just like that we've created a loot table we can later assign to one of our enemies in the game.

Creating a class

Next let’s create a class in our game under ‘Player’ > ‘Classes’. We’ll add a new class by clicking the + button and give it a name. For now we’ll leave the rest as default.

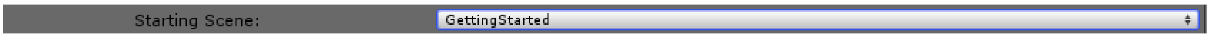


0. Warrior
1. Warlord

Name: Warlord
Class Prefab: None (GameObject)
Exp Definition: 0. Player Exp Definition
Attack Style: Melee
Starting Gold: 0
Starting at World Location? □
Starting Scene: Intro
Has Starting Quest? □
Unarmed:
- Attack Damage: 1
- Attack Range: 1.5
- Attack Speed: 2

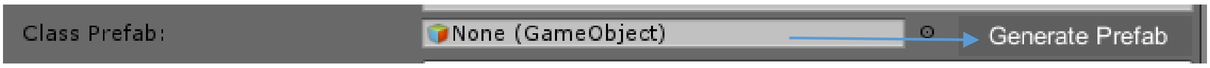
Melee Effect Prefab: None (GameObject)
Impact Prefab: None (GameObject)
Impact Sound: None (AudioClip)

Make sure to set our starting scene to a valid one (an actual game level, with our essentials), the getting started scene we created earlier as opposed to ‘Intro’:



Starting Scene: GettingStarted

Let’s then click Generate Prefab, to generate our class prefab.



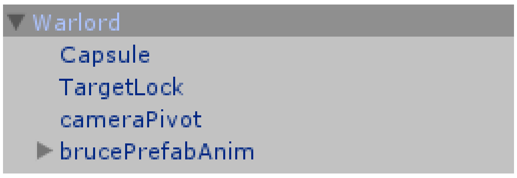
Class Prefab: None (GameObject)

This will generate the prefab that will be spawned for the player once they enter the level.

Note: We can rename the prefab to make it easier to find. Click the GameObject field and it will show you the prefab in the browser. You can then simply rename it and drag and drop it back into the GameObject field as once you rename it, it clears the field.

Selecting the prefab now in the scene, which I have renamed ‘Warlord’, you can then drag and drop your model as a child of the prefab:

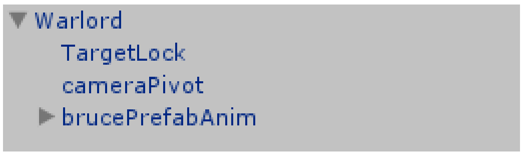
Here is the model, all it has attached on the parent is an animation component.



Warlord
Capsule
TargetLock
cameraPivot
brucePrefabAnim

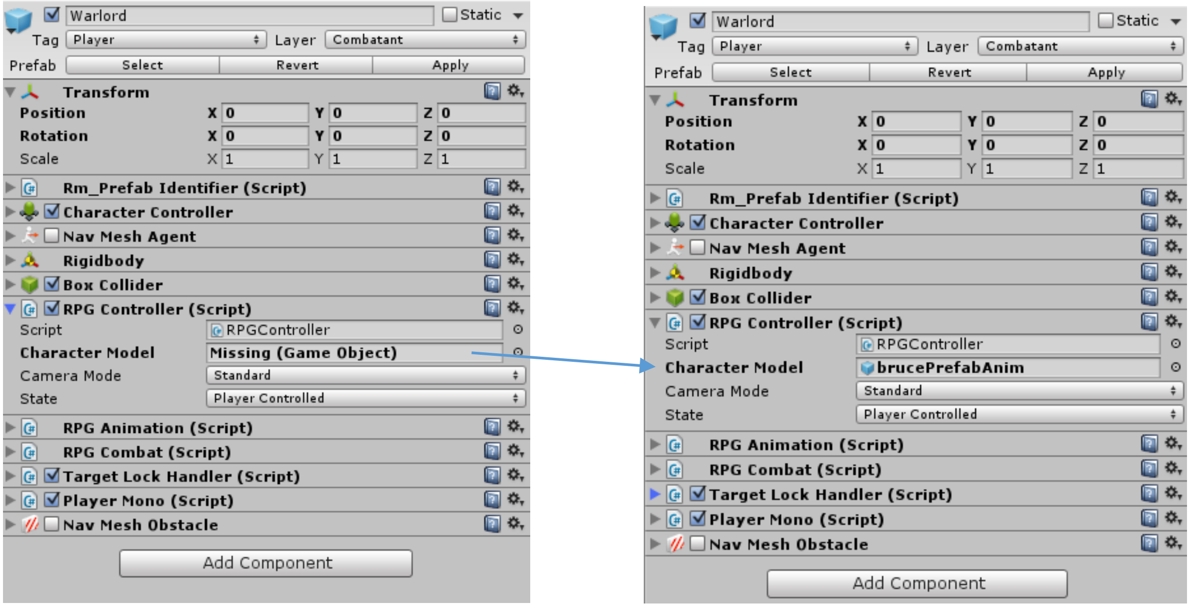
We can then remove the capsule model, as this is no longer required, and then reset the position and rotation of our model (brucePrefabAnim) and apply the prefab to save the changes.

We should end up with this:



Warlord
TargetLock
cameraPivot
brucePrefabAnim

Now select the Warlord gameobject (the parent) and we can assign the animationModel:

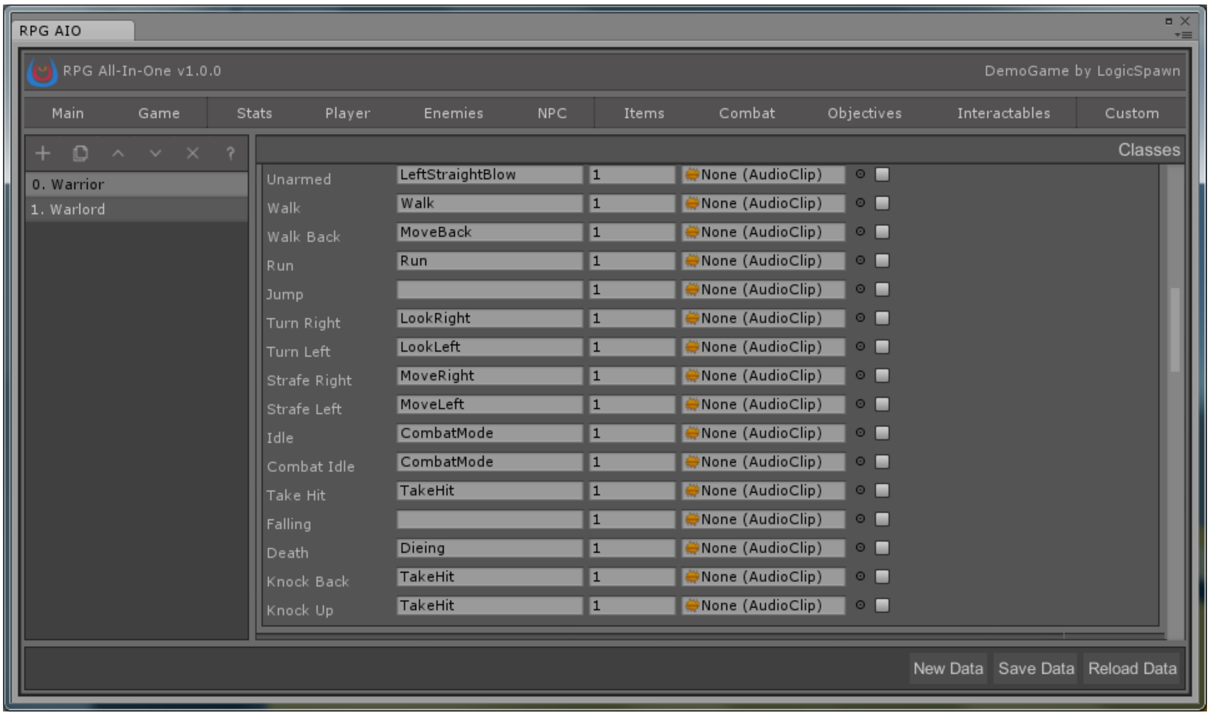


☑ Warlord □ Static
Tag Player Layer Combatant
Prefab Select Revert Apply
Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Rm_Prefab Identifier (Script)
☑ Character Controller
□ Nav Mesh Agent
Rigidbody
☑ Box Collider
☑ RPG Controller (Script)
Script RPGController
Character Model Missing (Game Object)
Camera Mode Standard
State Player Controlled
RPG Animation (Script)
RPG Combat (Script)
☑ Target Lock Handler (Script)
☑ Player Mono (Script)
□ Nav Mesh Obstacle
Add Component

☑ Warlord □ Static
Tag Player Layer Combatant
Prefab Select Revert Apply
Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Rm_Prefab Identifier (Script)
☑ Character Controller
□ Nav Mesh Agent
Rigidbody
☑ Box Collider
☑ RPG Controller (Script)
Script RPGController
Character Model brucePrefabAnim
Camera Mode Standard
State Player Controlled
RPG Animation (Script)
RPG Combat (Script)
☑ Target Lock Handler (Script)
☑ Player Mono (Script)
□ Nav Mesh Obstacle
Add Component

Once again click Apply to apply the prefab changes.

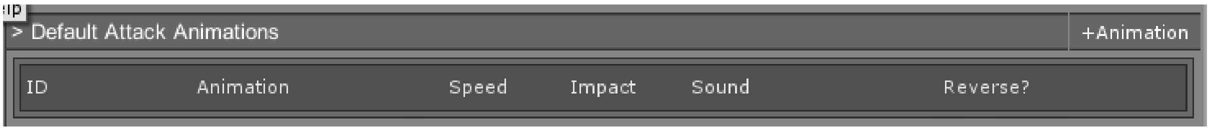
We can then go back to our RPGAIO menu with our brucePrefabAnim selected (as it has the animation component) and assign our animations:



0. Warrior
1. Warlord

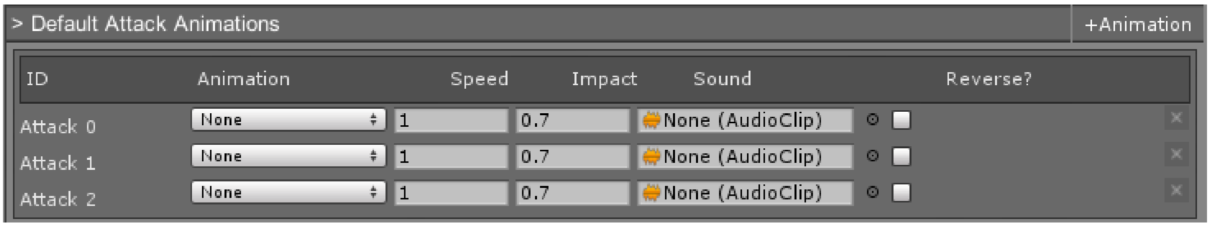
Unarmed	LeftStraightBlow	1	None (AudioClip)	☐
Walk	Walk	1	None (AudioClip)	☐
Walk Back	MoveBack	1	None (AudioClip)	☐
Run	Run	1	None (AudioClip)	☐
Jump		1	None (AudioClip)	☐
Turn Right	LookRight	1	None (AudioClip)	☐
Turn Left	LookLeft	1	None (AudioClip)	☐
Strafe Right	MoveRight	1	None (AudioClip)	☐
Strafe Left	MoveLeft	1	None (AudioClip)	☐
Idle	CombatMode	1	None (AudioClip)	☐
Combat Idle	CombatMode	1	None (AudioClip)	☐
Take Hit	TakeHit	1	None (AudioClip)	☐
Falling		1	None (AudioClip)	☐
Death	Dieing	1	None (AudioClip)	☐
Knock Back	TakeHit	1	None (AudioClip)	☐
Knock Up	TakeHit	1	None (AudioClip)	☐

If we scroll down further we can then apply some attack animations as well:



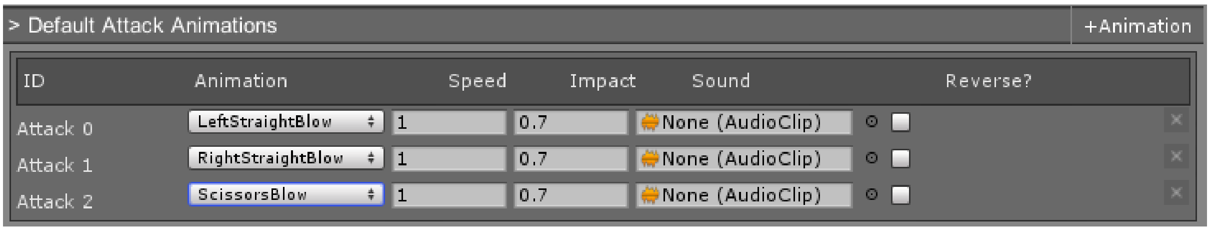
ID	Animation	Speed	Impact	Sound	Reverse?

Let’s click +Animation a few times:



ID	Animation	Speed	Impact	Sound	Reverse?
Attack 0	None	1	0.7	None (AudioClip)	☐
Attack 1	None	1	0.7	None (AudioClip)	☐
Attack 2	None	1	0.7	None (AudioClip)	☐

And then assign some animations

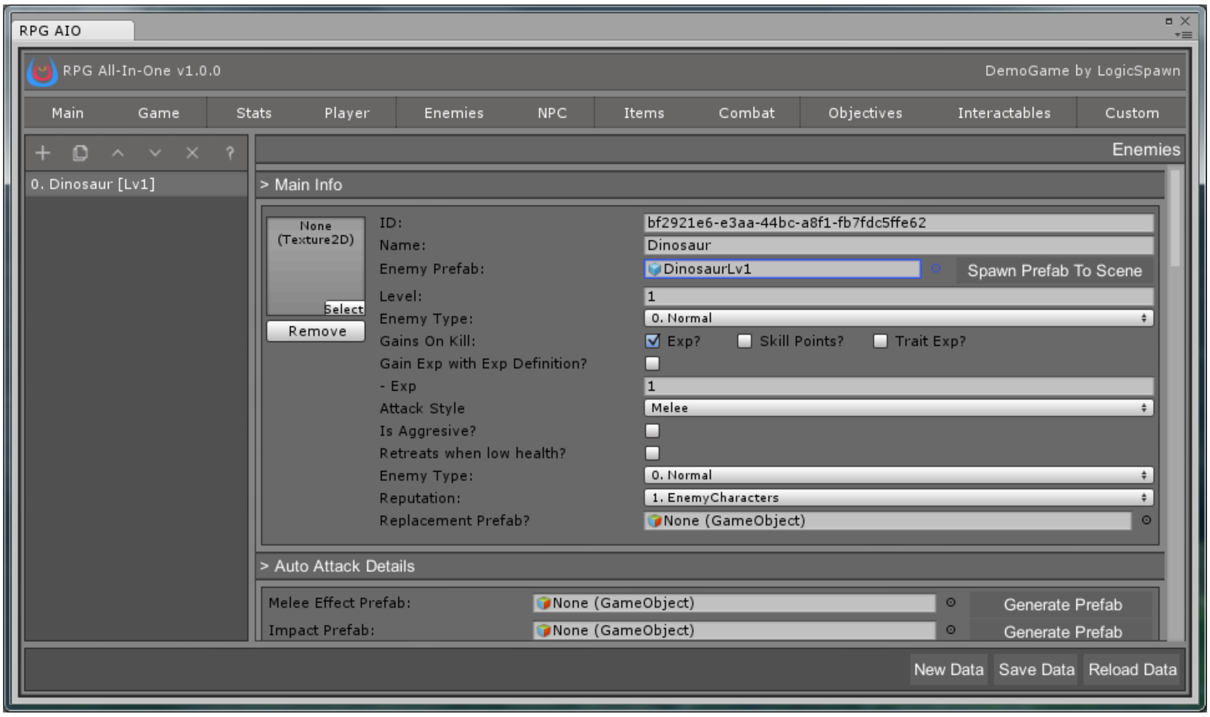


ID	Animation	Speed	Impact	Sound	Reverse?
Attack 0	LeftStraightBlow	1	0.7	None (AudioClip)	☐
Attack 1	RightStraightBlow	1	0.7	None (AudioClip)	☐
Attack 2	ScissorsBlow	1	0.7	None (AudioClip)	☐

Hit save data, and for now, we’re done with creating our class.

Creating an enemy

Creating the game data and prefab for an enemy is almost exactly the same, but we’ll cover it again briefly. First add a new enemy by going to ‘Enemies > Enemies’, give it a name and click generate prefab.



0. Dinosaur [Lv1]

> Main Info

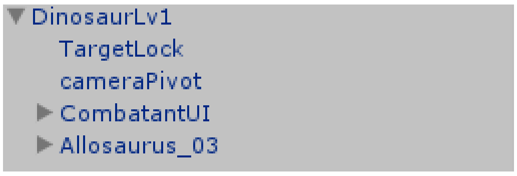
None (Texture2D)

ID:	bf2921e6-e3aa-44bc-a8f1-fb7fdc5ffe62
Name:	Dinosaur
Enemy Prefab:	DinosaurLv1
Level:	1
Enemy Type:	0. Normal
Gains On Kill:	☑ Exp? ☐ Skill Points? ☐ Trait Exp?
Gain Exp with Exp Definition?	☐
- Exp	1
Attack Style	Melee
Is Aggresive?	☐
Retreats when low health?	☐
Enemy Type:	0. Normal
Reputation:	1. EnemyCharacters
Replacement Prefab?	None (GameObject)

> Auto Attack Details

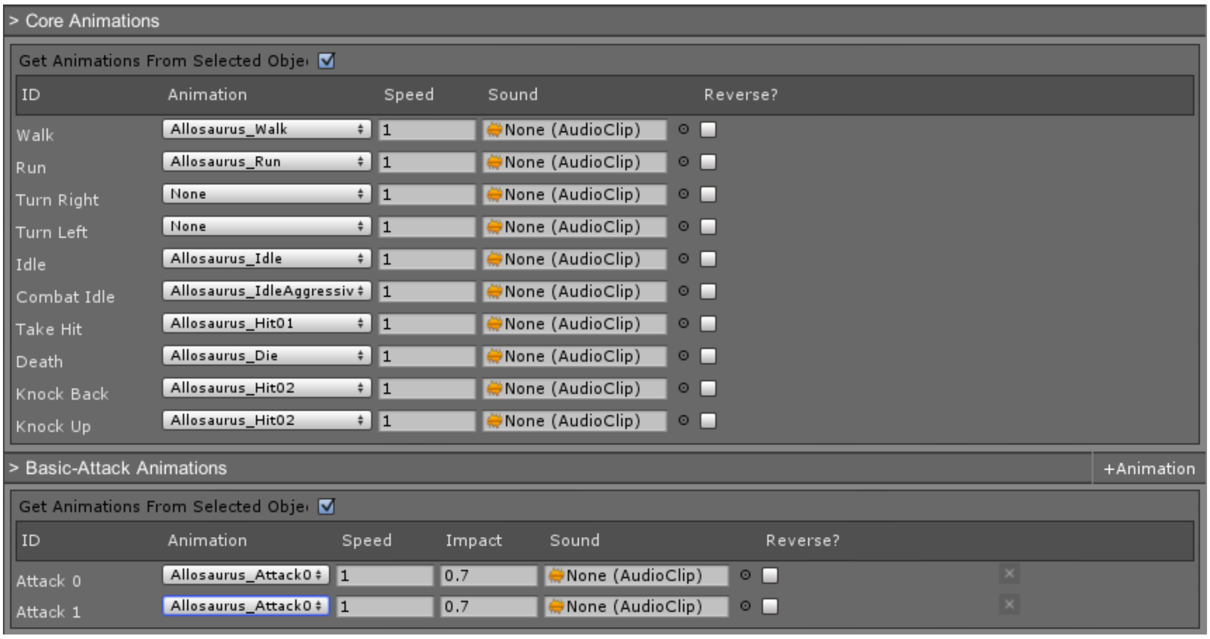
Melee Effect Prefab:	None (GameObject)
Impact Prefab:	None (GameObject)

Just like our class prefab, we can drag and drop our enemy model with animations as a child of the new prefab in the scene deleting the capsule. Just like before I’ve renamed it and reassigned it to the ‘Enemy Prefab’ field.



```
▼ DinosaurLv1
    TargetLock
    cameraPivot
  ▶ CombatantUI
  ▶ Allosaurus_03
```

Once again assign the model (Allosaurus_03) as the animation model, apply the prefab changes and select the model so we can use it’s animations. Once we’re done adding some the core and basic attack animations we can set up more details:



> Core Animations

Get Animations From Selected Obje ☑

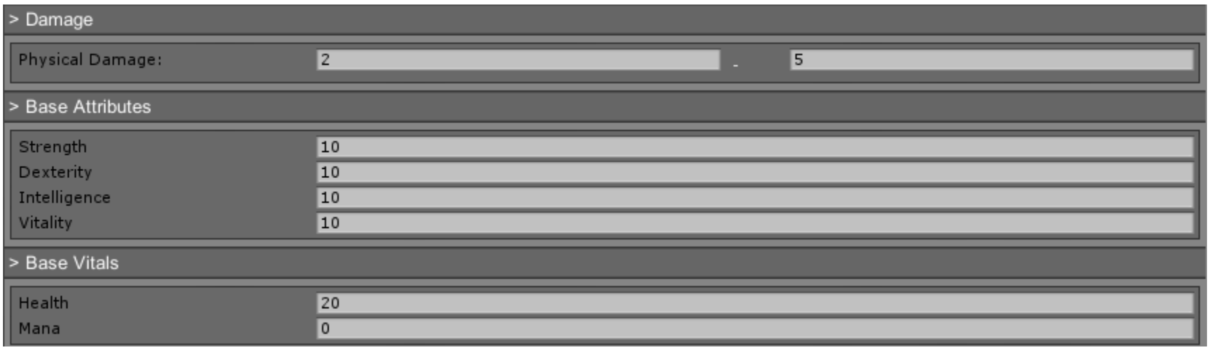
ID	Animation	Speed	Sound	Reverse?
Walk	Allosaurus_Walk	1	None (AudioClip)	☐
Run	Allosaurus_Run	1	None (AudioClip)	☐
Turn Right	None	1	None (AudioClip)	☐
Turn Left	None	1	None (AudioClip)	☐
Idle	Allosaurus_Idle	1	None (AudioClip)	☐
Combat Idle	Allosaurus_IdleAggressiv	1	None (AudioClip)	☐
Take Hit	Allosaurus_Hit01	1	None (AudioClip)	☐
Death	Allosaurus_Die	1	None (AudioClip)	☐
Knock Back	Allosaurus_Hit02	1	None (AudioClip)	☐
Knock Up	Allosaurus_Hit02	1	None (AudioClip)	☐

> Basic-Attack Animations

Get Animations From Selected Obje ☑

ID	Animation	Speed	Impact	Sound	Reverse?
Attack 0	Allosaurus_Attack0	1	0.7	None (AudioClip)	☐
Attack 1	Allosaurus_Attack0	1	0.7	None (AudioClip)	☐

Let’s scroll down the enemy definition and change the damage of the enemy to 2-5 and the health of the enemy to 20:



> Damage

Physical Damage: 2 - 5

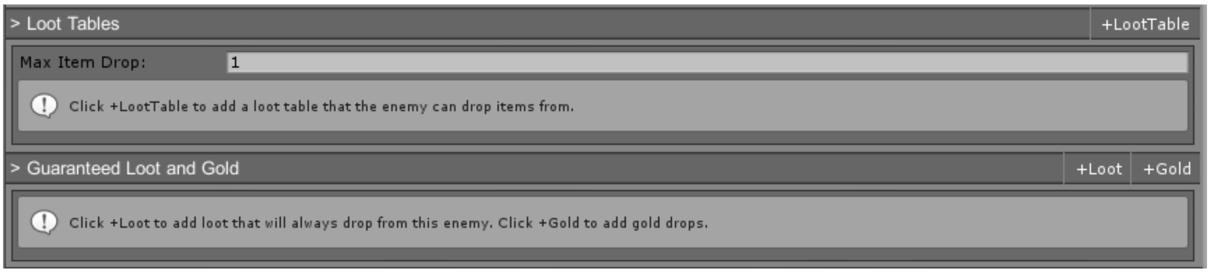
> Base Attributes

Strength 10
Dexterity 10
Intelligence 10
Vitality 10

> Base Vitals

Health 20
Mana 0

If we scroll down further we can see the loot options:



> Loot Tables

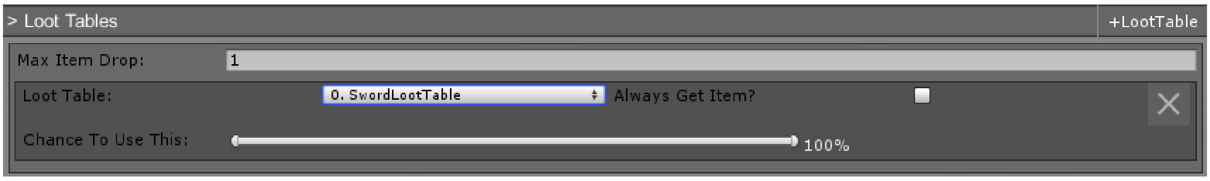
Max Item Drop: 1

Click +LootTable to add a loot table that the enemy can drop items from.

> Guaranteed Loot and Gold

Click +Loot to add loot that will always drop from this enemy. Click +Gold to add gold drops.

Let’s assign the loot table we created earlier, and leave the guaranteed loot as default. We can do this by clicking the +LootTable button and choosing our loot table from the drop-down. We have some additional options to customise here, such as always getting an item (simply ignores the loot table’s % chance of loot, so you can still get an empty item) or the chance of using that loot table (if we have multiple loot tables assigned to an enemy) but we’ll leave them default for now.



Max Item Drop: 1

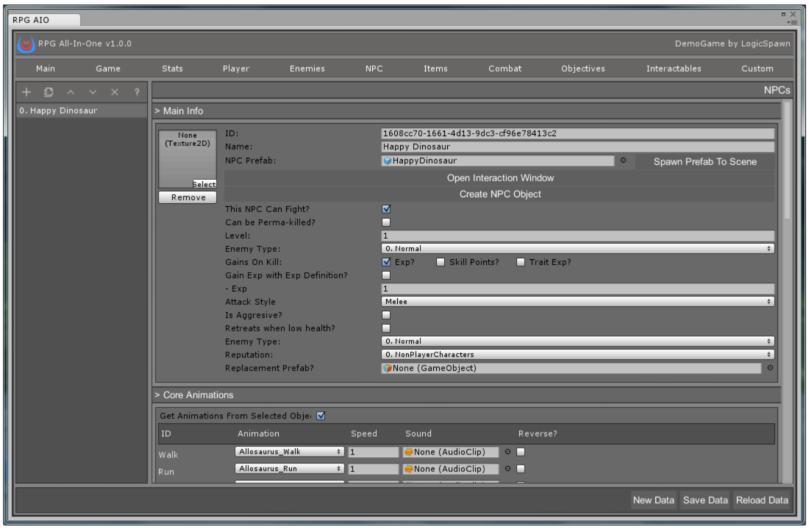
Loot Table: 0. SwordLootTable Always Get Item? ☐

Chance To Use This: 100%

That’s it for game data for now!

Creating an NPC

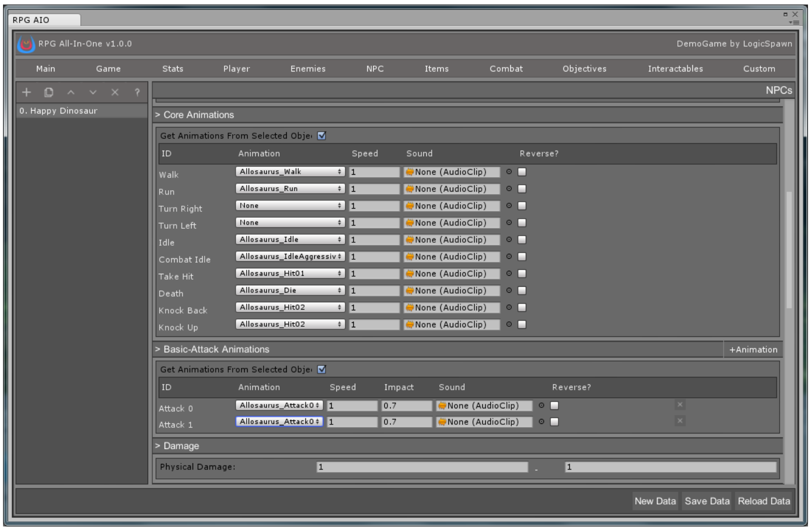
Good news, creating an NPC is exact same process as classes and enemies. So go ahead and add a new NPC definition under NPC > NPCs, giving it a name and generating a prefab. Assign your character model to the NPC under its parent, delete the capsule and assign the character model to the RPG Controller component:



ID: 1608cc70-1661-4d13-9dc3-cf96e78413c2
Name: Happy Dinosaur
NPC Prefab: HappyDinosaur
This NPC Can Fight? ☑
Can be Perma-killed? ☐
Level: 1
Enemy Type: 0. Normal
Gains On Kill: ☑ Exp? ☐ Skill Points? ☐ Trait Exp?
Gain Exp with Exp Definition? ☐
- Exp 1
Attack Style Melee
Is Aggresive? ☐
Retreats when low health? ☐
Enemy Type: 0. Normal
Reputation: 0. NonPlayerCharacters
Replacement Prefab? None (GameObject)

Get Animations From Selected Obje ☑

ID	Animation	Speed	Sound	Reverse?
Walk	Allosaurus_Walk	1	None (AudioClip)	☐
Run	Allosaurus_Run	1	None (AudioClip)	☐



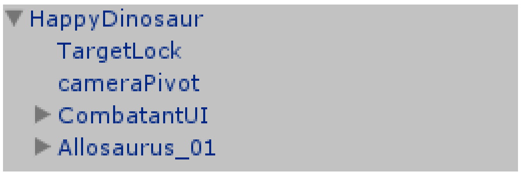
Get Animations From Selected Obje ☑

ID	Animation	Speed	Sound	Reverse?
Walk	Allosaurus_Walk	1	None (AudioClip)	☐
Run	Allosaurus_Run	1	None (AudioClip)	☐
Turn Right	None	1	None (AudioClip)	☐
Turn Left	None	1	None (AudioClip)	☐
Idle	Allosaurus_Idle	1	None (AudioClip)	☐
Combat Idle	Allosaurus_IdleAggressiv	1	None (AudioClip)	☐
Take Hit	Allosaurus_Hit01	1	None (AudioClip)	☐
Death	Allosaurus_Die	1	None (AudioClip)	☐
Knock Back	Allosaurus_Hit02	1	None (AudioClip)	☐
Knock Up	Allosaurus_Hit02	1	None (AudioClip)	☐

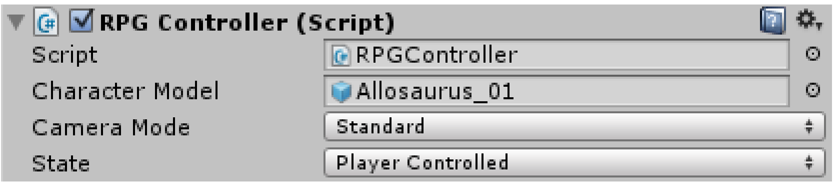
Get Animations From Selected Obje ☑

ID	Animation	Speed	Impact	Sound	Reverse?
Attack 0	Allosaurus_Attack0	1	0.7	None (AudioClip)	☐
Attack 1	Allosaurus_Attack0	1	0.7	None (AudioClip)	☐

Physical Damage: 1 - 1



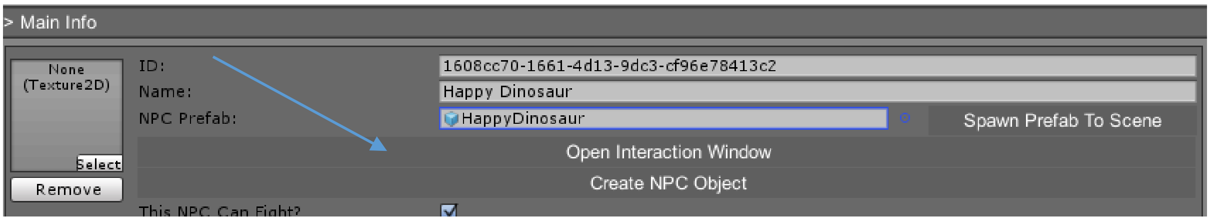
▼ HappyDinosaur
    TargetLock
    cameraPivot
  ▶ CombatantUI
  ▶ Allosaurus_01



▼ ☑ RPG Controller (Script)

Script	RPGController
Character Model	Allosaurus_01
Camera Mode	Standard
State	Player Controlled

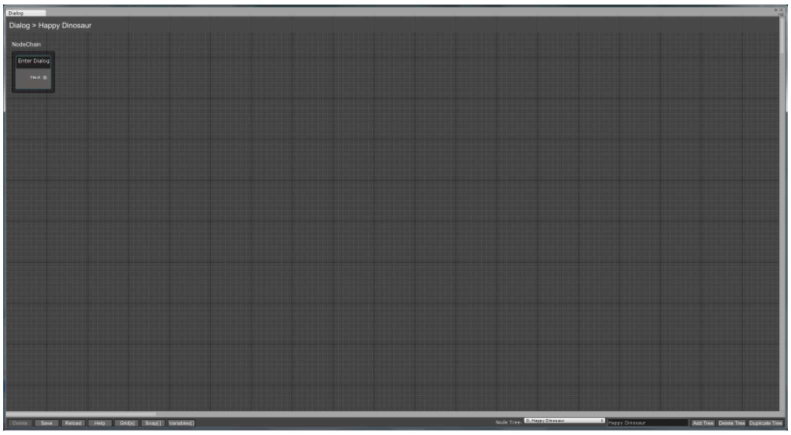
Next let’s give our NPC some basic dialog, first click ‘Open Interaction Window’



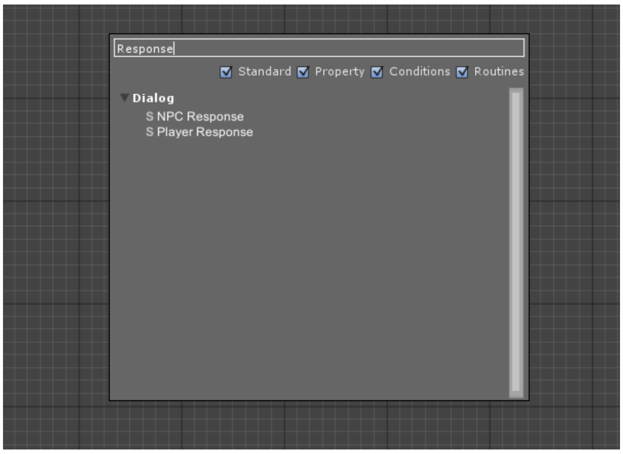
> Main Info

ID:	1608cc70-1661-4d13-9dc3-cf96e78413c2
Name:	Happy Dinosaur
NPC Prefab:	HappyDinosaur
This NPC Can Fight?	☑

This will open up our RPG Node Editor. If the enter dialog button is in the corner, just drag it out into the main area:



Let’s go ahead begin creating our dialog, first we’ll need an NPC response. To add a node simply right click an empty area. You can begin typing straight away to search through the available nodes. Type in: ‘Response’ and you should see ‘NPC Response’ and ‘Player Response’ listed. We’ll be using both of these.

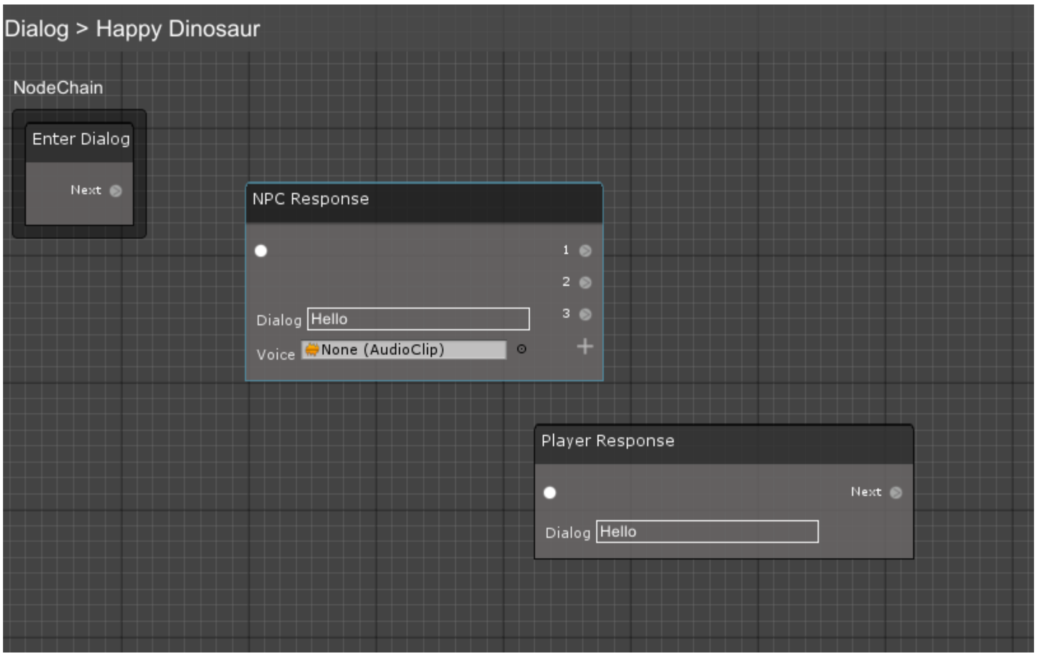


Response

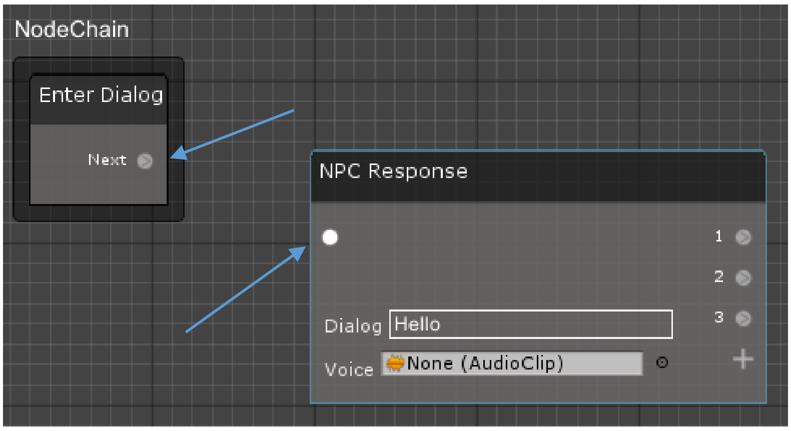
☑ Standard ☑ Property ☑ Conditions ☑ Routines

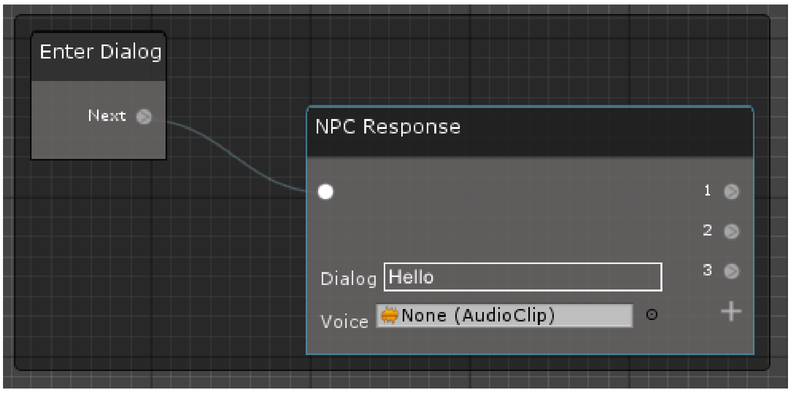
▼ Dialog
  S NPC Response
  S Player Response

Click NPC Reponse and it will create a node roughly where your mouse was placed when you right click. Let’s repeat this and instead add a Player Response node, so we have this:

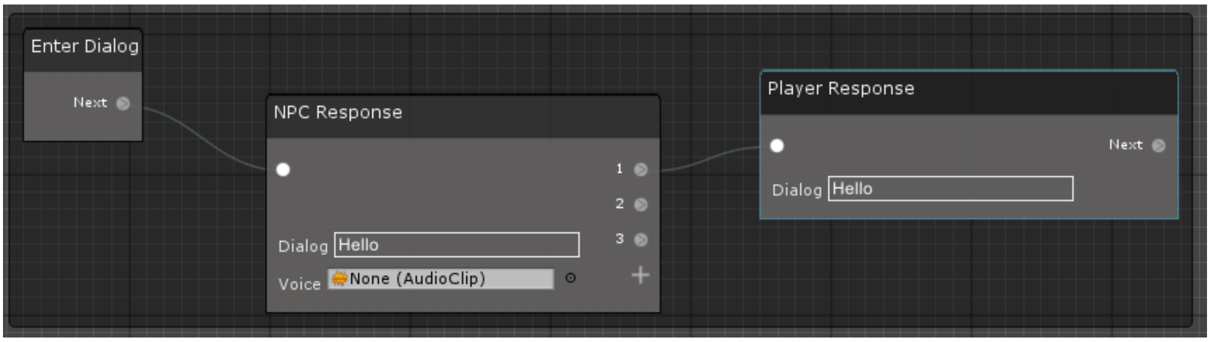


To link nodes, simply click on a grey circle with a ‘>’ and then click on a white circle to link:





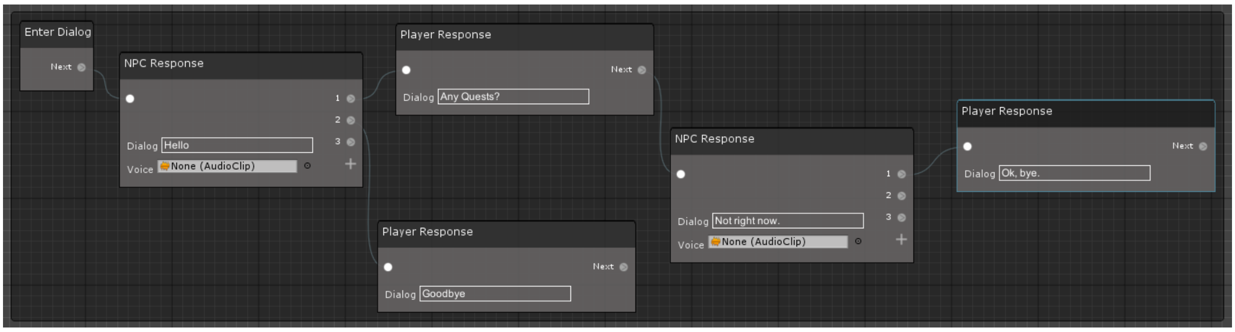
Let’s also link our NPC Response to one of our available player responses:



NPC Response – Dialog: Hello; Voice: None (AudioClip)

Player Response – Dialog: Hello

By doing this, and adding more nodes, we can create a simple dialog:



NPC Response – Dialog: Hello; Voice: None (AudioClip)

Player Response – Dialog: Any Quests?

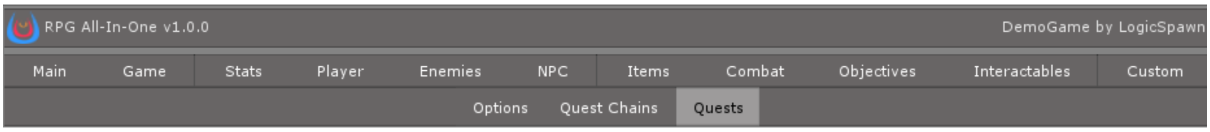
Player Response – Dialog: Goodbye

NPC Response – Dialog: Not right now.; Voice: None (AudioClip)

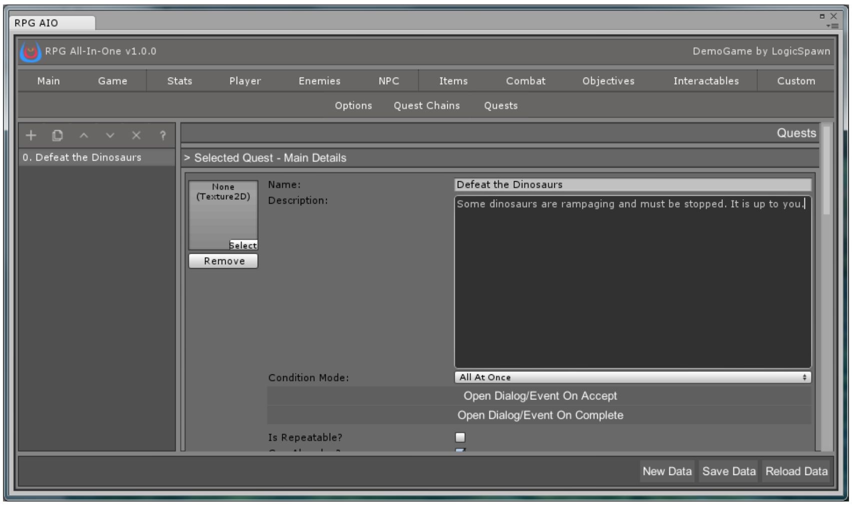
Player Response – Dialog: Ok, bye.

VII. Creating a Quest

Let’s finish us by giving the player something to do. In the RPGAIO menu, let’s add a new quest and give it a name by going to Objectives > Quests:



Add the new quest by clicking the + button and give it a name and description:



0. Defeat the Dinosaurs

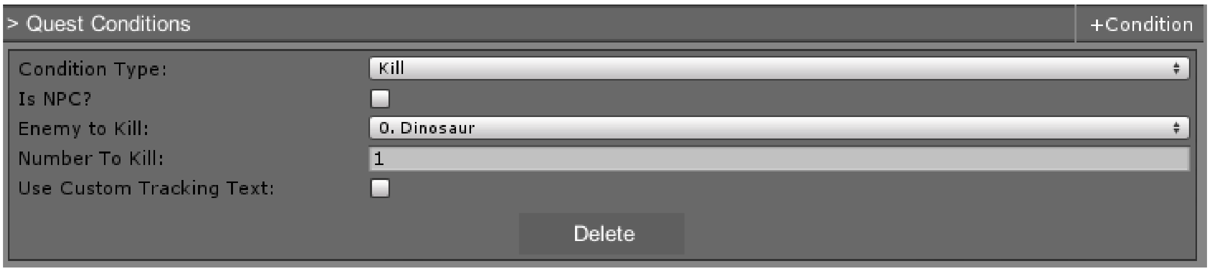
Name: Defeat the Dinosaurs

Description: Some dinosaurs are rampaging and must be stopped. It is up to you.

Condition Mode: All At Once

Is Repeatable? □

Next let’s add some conditions to complete this quest. Scroll down to quest conditions and click the +Condition button to add a new condition:



Condition Type: Kill

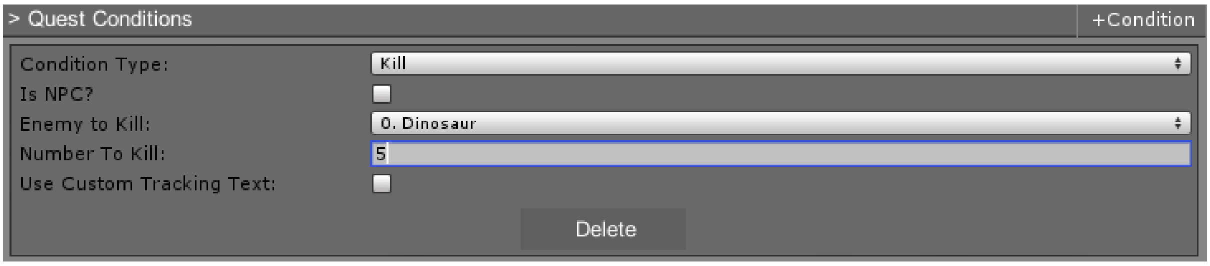
Is NPC? ☐

Enemy to Kill: 0. Dinosaur

Number To Kill: 1

Use Custom Tracking Text: ☐

For now we’ll keep it to a kill quest. As we only have 1 enemy at the moment, it luckily defaults to our Dinosaur enemy. Let’s change the amount to kill to 5.



Condition Type: Kill

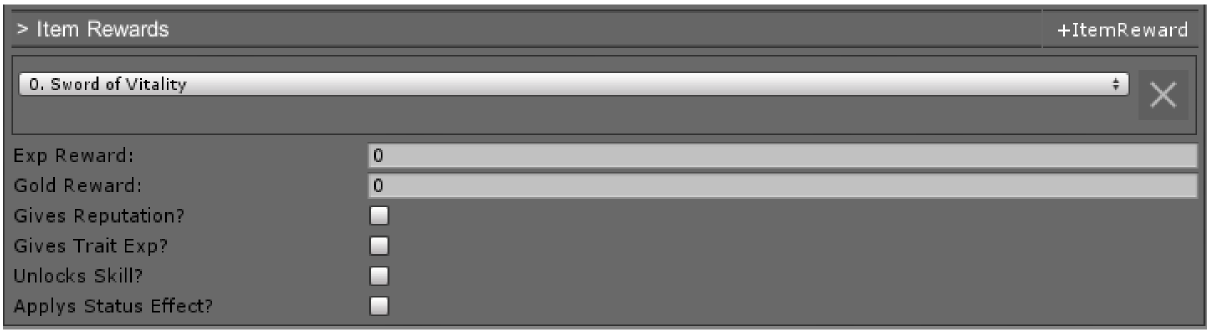
Is NPC? ☐

Enemy to Kill: 0. Dinosaur

Number To Kill: 5

Use Custom Tracking Text: ☐

Let’s now add some rewards for completing this quest, scroll down to the rewards section and click +ItemReward. Choose the Sword of Vitality, just in case our player doesn’t manage to get one as a drop!



0. Sword of Vitality

Exp Reward: 0

Gold Reward: 0

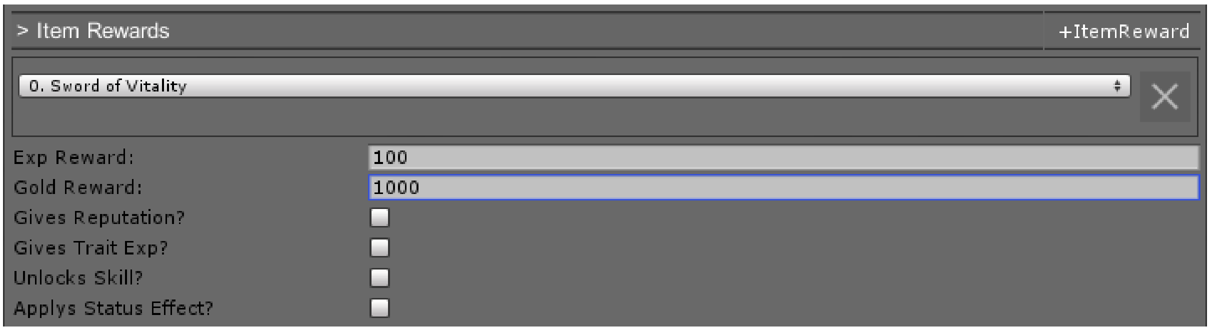
Gives Reputation? ☐

Gives Trait Exp? ☐

Unlocks Skill? ☐

Applys Status Effect? ☐

Let’s also give the player 100 experience, and 1000 gold.



0. Sword of Vitality

Exp Reward: 100

Gold Reward: 1000

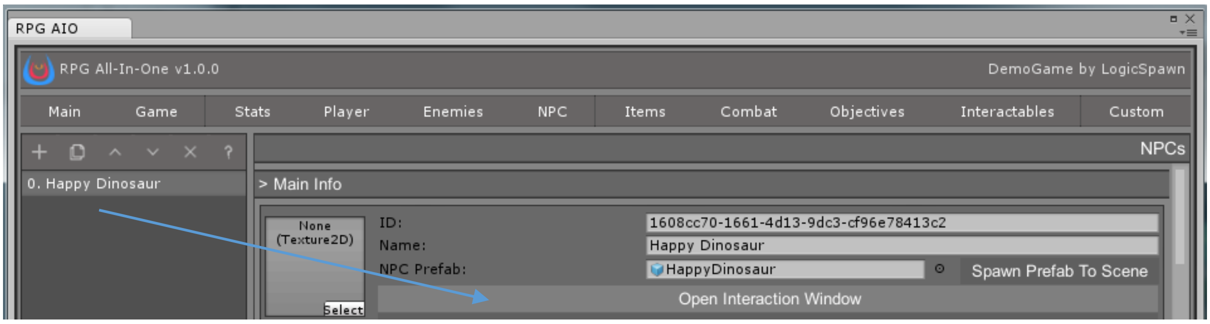
Gives Reputation? ☐

Gives Trait Exp? ☐

Unlocks Skill? ☐

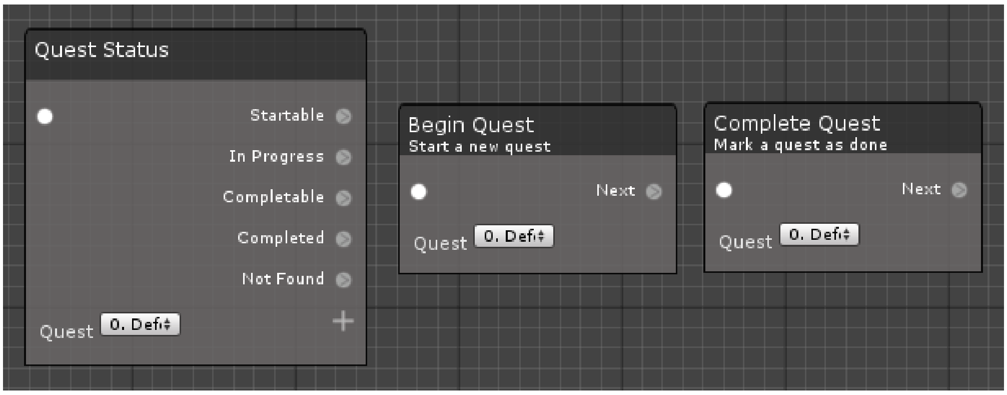
Applys Status Effect? ☐

Just like that we've created a quest. Let's now add it into the game by going back to our NPC we created earlier and opening his interaction window:

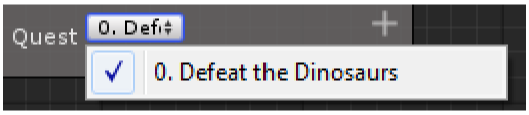


ID: 1608cc70-1661-4d13-9dc3-cf96e78413c2
Name: Happy Dinosaur
NPC Prefab: HappyDinosaur

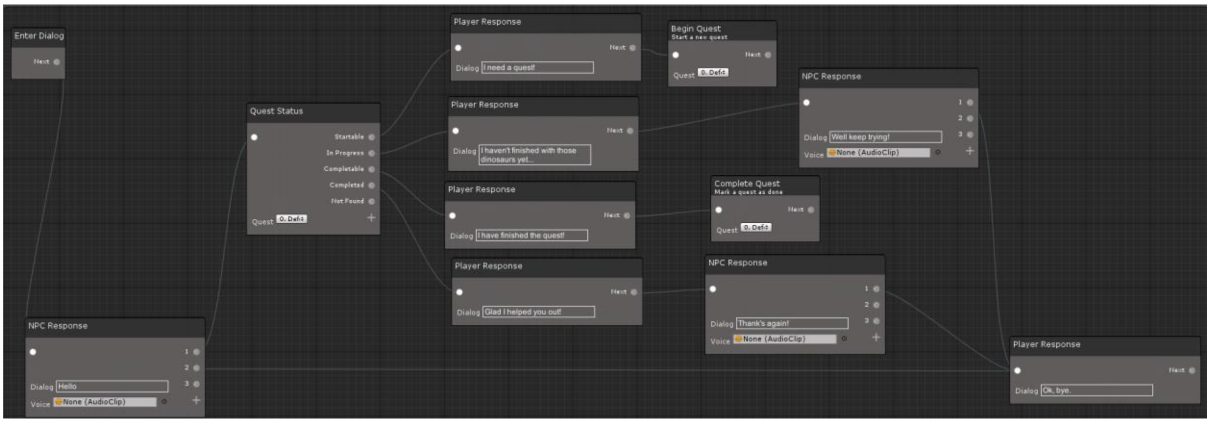
If we right click and search for nodes, we can add a new one called 'Quest Status' to check what the status of a quest is. Begin Quest to start a quest, and Complete Quest, to finish a quest once conditions are met.



Let's integrate these into our dialog so it reacts accordingly, the quest we're checking has already been set to 'Defeat the Dinosaurs' for all 3 nodes, if not, set it with the drop down:



Let's now create some dialog:



NPC Response — Dialog: Hello

Player Response — Dialog: I need a quest!

Player Response — Dialog: I haven't finished with those dinosaurs yet...

Player Response — Dialog: I have finished the quest!

Player Response — Dialog: Glad I helped you out!

NPC Response — Dialog: Well keep trying!

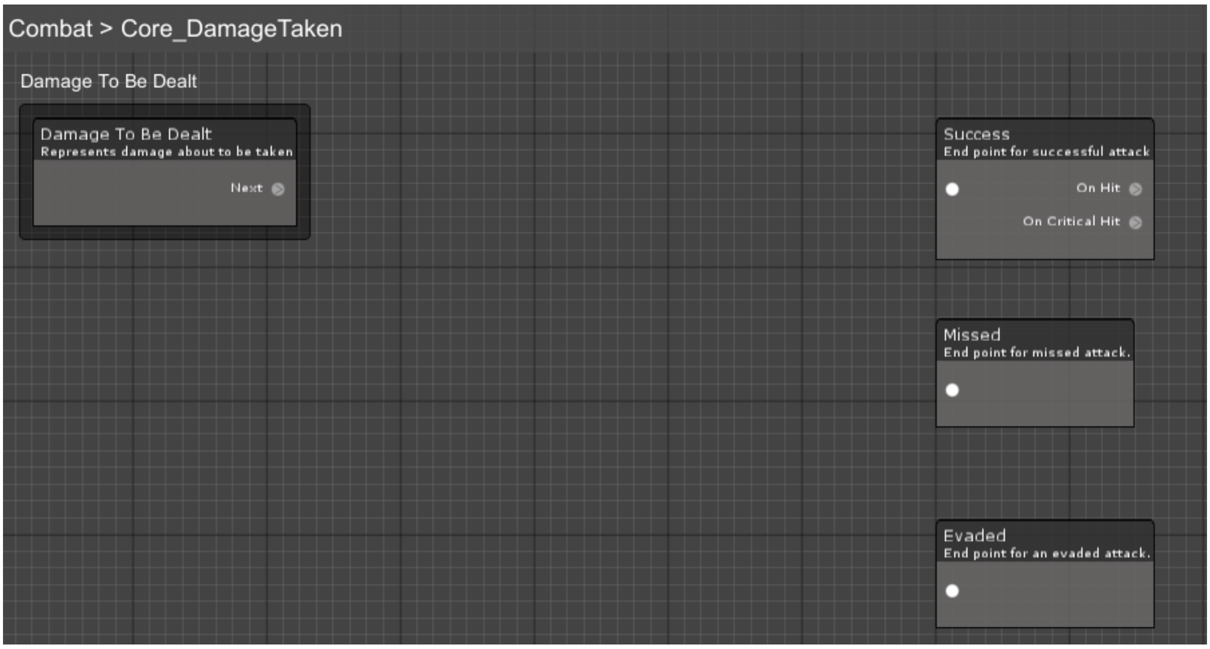
NPC Response — Dialog: Thank's again!

Player Response — Dialog: Ok, bye.

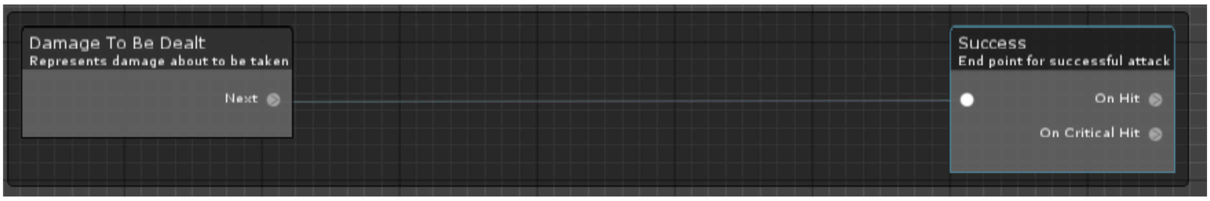
When we speak to the NPC, we'll have different responses depending on our status with the quest. Complete Quest is only accessible if the quest status is completable (conditions met, but not turned in). We can also notice that multiple NPC Responses go to our 'Ok, Bye' response as well as the Begin Quest and Complete Quest not requiring any player responses after it. Though you could continue by adding an NPC response after them if you decided to.

VIII. Putting it all together

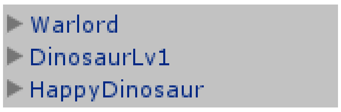
Before we put our characters in our scenes, be sure to check your combat nodes are setup correctly. Open the Combat node window by clicking the icon on the toolbar or LogicSpawn RPG All In One > Node Editors > Combat:


Combat > Core_DamageTaken
Damage To Be Dealt
Damage To Be Dealt
Represents damage about to be taken
Next
Success
End point for successful attack
On Hit
On Critical Hit
Missed
End point for missed attack.
Evaded
End point for an evaded attack.

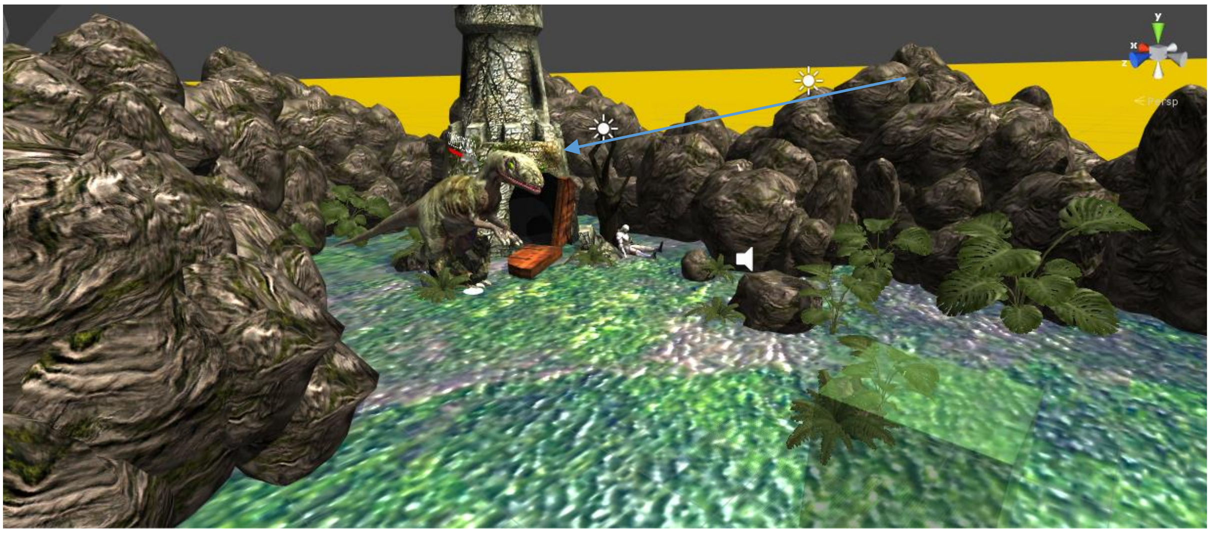
Ensure that your damage to be dealt node is linked to the success node. Later you can customise this for missed/evaded attacks.


Damage To Be Dealt
Represents damage about to be taken
Next
Success
End point for successful attack
On Hit
On Critical Hit

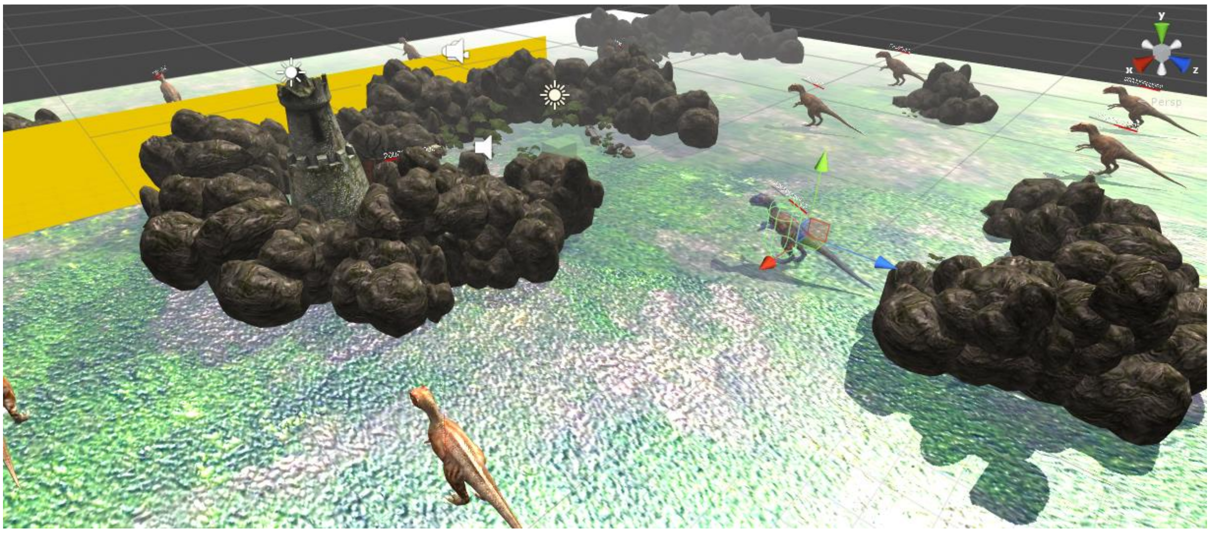
Next let's go in our scene. We should still have our prefabs from earlier here, if not, let's add them all back into the scene (our class prefab, enemy prefab and npc prefab)



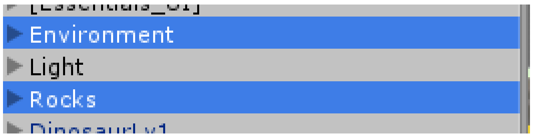
Delete the class prefab, as this is spawned by RPGAIO. Next move the HappyDinosaur (our NPC) into a suitable location:



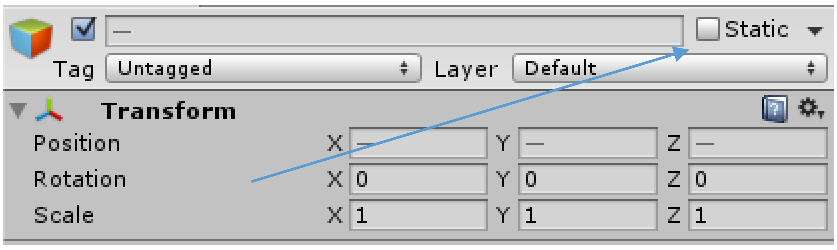
Let’s duplicate our enemy and spread them around the map:



Select all static objects in the scene (things that won’t move, such as the floor and and rocks in this scene) and ensure they are marked as static in the inspector:



[Essentials_01]
Environment
Light
Rocks
DinosaurLv1

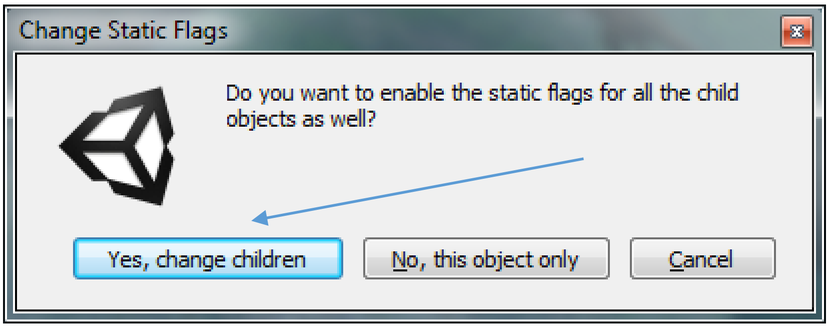


☑ — □ Static

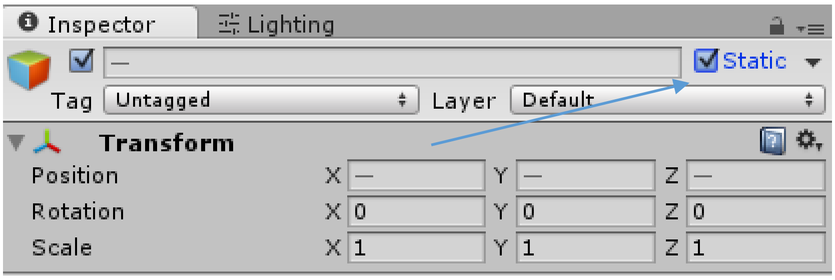
Tag Untagged Layer Default

Transform

Position	X	—	Y	—	Z	—
Rotation	X	0	Y	0	Z	0
Scale	X	1	Y	1	Z	1


Change Static Flags

Do you want to enable the static flags for all the child objects as well?



☑ —

☑ Static

Tag Untagged

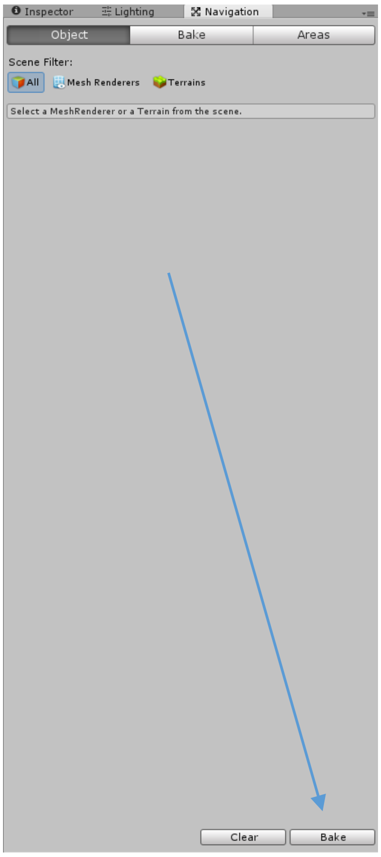
Layer Default

Position X — Y — Z —

Rotation X 0 Y 0 Z 0

Scale X 1 Y 1 Z 1

Then bake the NavMesh by accessing the Editor menu bar > Window > Navigation:

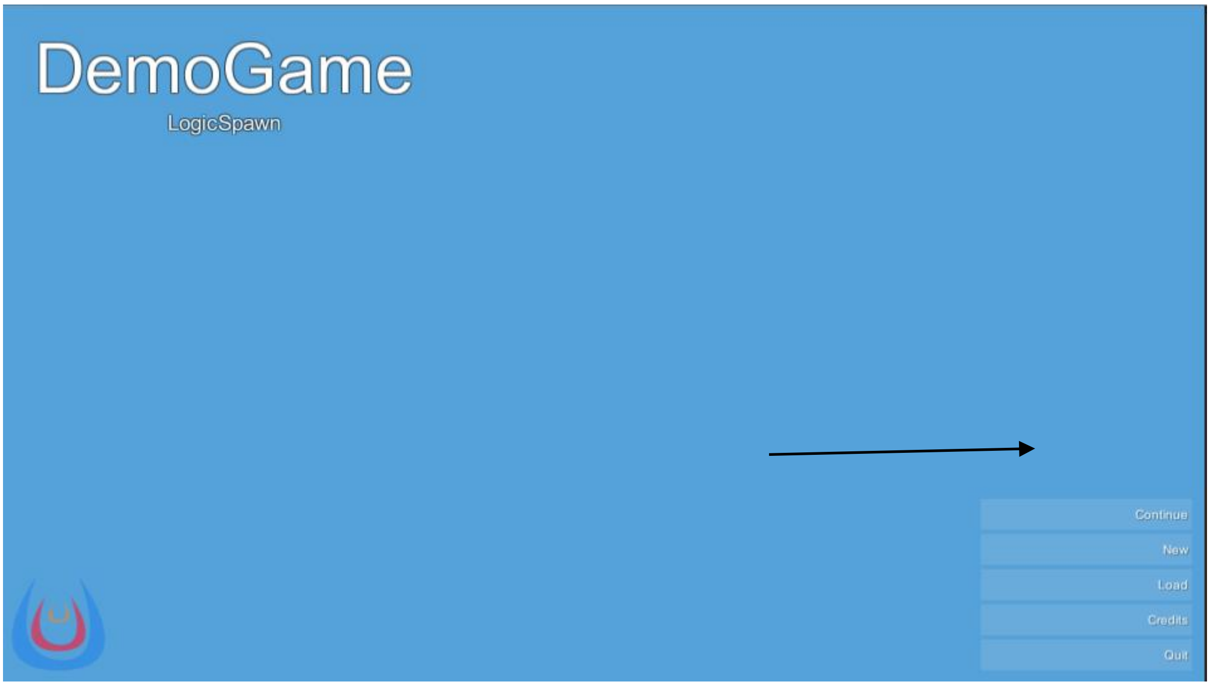


Select a MeshRenderer or a Terrain from the scene.

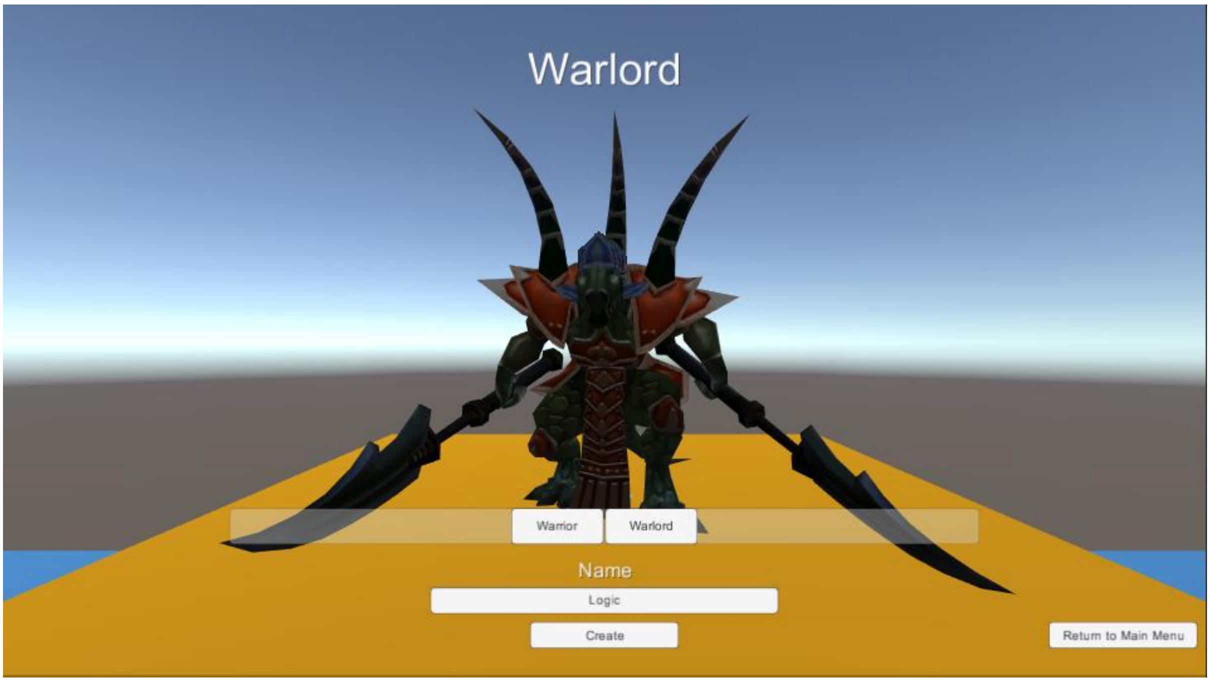
And clicking ‘Bake’ at the bottom right. This will give the AI the knowledge of where it can roam.

You’re done! Let’s test it out by starting from the main menu and creating a new ‘Warlord’ character.

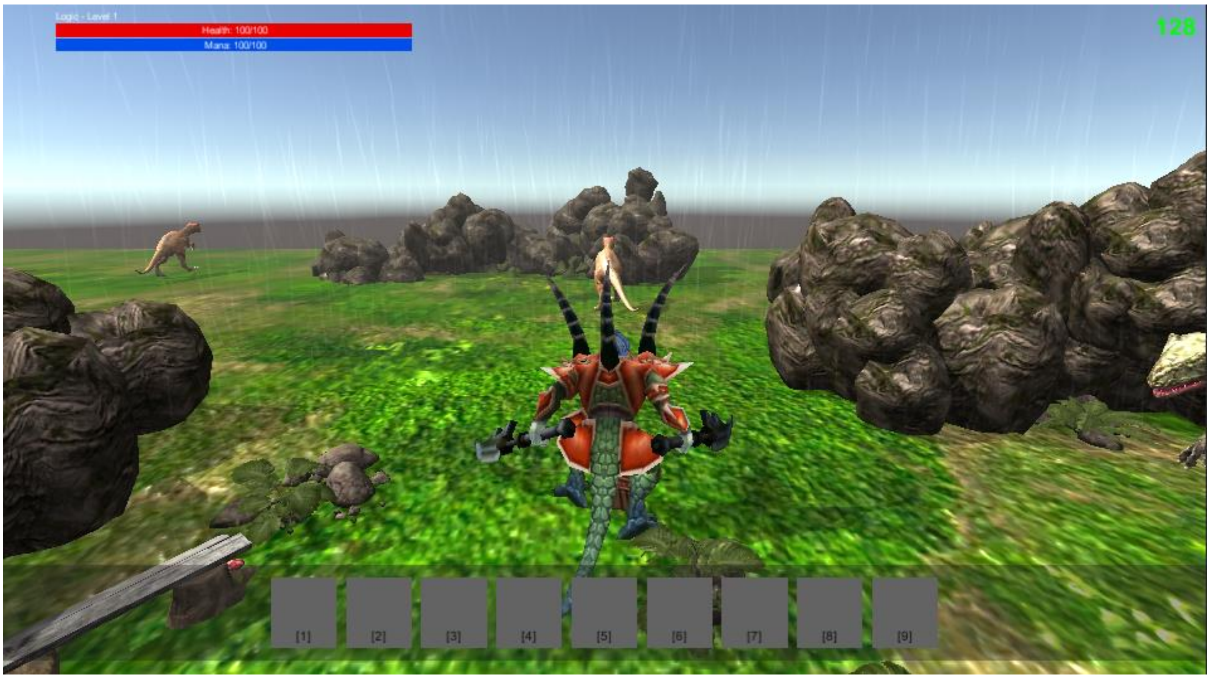
Let’s start with the main menu/intro scene, this is the default design which you are free to customise. Let’s hit new.



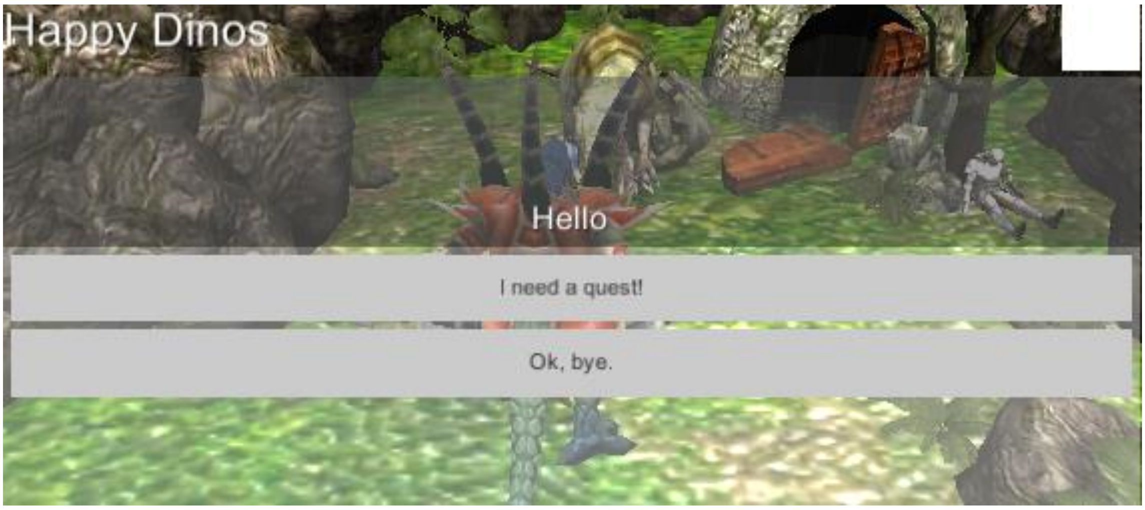
Default character creation, pick your class (Warlord) a name and hit create.



And there we have it, we’re now in the game. Once again the UI is fully customisable without coding:



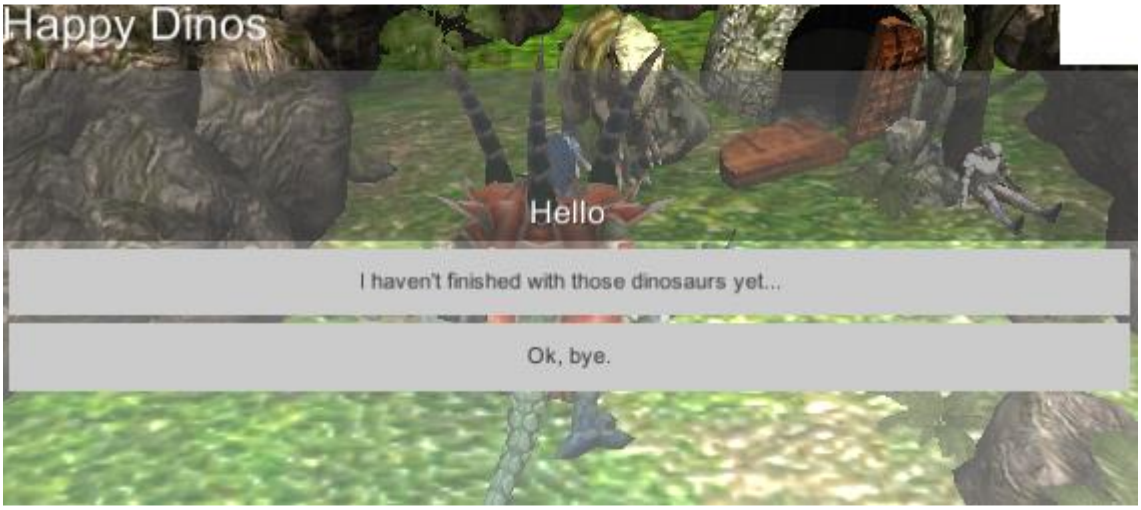
Let’s check the dialog without accepting the quest:



Happy Dinos

Hello

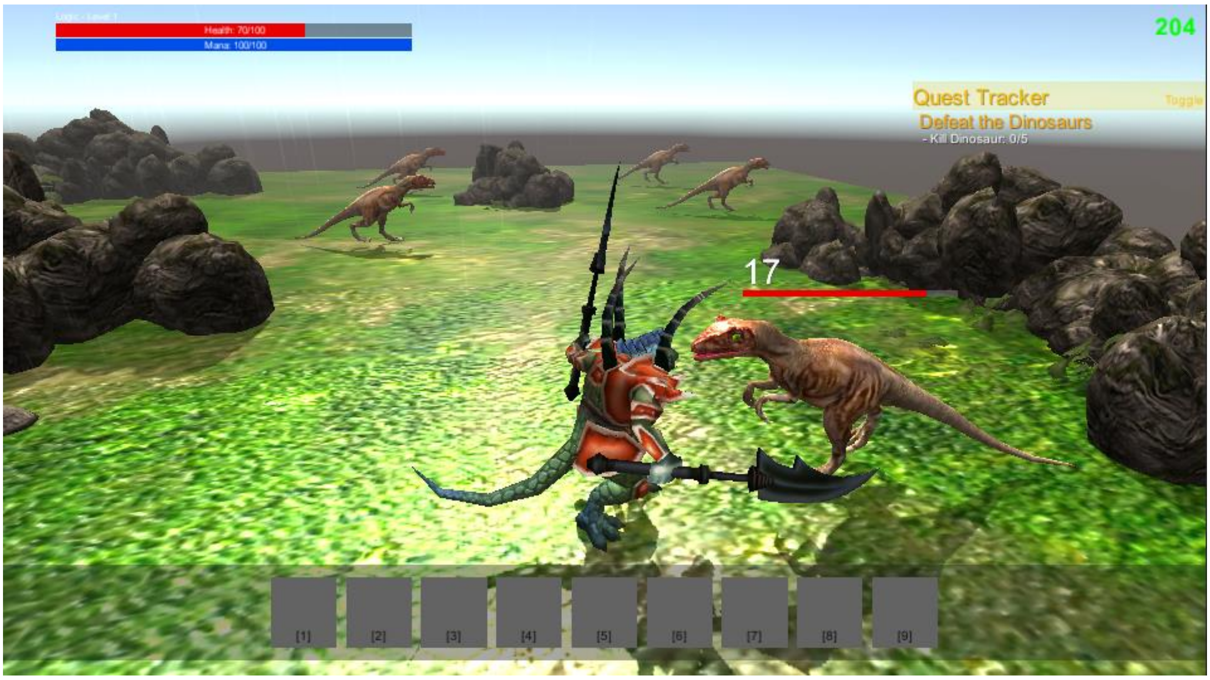
After accepting the quest:



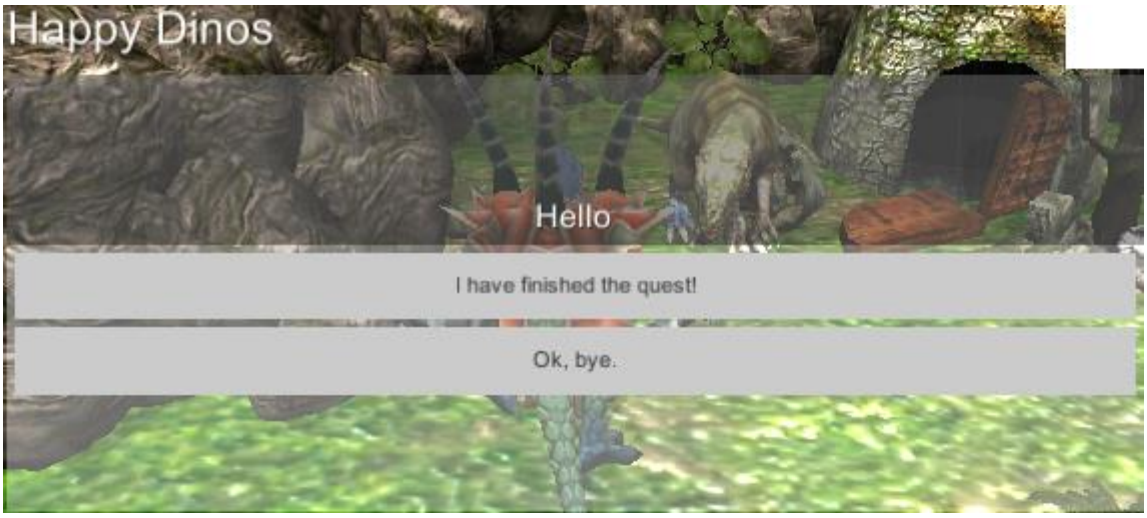
Happy Dinos

Hello

Defeating the dinosaurs:

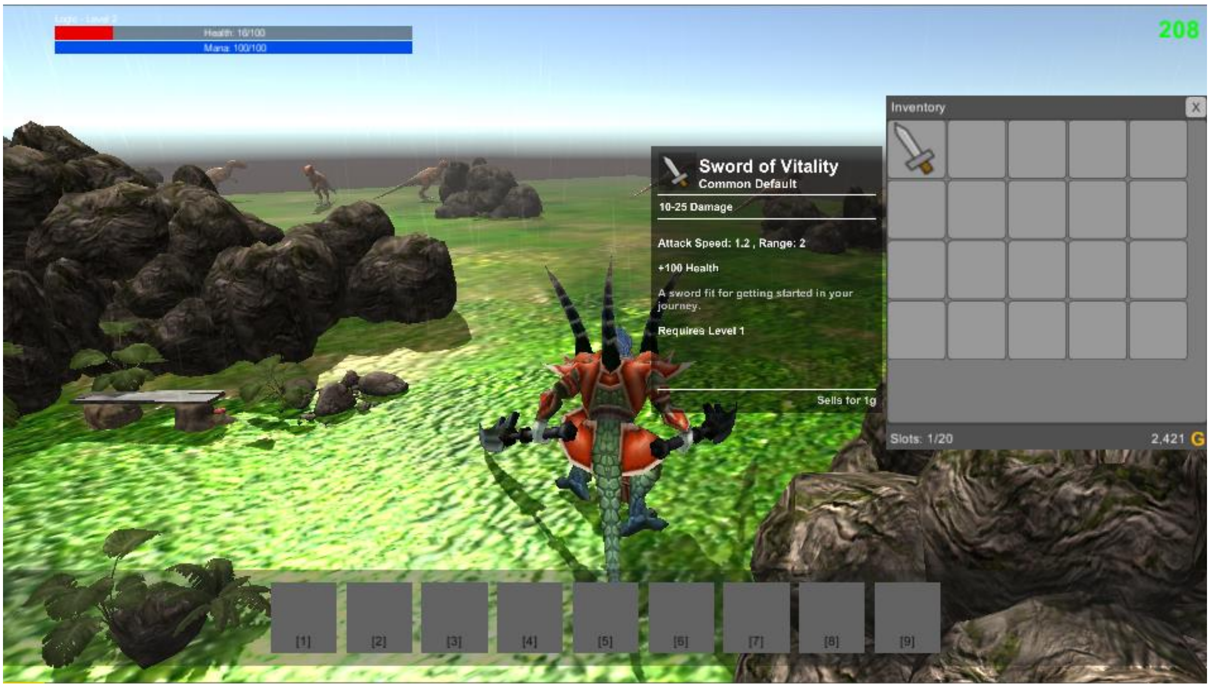


Dialog with the quest complete:



Hello

Quest done!



Sword of Vitality
Common Default
10-25 Damage
Attack Speed: 1.2 , Range: 2
+100 Health
A sword fit for getting started in your journey.
Requires Level 1
Sells for 1g

IX. Where to go from here

The best thing to do from here is experiment with the customisation options available inside the RPGAIO main window. There is tons of uncovered content in this getting started guide. Customise the main menu by adding a list of credits of who has worked on your game. Add in tons of new enemy's with unique characters such as immunities to certain types of spells. Create spells for your player to use. Add harvestable crops that will give you items which you can use in crafting items. There's ton to explore inside of RPGAIO. New versions will be released often with bug fixes, optimisations and new features.

Good luck, and have fun coding for zero hours, and creating your one game!

Included free assets:

Allosaurus: https://www.assetstore.unity3d.com/en/#!/content/7477

Dead Tower Scene: https://www.assetstore.unity3d.com/en/#!/content/1817

Dragon Warlord Bruce: https://www.assetstore.unity3d.com/en/#!/content/575

JSON.net: http://www.newtonsoft.com/json

INI Parser: https://github.com/rickyah/ini-parser