

Magic Feather Jump [Branches]

Design a hole in the ground that can only be jumped over if the party owns a “Magic Feather” item. Make sure they cannot jump over something if the other side is blocked by an impassable tile.

Just like the Power Bracelet, many RPG games are filled with “progression items”. The gameplay loop is simple. Unlock new region, defeat challenge to receive item, use item to unlock next region. This time we will make a feather that makes the player character so light, they can jump over large gaps.

Create: Item				Create: Map Event	
Name	Magic Feather	Type	Key Item	Name	Hole
Consum.	No	Scope	None	Priority	Same As Player
Occasion	Never	Effect	None	Trigger	Action Button

To keep the design language consistent, we’ll show the player which gaps they can jump by using a hole image. However, just like the Fish Spot, you can copy/paste an invisible hole event over any natural gap in the map if you prefer that.

Another unusual part about this challenge, is that while there is only one “hole” event that can be copy pasted, each iteration of the hole needs to have its commands checked. If the user cannot jump horizontally or vertically across it, because it is blocked on the other side, then we must remove the commands to handle jumping in that direction. There will be three variations of the hole in the end. Pay attention to the white shapes in the flowchart. Those are instructions for you, the programmer.

