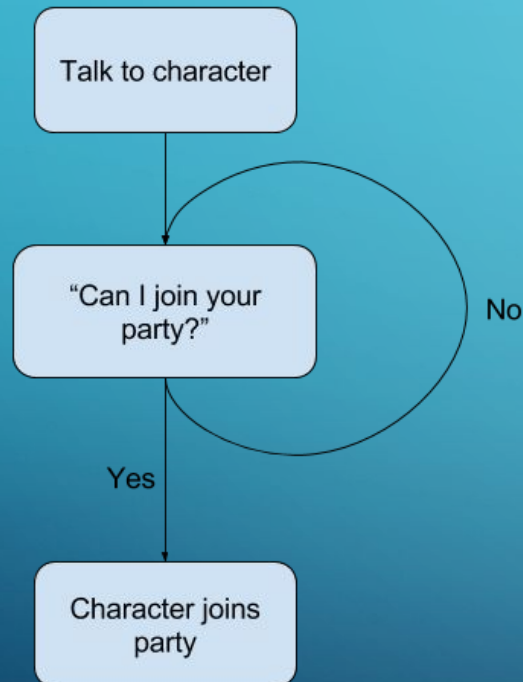# LAB 3

Creating RPG Maker Events

OVERVIEW

- RPG Maker events

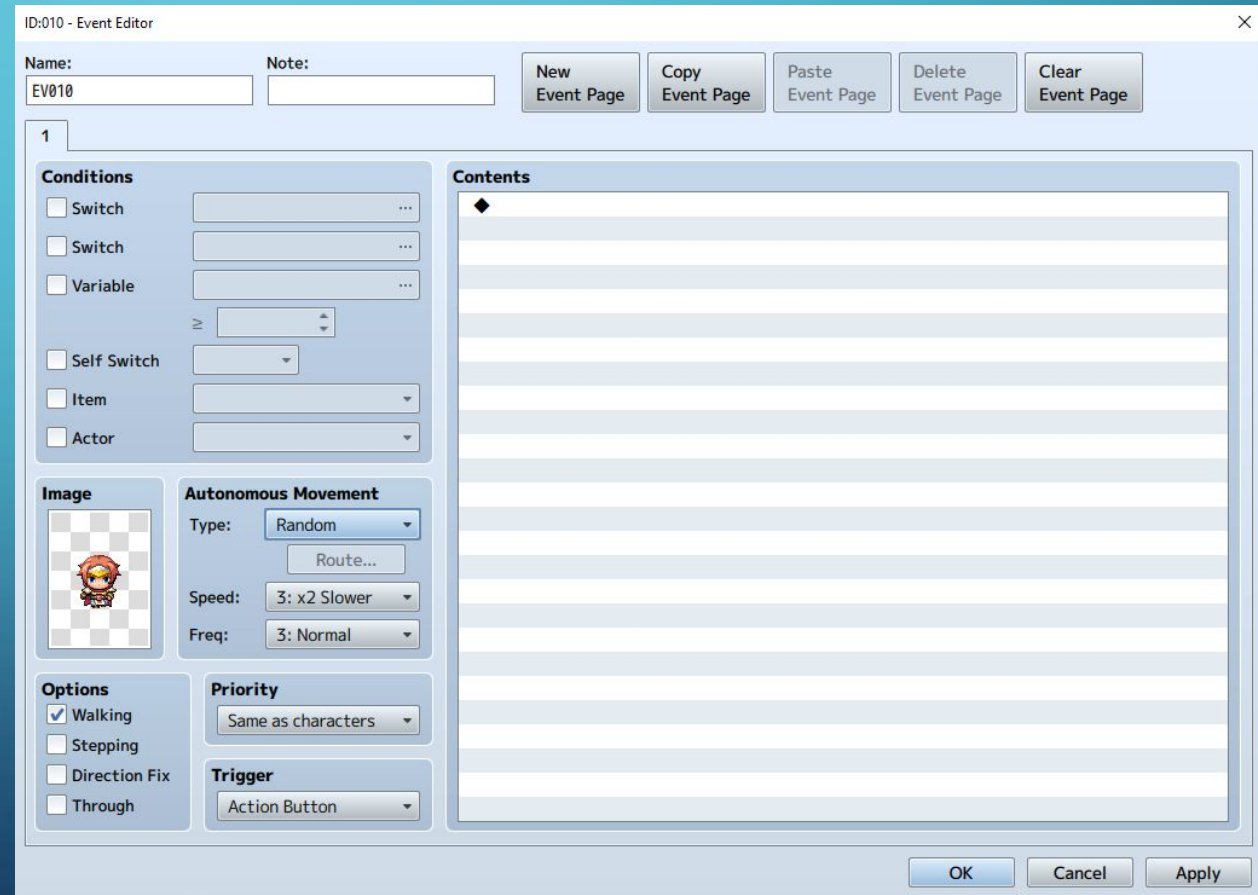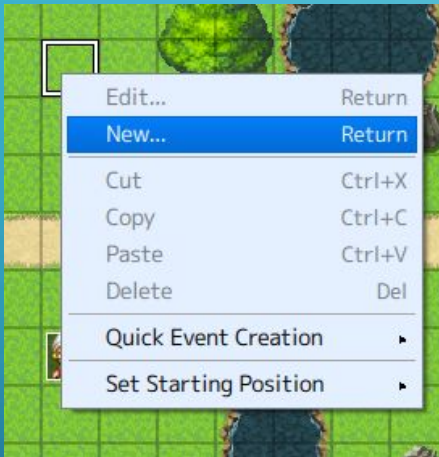- Staging and committing changes through SourceTree

- RPG Maker variables

Adding a party member: Breakdown

Break event into simpler steps:

1. Talk to the character walking around the village.
2. He asks you if he can join your party and gives you the option to accept or reject his request.
3. If you reject his request he insists on joining your party and asks again.
4. If you accept he becomes part of your party and the character follows you instead of walking around the village.

Adding a party member: Talk to character

Adding a party member: Talk to character

Adding a party member: Staging files

Adding a party member: Commit

- Describe what the commit contains.

- Reference issue being solved:
  - issue #number

sonata\pooherna <pooherna@ualberta.ca>

Added event where Harold asks to join party.
If player accepts he joins.
Fixes issue #14
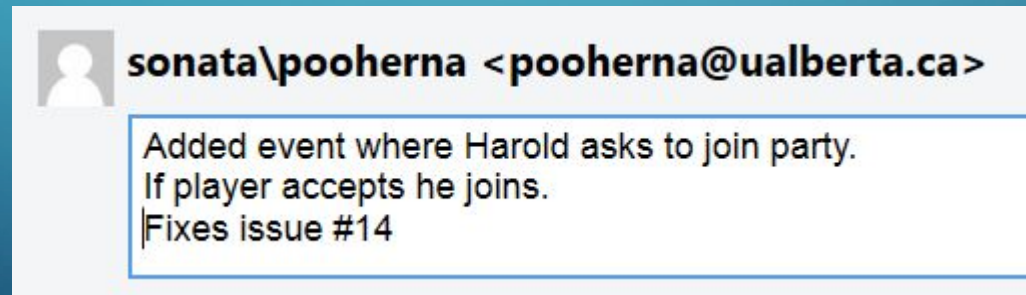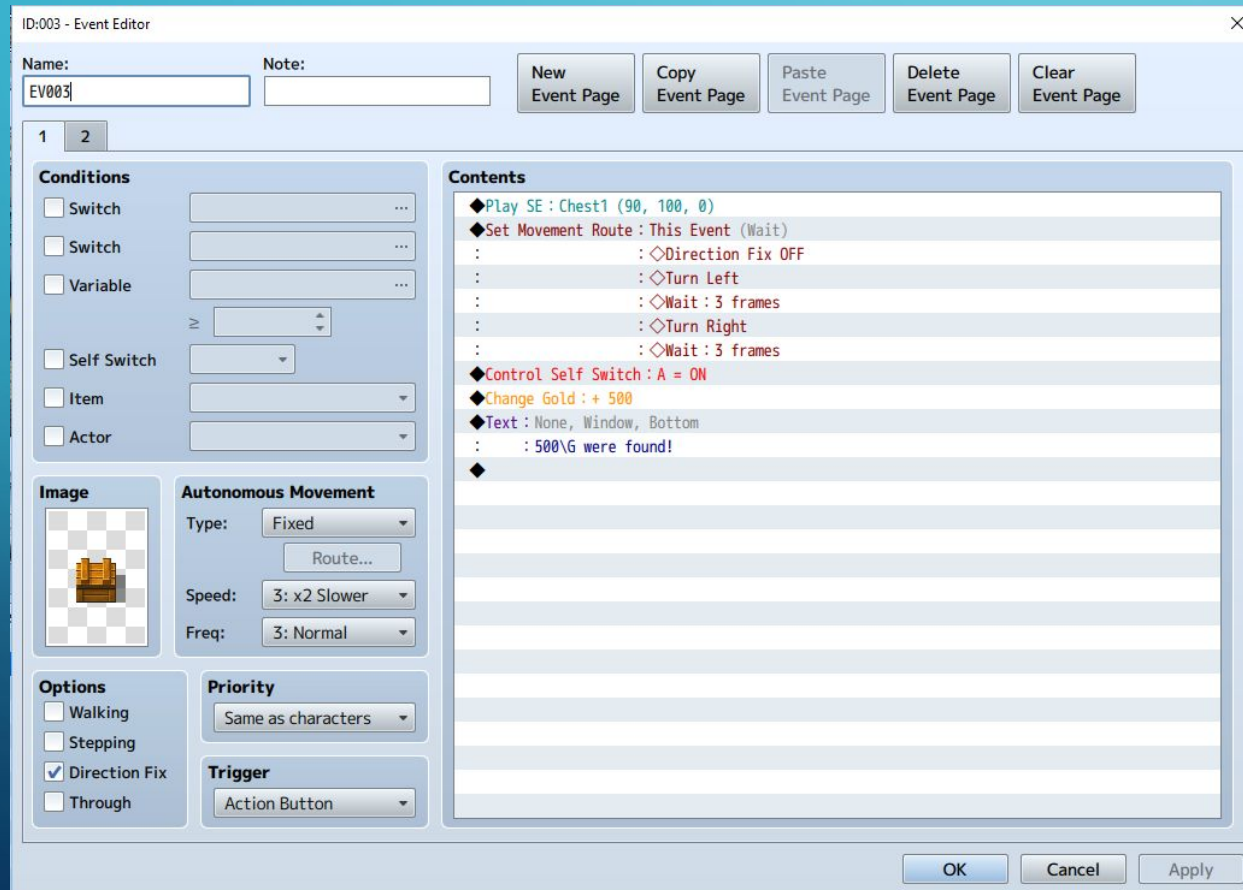
Adding a party member: variables

Create a condition in which the player must open both treasure chests on the map, before being able to add the party member.

1. Open one treasure chest, and remember that we opened 1 chest so far.
2. Check if we have opened two treasure chests yet. If we have not, Harold will not appear. If we have, Harold will appear.
3. Open another treasure chest, and remember that we opened 2 chests so far
4. Check if we have opened two treasure chests yet. If we have not, Harold will not appear. If we have, Harold will appear.

Adding a party member: variables

- Switches have two values: ON or OFF

- What if you want to quantify a condition?

- Variables contain values.

  - Can compare if value is equal to, greater than or lesser than a desired threshold.

Adding a party member: variables

Adding a party member: variables

Adding a party member: variables

Helpful tools

- Help information: Press F1 or click Menu Help -> Contents

RPG Maker MV Help

- Debug console: Press F8 while playing the game
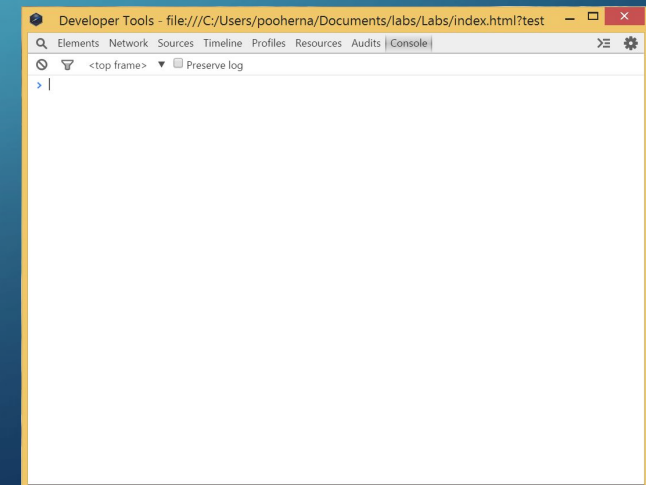
TODAY'S TASK

- Remove the roadblock in the north of the village:
  - There are 2 members in the player's party.
  - Talk with the town mayor (not in the village).

- Commit your changes.