

A decorative graphic on the left side of the slide, consisting of a network of light blue lines and small circles, resembling a circuit board or a stylized tree structure, set against a dark blue gradient background.

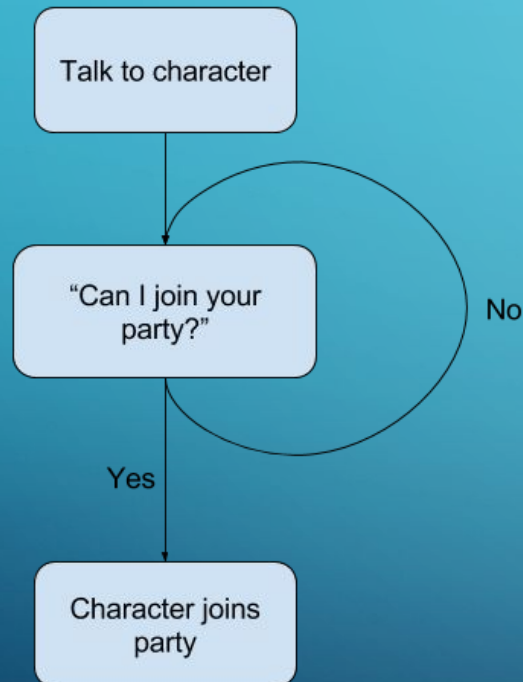
LAB 3

Creating RPG Maker Events

OVERVIEW

- RPG Maker events
- Staging and committing changes through SourceTree
- RPG Maker variables

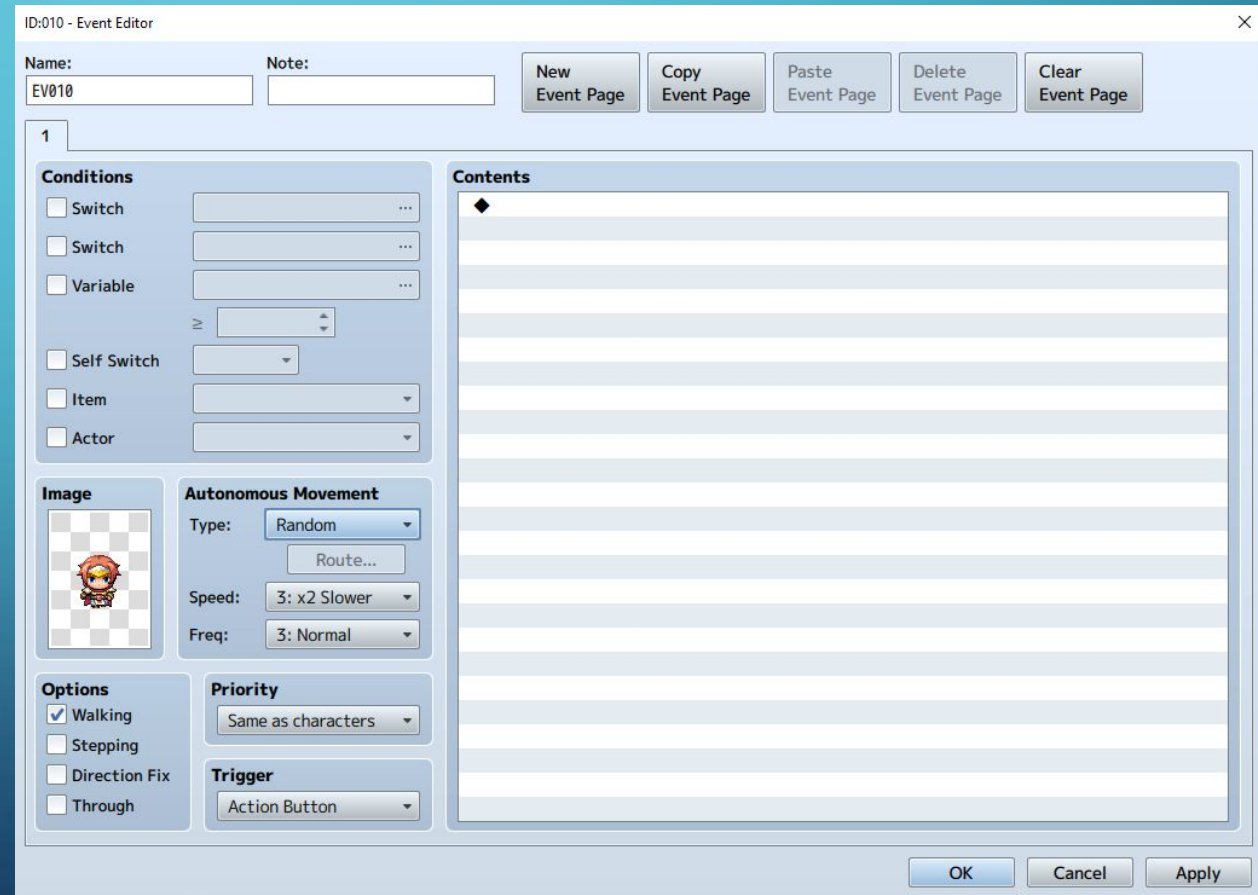
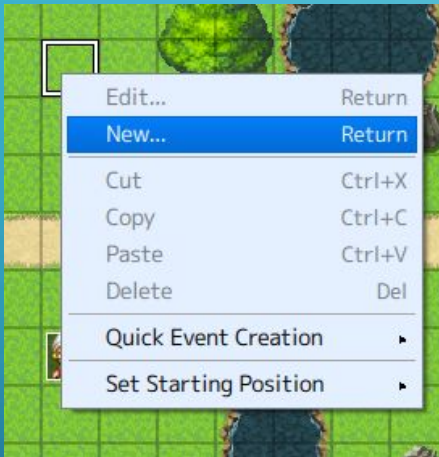
Adding a party member: Breakdown



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


```
Contents
◆ Loop
  ◆ Text : Actor1(0), Window, Bottom
    : : I'd like to join your party.
  ◆ Show Choices : Ok, come along., No way. (Window, Right, #1, #2)
    : When Ok, come along.
      ◆ Break Loop
      ◆
    : When No way.
      ◆ Text : Actor1(0), Window, Bottom
        : : Oh, but you must take me!
      ◆
    : End
  ◆
  : Repeat Above
◆ Change Party Member : Add Harold
◆ Control Switches : #0001 Party add = ON
◆ Control Switches : #0002 Boss = ON
◆
```

Adding a party member: Staging files


Unstaged files

Stage All

Stage Selected



Labs/data/Map001.json



Labs/data/System.json

Staged files

Unstage All

Unstage Selected



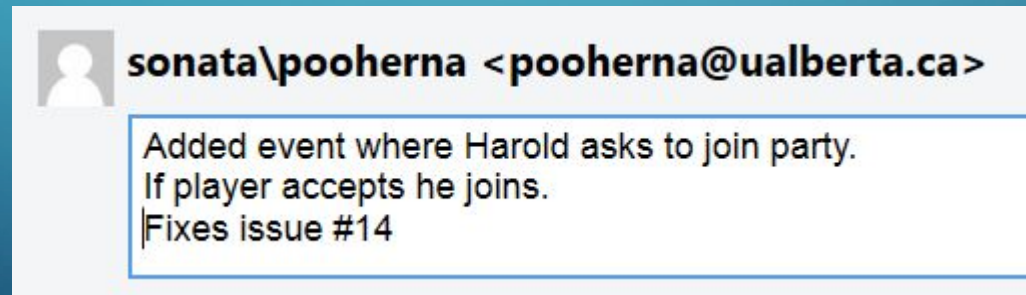
Labs/data/Map001.json



Labs/data/System.json

Adding a party member: Commit

- Describe what the commit contains.
- Reference issue being solved:
 - issue #number



Adding a party member: variables

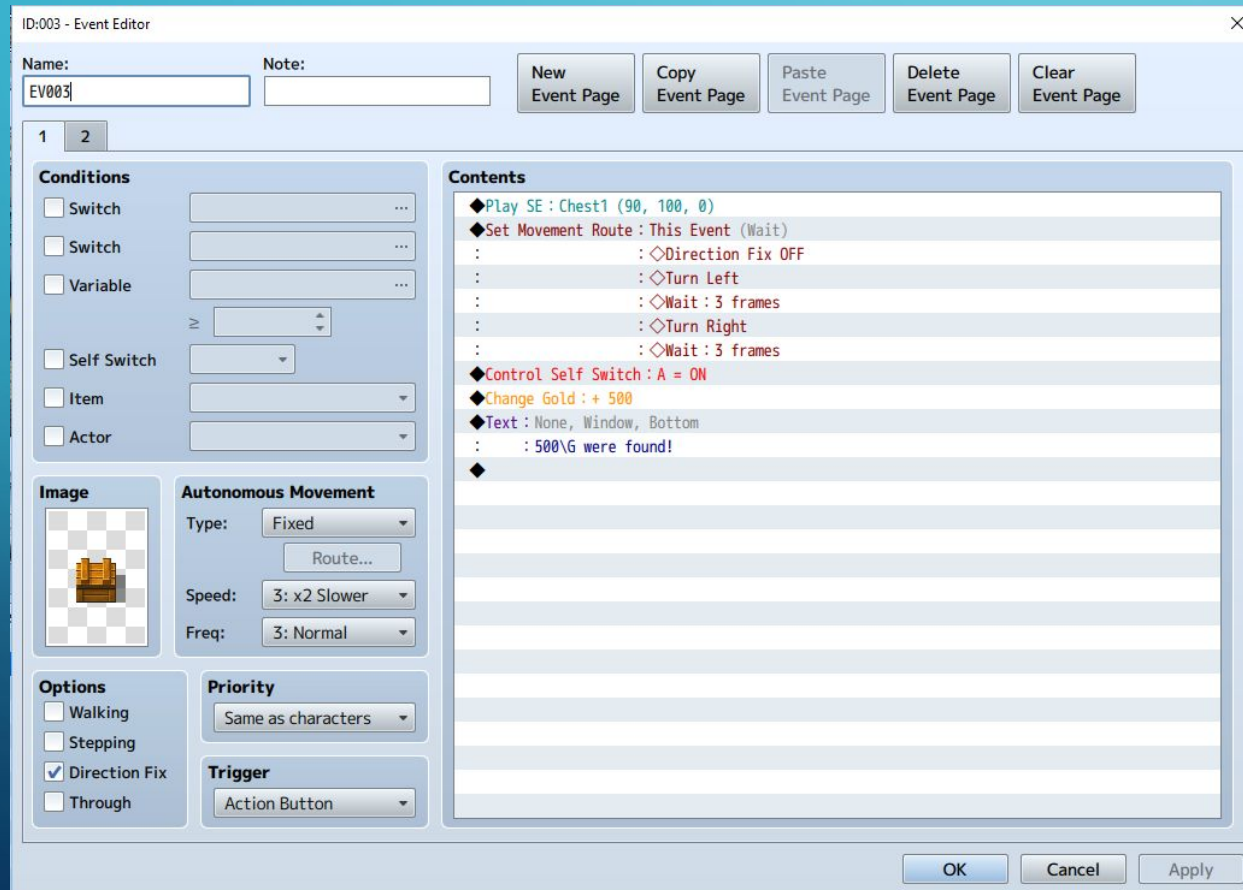
Create a condition in which the player must open both treasure chests on the map, before being able to add the party member.

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

Control Variables

Variable

☒ Single ☐ Range

0001 Chests opened

Operation

☐ Set ☒ Add ☐ Sub ☐ Mul ☐ Div ☐ Mod

Operand

☒ Constant ☐ Variable ☐ Random ☐ Game Data ☐ Script

1

OK Cancel

Contents

- ◆ Play SE : Chest1 (90, 100, 0)
- ◆ Set Movement Route : This Event (Wait)
 - : ◇ Direction Fix OFF
 - : ◇ Turn Left
 - : ◇ Wait : 3 frames
 - : ◇ Turn Right
 - : ◇ Wait : 3 frames
- ◆ Control Self Switch : A = ON
- ◆ Change Gold : + 500
- ◆ Text : None, Window, Bottom
 - : 500G were found!
- ◆ Control Variables : #0001 Chests opened += 1
- ◆

Adding a party member: variables

Conditional Branch

1 2 3 4

☐ Switch ... is ...

☒ Variable 0001 Chests opened ... =

☒ Constant 2

☐ Variable ...

☐ Self Switch ... is ...

☐ Timer ...

☐ Create Else Branch

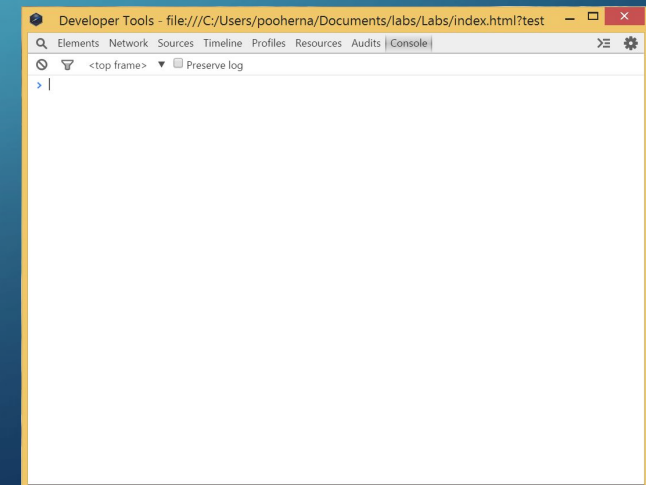
OK Cancel

Contents

```
◆ Play SE : Chest1 (90, 100, 0)
◆ Set Movement Route : This Event (Wait)
:                               ◇ Direction Fix OFF
:                               ◇ Turn Left
:                               ◇ Wait : 3 frames
:                               ◇ Turn Right
:                               ◇ Wait : 3 frames
◆ Control Self Switch : A = ON
◆ Change Gold : + 500
◆ Text : None, Window, Bottom
:   : 500\G were found!
◆ Control Variables : #0001 Chests opened += 1
◆ If : Chests opened = 2
  ◆ Control Switches : #0004 Harold appeared = ON
  ◆
: End
◆
```

Helpful tools

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