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EULA.txt

ARPG plugin set

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■ Introduction

Thank you for purchasing ARPG plugin set (hereinafter referred to as "this software"). This software is a product for which unagiootoro created the plugins and Gotcha Gotcha Games produced the graphic data and can be used in RPG Maker MZ.

■About this software

・Make Action RPGs without any programming!

With this plugin, you can easily create action RPGs that battle directly on the field!

・All characters can be controlled pixel by pixel!

All characters, including the player, enemy characters, and attacking objects, can be freely moved 360 degrees in pixel units with this plugin. This allows for the creation of highly complex, action-packed battles.

・Enjoy the creative freedom with the plugin's high customizability!

All objects and enemies can be generated via events which allow you to freely design your own action patterns!

In addition, processing when damage is taken and when an enemy is destroyed can also be customized through common events.

○Included Plugins

・ARPG_Core.js

This plugin is for the core functions of the ARPG system.

・ARPG_ItemShortcut.js

This plugin adds item shortcut functionality to the ARPG system.

・ARPG_WeaponAnimation.js

This plugin adds weapon animation display functionality to the ARPG system.

・MapActorStatus.js

This plugin displays the HP gauge on the map.

This plugin can be used independently.


・CharacterCollisionEx.js

This plugin extends the collision detection of characters on the map.

This plugin can be used independently.


・CharacterImageEx.js

This plugin extends the function of displaying images of characters on the map.

This plugin can be used independently.


○Graphic assets

Enemy map walker sprites: 8 (4 x color difference 2)

Large Enemy walker sprites: 4

Character sprite sized icons for ARPG: 58

Character sprites for ranged weapon: 1 sheet


■ System Requirements

System supporting RPG Maker MZ.


■ How to use this software

< Materials data from "plugins" folder>

Follow the default method of installing plugin materials in RPG Maker MZ. Save this plugin (js file) in the js folder in the project folder and add this plugin from the Plugin menu on RPG Maker MZ.


< Materials data from "character" folder>

1. Run the editor of "RPG Maker MZ" and open the project to which you want to add materials from this collection from the menu.

2. Select [Tools]> [Resource Manager] from the main menu.

3. The [Resource Manager] screen will be displayed.

4. Select the "img/enemiies" folder. (If there is no folder, create a "character" folder under the directory [*your_project_folder*]/img/)

5. Click the [Import] button at the screen's top right.

6. Select the folder that contains the materials.

7. Select the materials file you want to add.

* Please refer to corresponding manuals to import the files into other Maker software versions .

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**IMPORTANT, READ CAREFULLY.**

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Alternatively, you may use the Product with any other entry in the RPG Maker series that retains the
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Developer

unagiootoro

Gotcha Gotcha Games Inc.


Publisher:

Gotcha Gotcha Games Inc.

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Customer Support:

https://www.gotchagotcha.jp/support/maker_dlc/


*NOTE: We cannot answer any inquiries that are not related to the Product and/or how to use the Product.


Official Store:

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