Role-Playing Game Creator: Midpoint Demo

Programmers for Peaches

11.30.17

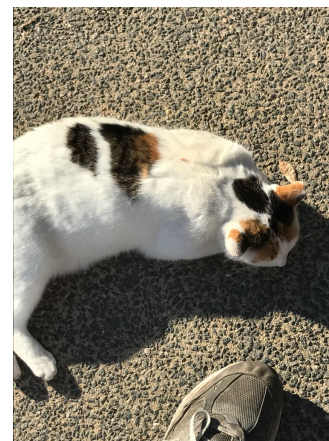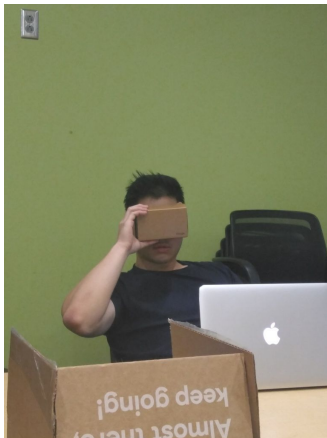# Our Team

Albert Xue

Brian Nieves

Estelle He

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Lasia Lo

Ramil Shaymardanov

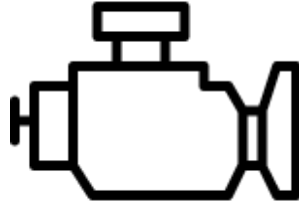Richard Tseng

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

Engine Typhlosion

Authoring Articuno

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!