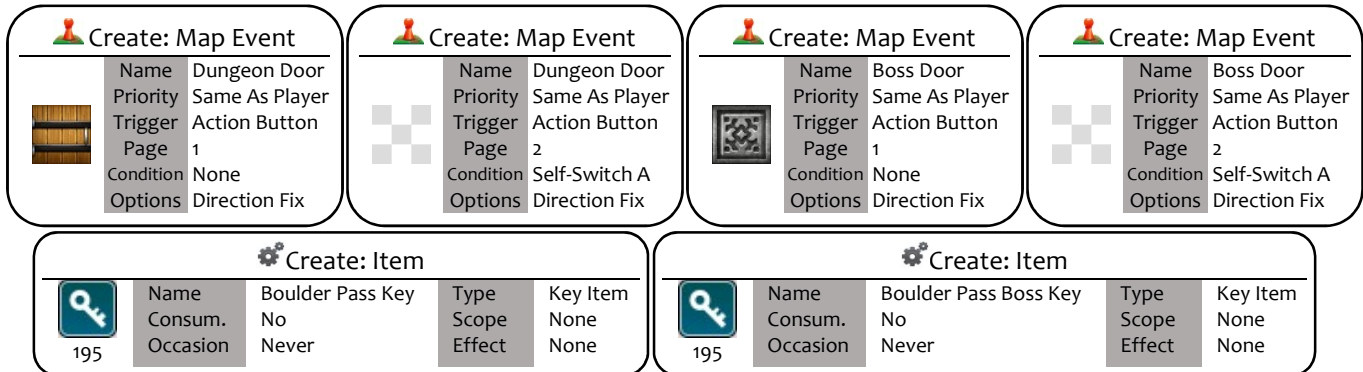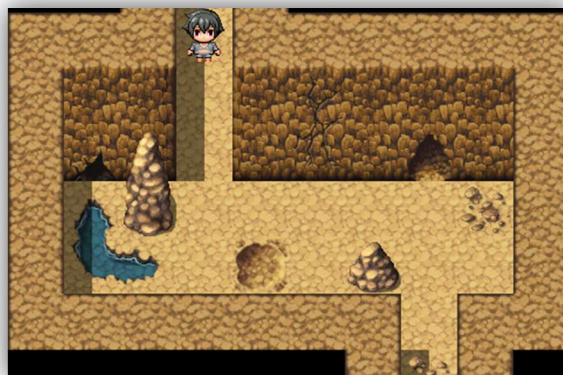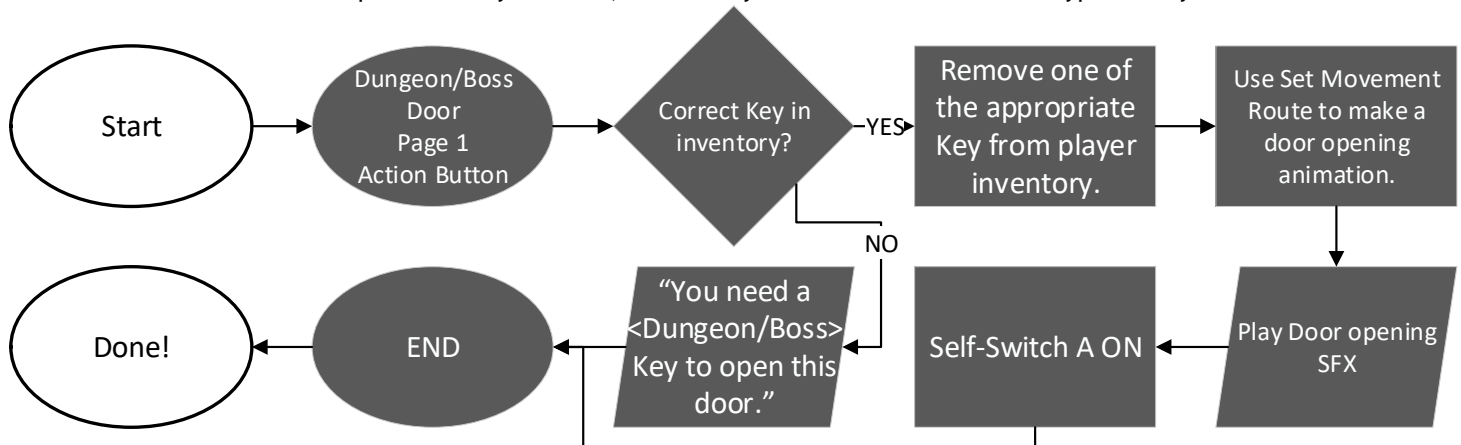## Dungeon Keys [Self- Switches, Event Pages] Recommended: Boulder Pass Dungeon

Every classic dungeon has a series of doors that can be opened with one-time-use keys found throughout the dungeon. The "Boss" monster has a special key for themselves.

A large portion of RPG game design is guiding your players through an experience at the right pace. Many games help do this in dungeons by adding a key system. These keys can only be used in the dungeon they were found in. The keys and doors are spread through the dungeon, creating a "linear" experience while giving the player a sense of exploration and discovery. For this challenge, you will create two kinds of doors and two kinds of keys. A 'Dungeon Key' opens all 'Dungeon Doors', and a 'Boss Key' opens the 'Boss Door'. You can hide the keys in chests around the dungeon. One key per door.

Create: Map Event

Name	Dungeon Door
Priority	Same As Player
Trigger	Action Button
Page	1
Condition	None
Options	Direction Fix

Create: Map Event

Name	Dungeon Door
Priority	Same As Player
Trigger	Action Button
Page	2
Condition	Self-Switch A
Options	Direction Fix

Create: Map Event

Name	Boss Door
Priority	Same As Player
Trigger	Action Button
Page	1
Condition	None
Options	Direction Fix

Create: Map Event

Name	Boss Door
Priority	Same As Player
Trigger	Action Button
Page	2
Condition	Self-Switch A
Options	Direction Fix

Create: Item

195

Name	Boulder Pass Key	Type	Key Item
Consum.	No	Scope	None
Occasion	Never	Effect	None

Create: Item

195

Name	Boulder Pass Boss Key	Type	Key Item
Consum.	No	Scope	None
Occasion	Never	Effect	None

The second page of each Door event will be left totally blank. This is the easiest way to allow the player to walk freely though the doorway once it's been unlocked. Because of this, we only need one flow chart for the first page of each Door. Because the function is identical between doors except for the key we need, we will recycle the flow chart for both types of key/door combination.

Start → Dungeon/Boss Door Page 1 Action Button → Correct Key in inventory?

— YES → Remove one of the appropriate Key from player inventory. → Use Set Movement Route to make a door opening animation. → Play Door opening SFX → Self-Switch A ON → END → Done!

— NO → "You need a <Dungeon/Boss> Key to open this door." → END → Done!

You need a Boulder Pass Dungeon Key to open this door.

Self-Switches are different than regular switches, in that only the event that owns it can change it. They also retain their Switch state when leaving the map and coming back.

Testing: *Does it tell you the correct key you need when you try to open the door? Does the door and the key disappear if have the correct key? Do the animations for the door work? Can you walk through the doorway when you've opened it?*