SuperEasyRPG Manual

SuperEasyRPG is a Unity asset that lets you create fully functional RPG games without writing a single line of code. Using intuitive visual scripting tools, you can build immersive stories, character interactions, and level mechanics in minutes.

This asset was originally developed for the *AI Contents and Storytelling* course at Seoul Women's University in South Korea. It is free to use in personal and commercial Unity projects, but **redistribution is not allowed**.

✨ Features

- **Visual Scripting Nodes**

  Utilize all the features below by drag-and-droping visual scripting nodes.

- **Player and Camera Movement**

  Set up smooth player and camera movement in top-down 2D environments.

- **Text & Choice Dialogues**

  Create interactive conversations with branching options and consequences.

- **Interaction Events**

  Trigger events when the player interacts with objects or characters.

- **Location Events**

  Launch events based on player position.

- **Audio & Video Playback**

  Easily integrate background music, sound effects, and in-game videos.
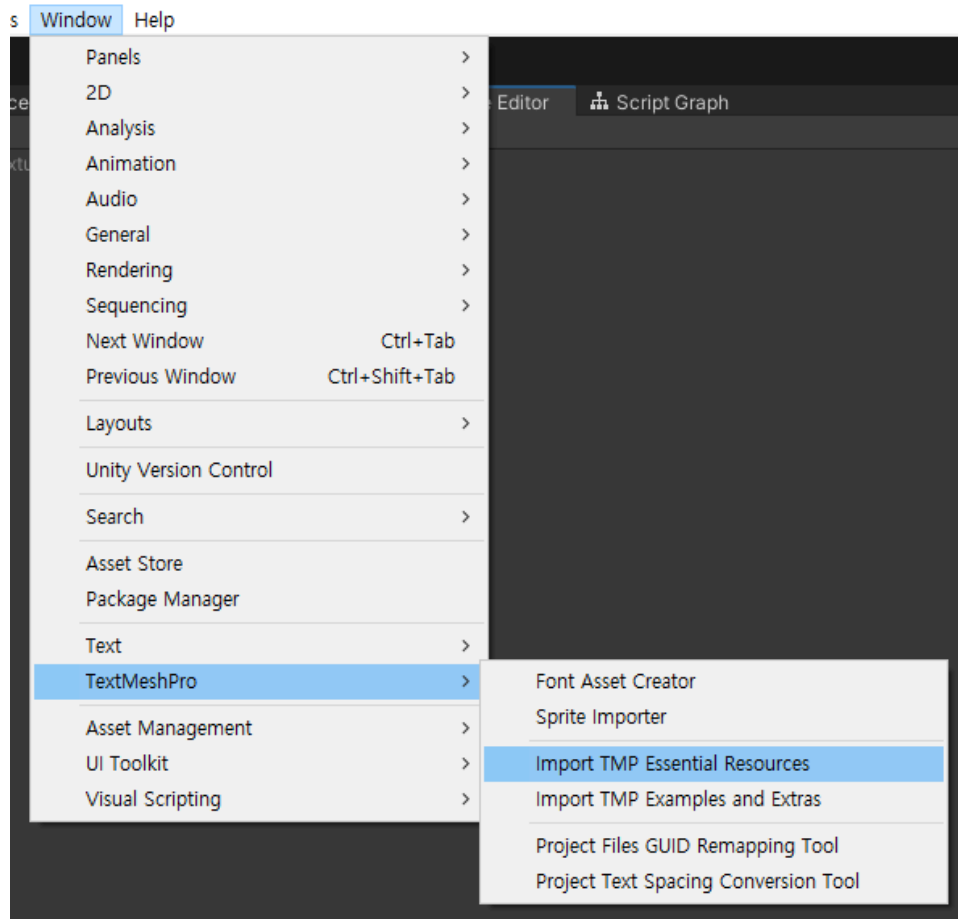
How to Use

📦 Requirements

- Unity 2022.3 or later

🛠️ Getting Started

1. Import SuperEasyRPG into your Unity project.

2. Load `SuperEasyRPG Manager` Prefab into your scene. (It's placed under `SuperEasyRPG/Prefabs`)

3. Add other prefabs such as `Player` , `InteractiveObject` , and `TriggerArea` .

4. Add a <u>visual script graph</u> into your scene, and start building your game!

> ℹ️ This asset uses TextMeshPro. Please make sure to import TMP Essential Resources from the menu, as shown below.

🧪 Demo Scene

1. Open the example scene in `SuperEasyRPG/Examples/Example Scene.unity`.

2. Press Play and enjoy the demo.

3. See `SuperEasyRPG/Examples/Assets/Example Script Graph` for examples on how to use visual scripting.

🎨 Prefabs

- `SuperEasyRPG Manager`
  This is the core logic of the system and
  must be present in every scene.

It handles global data, user interfaces, and event processing behind the scenes.

- `Player`

  A controllable character that can move around the map.

- `InteractiveObject`

  An object that the player can **interact with** (e.g., NPCs, signs, items).

 Used together with the **On Interaction** visual scripting event.

- `TriggerArea`

  A region that triggers events when the player **enters or exits** it.

  Useful for cutscenes, ambient sound changes, map transitions, and more.

- `CameraFollower2D`

  A script that makes the camera smoothly follow the player when it moves.

  This asset is not a prefab, but a simple script. To use it, add `Camera Follower 2D` script into your main camera.
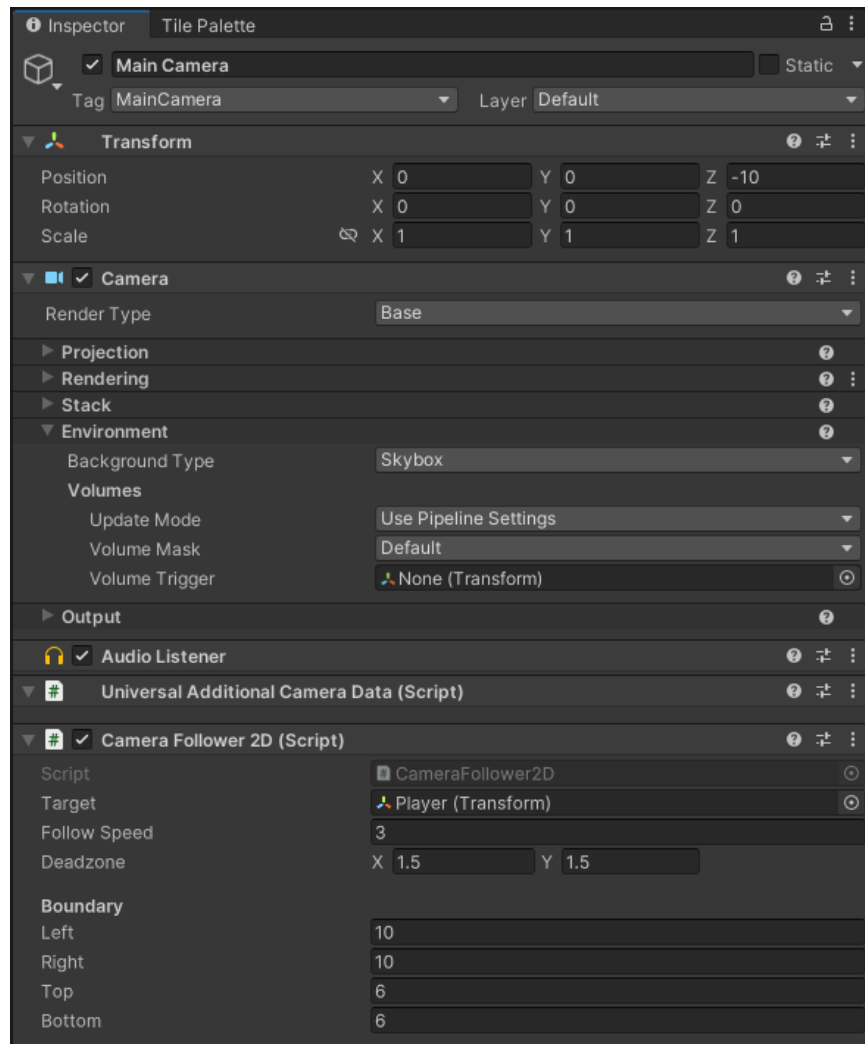
# 🎡 Visual Scripting

Supported Visual Scripting Nodes

```
.
├── Super Easy RPG/
│   ├── Dialog/
│   │   ├── Show Choice Dialog
│   │   └── Show Scentence Dialog
│   ├── Entities/
│   │   └── Get Player
│   └── Media/
│       ├── Play Audio
│       └── Play Video
```

```
└── Events/
    └── Super Easy RPG/
        ├── On Interaction
        ├── On Enter Area
        └── On Leave Area
```

Show Dialog

- Super Easy RPG/Dialog/Show Choice Dialog

- Super Easy RPG/Dialog/Show Scentence Dialog

   Note: You should connect the next node to `On Next` . If you connect to the unnamed arrow instead, the next node will execute **immediately**, not after the dialog ends.
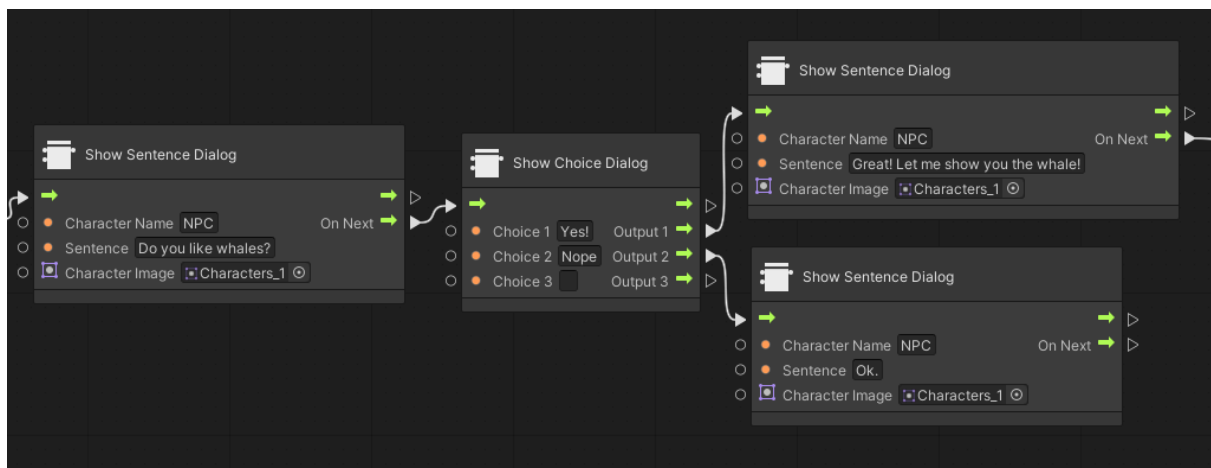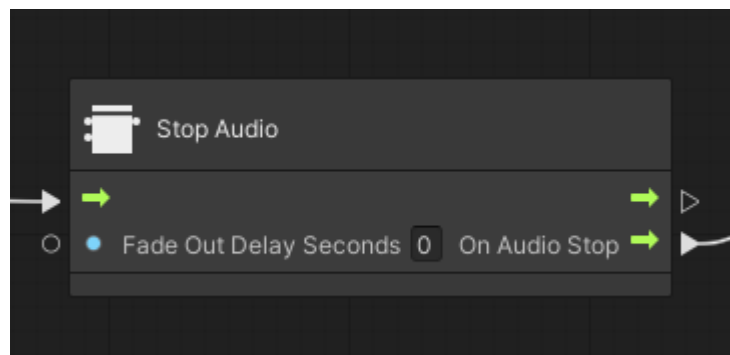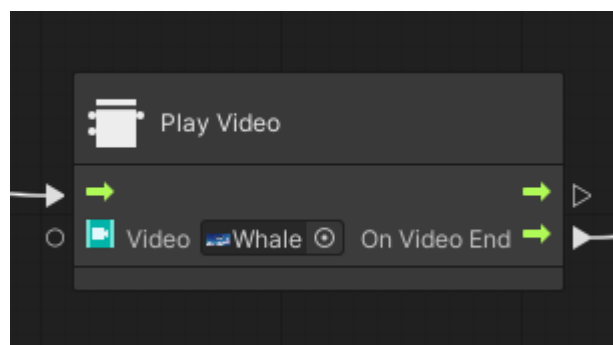

Play Media

- Super Easy RPG/Media/Play Audio

   Note: `On Audio End` won't be triggered when `Loop` is on.
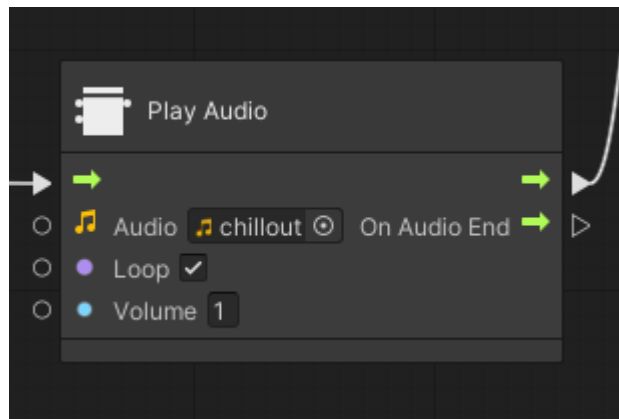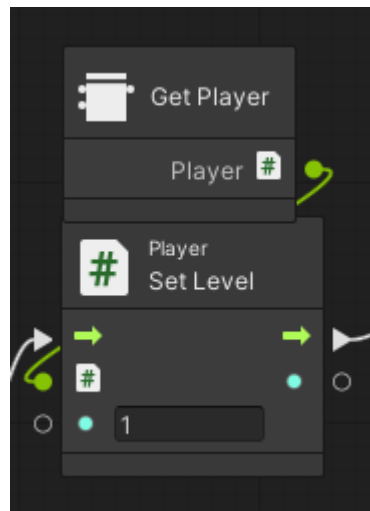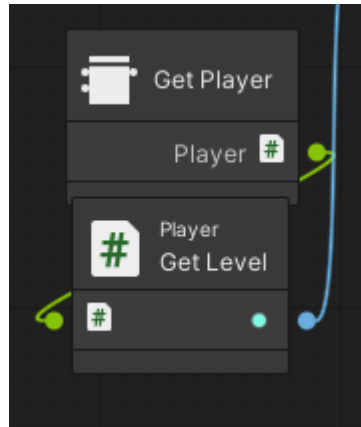
- Super Easy RPG/Media/Stop Audio

- Super Easy RPG/Media/Play Video

Get Player

Use when you want to set or get the level of the player.
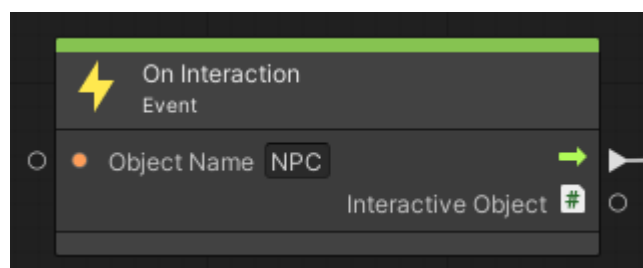
- Super Easy RPG/Entities/Get Player

Interaction

- Events/Super Easy RPG/On Interaction

  Use with Interactive Object prefab. Object Name should exactly match the name of the GameObject you want to interact with.

- Events/Super Easy RPG/On Enter Area / Events/Super Easy RPG/On Leave Area

Use with `TriggerArea` prefab. `Area Name` should exactly match the name of the GameObject you want to interact with.
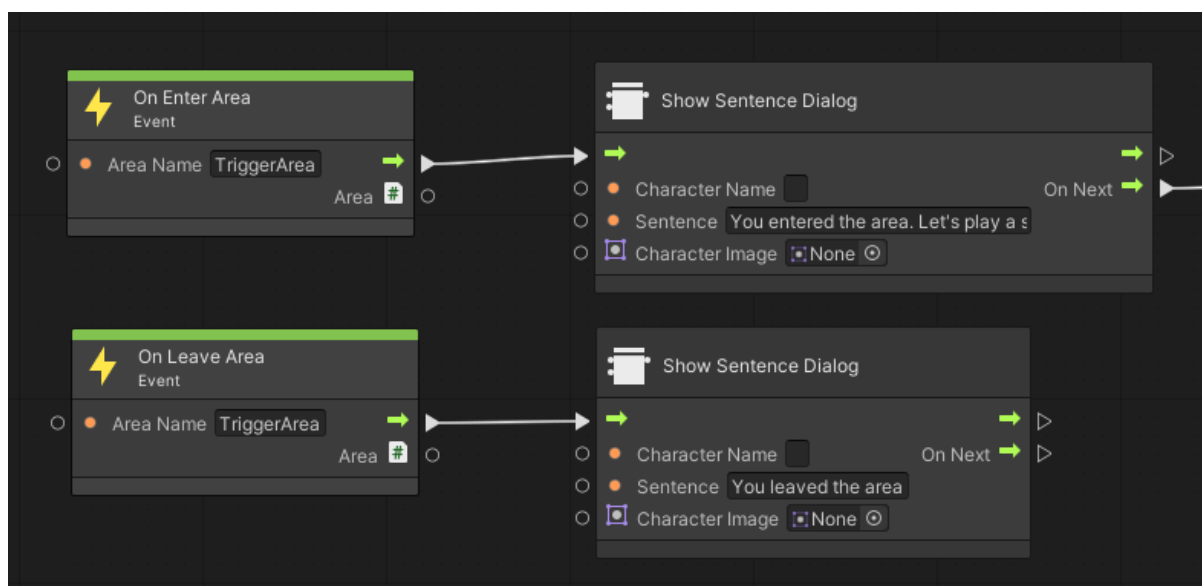
🙋 Support

Having issues or suggestions?

Please contact us at: **[iypark@swu.ac.kr]**

📑 License

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3rd Party Licenses

- NanumGothic(Font) - Naver

Made with ❤️ for creators who love RPGs but not code.