



Role-Playing Game Creator: Midpoint Demo

Programmers for Peaches

11.30.17

Our Team

Albert Xue

Brian Nieves

Estelle He

Kelly Zhang

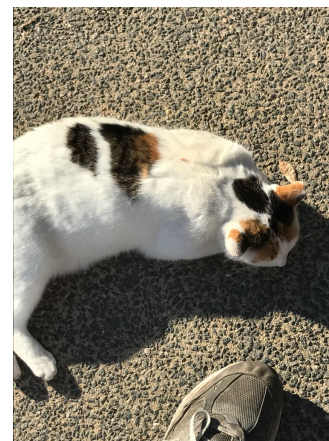
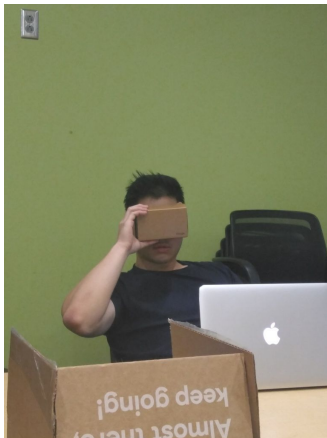
Lasia Lo

Ramil Shaymardanov

Richard Tseng

Simran Singh

Walker Willetts





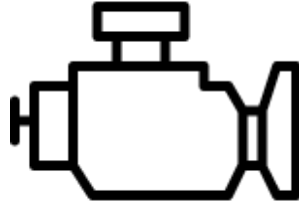
“The [popularity of role-playing games](#) far predates video game technology entirely, and many of the genre's standards, settings and concepts continue to draw strong influence from the pen-and-paper games of the past.”

--article by Ranker

We're letting you do just that.



Customizable
Authoring
Environment



Creation of Scripts
& Game Logic



Robust Database



Intuitive
Game Play



Authoring Articuno





Engine Typhlosion





Rattata Data



Keeping track of things...

Files: Images and Sounds as ByteArrays

Trackable Objects: Custom objects that extend trackable object

Why? Multiplayer gameplay and editing, different workspaces



Future Work



Creating Pokémon:

Tile-based movement and on-demand scene switching

Designing other RPGs:

Flexibility in Entity interactions
Questing!

Extending to Side Scrolling + Tile-Based Games:

Scripts allow for crossover



Acknowledgments

- Stack Overflow
- Duvall
- Helpful TAs





Thank You!