

# Monster RPG Game Kit Manual

PiRho Soft

|                               |   |
|-------------------------------|---|
| Ability .....                 | 1 |
| Fields .....                  | 1 |
| Ai Selection .....            | 1 |
| Fields .....                  | 1 |
| Animated Tile .....           | 1 |
| Fields .....                  | 1 |
| Approach Mover .....          | 1 |
| Fields .....                  | 1 |
| Approach Node .....           | 1 |
| Fields .....                  | 2 |
| Approach Position .....       | 2 |
| Area Controller .....         | 3 |
| Fields .....                  | 3 |
| Audio Manager .....           | 3 |
| Fields .....                  | 3 |
| Battle Ai .....               | 3 |
| Battle Animation Events ..... | 4 |
| Fields .....                  | 4 |
| Battle Graph .....            | 4 |
| Fields .....                  | 4 |
| Battle Interface .....        | 4 |
| Fields .....                  | 4 |
| Building .....                | 4 |
| Fields .....                  | 4 |
| Can Purchase Item .....       | 4 |
| Can Toss Item .....           | 5 |
| Can Use Item .....            | 6 |
| Fields .....                  | 6 |
| Can Use Move .....            | 6 |
| Fields .....                  | 6 |
| Checkerboard Tile .....       | 6 |
| Fields .....                  | 6 |
| Controller .....              | 6 |
| Create Creature .....         | 7 |
| Fields .....                  | 7 |
| Creature .....                | 7 |
| Fields .....                  | 7 |
| Creature Display .....        | 7 |
| Fields .....                  | 7 |
| Creature Display Node .....   | 7 |
| Fields .....                  | 7 |

|                             |    |
|-----------------------------|----|
| Deal Damage .....           | 7  |
| Fields .....                | 8  |
| Door .....                  | 8  |
| Fields .....                | 8  |
| Ecosystem .....             | 8  |
| Fields .....                | 8  |
| Encounter .....             | 8  |
| Fields .....                | 8  |
| Face Direction .....        | 8  |
| Fields .....                | 9  |
| Face Mover .....            | 9  |
| Fields .....                | 9  |
| Follow Camera .....         | 9  |
| Fields .....                | 9  |
| Follow Path .....           | 9  |
| Fields .....                | 9  |
| Freeze Controller .....     | 9  |
| Give Creature .....         | 10 |
| Fields .....                | 10 |
| Give Item .....             | 10 |
| Fields .....                | 10 |
| Has Item .....              | 10 |
| Fields .....                | 10 |
| Interaction .....           | 10 |
| Fields .....                | 10 |
| Item .....                  | 10 |
| Fields .....                | 10 |
| Layer Sorting .....         | 11 |
| Fields .....                | 11 |
| Line Of Sight Trigger ..... | 11 |
| Fields .....                | 11 |
| Map Properties .....        | 11 |
| Fields .....                | 11 |
| Move .....                  | 11 |
| Fields .....                | 11 |
| Mover .....                 | 12 |
| Fields .....                | 12 |
| Mover Animator .....        | 12 |
| Npc .....                   | 13 |
| Fields .....                | 13 |
| Occupy Tiles .....          | 13 |

|                                   |    |
|-----------------------------------|----|
| Order Trainers .....              | 14 |
| Fields .....                      | 14 |
| Path Controller .....             | 14 |
| Fields .....                      | 14 |
| Pathfinding .....                 | 14 |
| Fields .....                      | 14 |
| Path Node .....                   | 14 |
| Fields .....                      | 14 |
| Play Battle Clip .....            | 14 |
| Fields .....                      | 14 |
| Play Battle Effect .....          | 14 |
| Fields .....                      | 14 |
| Play Battle Sound .....           | 15 |
| Fields .....                      | 15 |
| Player .....                      | 15 |
| Fields .....                      | 15 |
| Player Controller .....           | 15 |
| Fields .....                      | 15 |
| Process Creature .....            | 15 |
| Purchase Item .....               | 16 |
| Random Tile .....                 | 17 |
| Fields .....                      | 17 |
| Release Creature .....            | 17 |
| Reset Creature .....              | 18 |
| Reset Creature Availability ..... | 19 |
| Reset Move .....                  | 20 |
| Reset Move Availability .....     | 21 |
| Reset Trainer .....               | 22 |
| Reset Trainer Availability .....  | 23 |
| Reset Traits .....                | 24 |
| Fields .....                      | 24 |
| Reset Traits Availability .....   | 24 |
| Fields .....                      | 24 |
| Rule Override Tile .....          | 24 |
| Fields .....                      | 24 |
| Rule Tile .....                   | 24 |
| Fields .....                      | 24 |
| Save Game .....                   | 24 |
| Fields .....                      | 24 |
| Set Creature .....                | 24 |
| Shop .....                        | 25 |

|                            |    |
|----------------------------|----|
| Fields.....                | 25 |
| Species.....               | 25 |
| Fields.....                | 25 |
| Spinner Controller .....   | 25 |
| Fields.....                | 25 |
| Start Path .....           | 25 |
| Static Collider .....      | 26 |
| Fields.....                | 26 |
| Teach Ability .....        | 26 |
| Fields.....                | 26 |
| Teach Skill .....          | 26 |
| Thaw Controller .....      | 27 |
| Toss Item.....             | 28 |
| Trainer .....              | 29 |
| Fields.....                | 29 |
| Typewriter Control.....    | 29 |
| Fields.....                | 29 |
| Unoccupy Tiles .....       | 29 |
| Update Creature .....      | 30 |
| Fields.....                | 30 |
| Use Item .....             | 30 |
| Fields.....                | 30 |
| Use Move .....             | 30 |
| Fields.....                | 30 |
| Warp Mover.....            | 30 |
| Fields.....                | 30 |
| World.....                 | 30 |
| Fields.....                | 30 |
| World Listener .....       | 31 |
| Fields.....                | 31 |
| World Listener Graph ..... | 31 |
| World Loader .....         | 32 |
| World Manager .....        | 33 |
| Fields.....                | 33 |
| Zone .....                 | 33 |
| Fields.....                | 33 |
| Zone Data .....            | 33 |
| Fields.....                | 33 |

# Ability

## Fields

**Ecosystem** *Ecosystem*

**string** *Name*

**VariableList** *Traits*

**Expression** *Use In World Condition*

**InstructionCaller** *Use In World Instruction*

**Expression** *Use In Battle Condition*

**InstructionCaller** *Use In Battle Instruction*

<<<

## Ai Selection

### Fields

**string** *Tag*

**Ai Selection Item List** *Items*

<<<

## Animated Tile

### Fields

**bool** *Randomize Start*

**float** *Animation Start Time*

**float** *Animation Speed*

**float** *Animation Speed Maximum*

**List**<**Tile Transform Info**> *Tiles*

<<<

## Approach Mover

### Fields

**VariableReference** *Target*

<<<

## Approach Node

## Fields

**bool** *Wait For Completion*

**bool** *Use Pathfinding*

<<<

## Approach Position

# Area Controller

## Fields

**int** *Left Distance*

**int** *Right Distance*

**int** *Up Distance*

**int** *Down Distance*

**float** *Movement Delay*

<<<

## Audio Manager

### Fields

**AudioMixerGroup** *Master Mixer*

<<<

## Battle Ai



# Battle Animation Events

## Fields

[Battle Animation Clip Dictionary](#) *Clips*

[Battle Animation Sound Dictionary](#) *Sounds*

[Battle Animation Effect Dictionary](#) *Effects*

<<<

## Battle Graph

## Fields

[SceneReference](#) *Ui Scene*

[Trainer Reference List](#) *Trainers*

<<<

## Battle Interface

## Fields

**bool** *Hide World*

[Creature Display List](#) *Creature Displays*

<<<

## Building

## Fields

[Collision Layer](#) *Collision Layer*

[Rect](#) *Bounds*

**float** *Sort Point*

**int** *Roof Height*

[Part](#) *Roof*

[Part](#) *Facade*

[List](#)<[Door Part](#)> *Doors*

[List](#)<[Accessory](#)> *Accessories*

<<<

## Can Purchase Item

# Can Toss Item

## Can Use Item

### Fields

**Item Use Location** *Location*

<<<

## Can Use Move

### Fields

**Ability Use Location** *Location*

<<<

## Checkerboard Tile

### Fields

**Tile Transform Info** *First*

**Tile Transform Info** *Second*

<<<

## Controller

# Create Creature

## Fields

**VariableSchema** *Schema*

**Expression** *Initializer*

<<<

## Creature

## Fields

**Species** *Species*

**string** *Name*

**VariableList** *Traits*

**Move List** *Moves*

<<<

## Creature Display

## Fields

**AnimationPlayer** *Battler Player*

**AudioPlayer** *Battler Audio*

**Animator** *Creature Animator*

**Animation Clip Dictionary** *Animations*

**Audio Clip Dictionary** *Sounds*

**Game Object Dictionary** *Effects*

<<<

## Creature Display Node

## Fields

**string** *Interface Name*

**VariableReference** *Index Variable*

<<<

## Deal Damage

## Fields

**string** *Variable Name*

**string** *Hp Trait*

**Expression** *Base Damage*

**Damage Modifier List** *Modifiers*

<<<

## Door

## Fields

**AnimationClip** *Open Animation*

**AnimationClip** *Close Animation*

**AudioClip** *Open Sound*

**AudioClip** *Close Sound*

<<<

## Ecosystem

## Fields

**VariableSchema** *Trainer Schema*

**VariableSchema** *Species Schema*

**VariableSchema** *Creature Schema*

**VariableSchema** *Ability Schema*

**VariableSchema** *Move Schema*

<<<

## Encounter

## Fields

**InstructionCaller** *Instructions*

**float** *Encounter Chance*

**Encounter Table** *Encounters*

<<<

## Face Direction

## Fields

**Movement Direction** *Direction*

<<<

## Face Mover

## Fields

**VariableReference** *Target*

<<<

## Follow Camera

## Fields

**float** *Move Speed*

**float** *Zoom Speed*

**GameObject** *Target Object*

<<<

## Follow Path

## Fields

**Path** *Path*

<<<

## Freeze Controller

# Give Creature

## Fields

**Creature Reference** *Creature*

<<<

# Give Item

## Fields

**Item Variable Source** *Item*

**IntegerVariableSource** *Amount*

<<<

# Has Item

## Fields

**Item Variable Source** *Item*

**IntegerVariableSource** *Amount*

<<<

# Interaction

## Fields

**Interaction Direction** *Directions*

**InstructionCaller** *Instructions*

<<<

# Item

## Fields

**string** *Name*

**string** *Description*

**Item Type** *Type*

**int** *Purchase Cost*

**int** *Sell Cost*

**Expression** *Use In World Condition*

**InstructionCaller** *Use In World Instruction*

**Expression** *Use In Battle Condition*

**InstructionCaller** *Use In Battle Instruction*

<<<

## Layer Sorting

### Fields

**Collision Layer** *Layer*

**bool** *Force To Bottom*

<<<

## Line Of Sight Trigger

### Fields

**int** *Distance*

**bool** *Sees Through Walls*

<<<

## Map Properties

### Fields

**bool** *Clamp Left Bounds*

**bool** *Clamp Right Bounds*

**bool** *Clamp Bottom Bounds*

**bool** *Clamp Top Bounds*

**float** *Left Bounds*

**float** *Right Bounds*

**float** *Bottom Bounds*

**float** *Top Bounds*

**Tile Dictionary** *\_tiles*

<<<

## Move

### Fields

**Ability** *Ability*

**Creature** *Creature*

**string** *Name*



**VariableList** *Traits*

<<<

## Mover

### Fields

**Collision Layer** *Movement Layer*

**int** *Direction Delay Frames*

**float** *Move Speed*

**Renderer** *Shadow*

**Movement Direction** *\_direction*

<<<

## Mover Animator

# Npc

## Fields

**string** *Name*

**string** *Guid*

<<<

## Occupy Tiles

# Order Trainers

## Fields

**Sort Condition List** *Sort Conditions*

<<<

# Path Controller

## Fields

**bool** *Begin On Awake*

**Path** *Path*

<<<

# Pathfinding

## Fields

**Node[]** *\_nodes*

<<<

# Path Node

## Fields

**bool** *Wait For Completion*

<<<

# Play Battle Clip

## Fields

**Battle Animation Clip** *Clip*

<<<

# Play Battle Effect

## Fields

**Battle Animation Effect** *Effect*

<<<

# Play Battle Sound

## Fields

**Battle Animation Sound** *Sound*

<<<

## Player

### Fields

**string** *Name*

<<<

## Player Controller

### Fields

**string** *Horizontal Axis*

**string** *Vertical Axis*

**string** *Interact Button*

**KeyCode** *Interact Key*

<<<

## Process Creature

## Purchase Item

# Random Tile

## Fields

**float** *Noise Scale*

**List**<**Tile Transform Info**> *Tiles*

<<<

## Release Creature

# Reset Creature

## Reset Creature Availability



## Reset Move

## Reset Move Availability

# Reset Trainer

## Reset Trainer Availability

## Reset Traits

### Fields

**Reset Trait List** *Traits*

<<<

## Reset Traits Availability

### Fields

**string** *Availability*

<<<

## Rule Override Tile

### Fields

**Rule Tile** *Override Tile*

**Rule** *Default Rule*

**List**<**Rule**> *Rules*

<<<

## Rule Tile

### Fields

**Rule** *Default Rule*

**List**<**Rule**> *Rules*

<<<

## Save Game

### Fields

**GameObject** *Saving Indicator*

<<<

## Set Creature

# Shop

## Fields

**Shop Item List** *Items*

<<<

# Species

## Fields

**Ecosystem** *Ecosystem*

**string** *Name*

**Sprite** *Icon*

**AnimatorOverrideController** *Animations*

**VariableList** *Traits*

**Skill List** *Skills*

**Mount Point Dictionary** *Mount Points*

<<<

# Spinner Controller

## Fields

**Spin Type** *Type*

**float** *Spin Delay*

<<<

# Start Path

# Static Collider

## Fields

**Collision Layer** *Collision Layer*

<<<

## Teach Ability

## Fields

**Ability Variable Source** *Ability*

<<<

## Teach Skill

# Thaw Controller



# Toss Item

# Trainer

## Fields

**Ecosystem** *Ecosystem*

**VariableList** *Traits*

**Inventory** *Inventory*

**Roster** *\_roster*

<<<

## Typewriter Control

## Fields

**float** *Characters Per Second*

<<<

## Unoccupy Tiles

# Update Creature

## Fields

**string** *Group*

**bool** *Wait For Completion*

<<<

## Use Item

## Fields

**Item Use Location** *Location*

<<<

## Use Move

## Fields

**Ability Use Location** *Location*

<<<

## Warp Mover

## Fields

**Movement Direction** *Direction*

**Collision Layer** *Layer*

<<<

## World

## Fields

**SceneReference** *Main Scene*

**List<SceneReference>** *Ui Scenes*

**AudioClip** *Background Music*

**VariableSchema** *World Schema*

**VariableSchema** *Player Schema*

**VariableSchema** *Npc Schema*

**Map Layer List** *Map Layers*

**List<Zone>** *Zones*

<<<

## World Listener

### Fields

**World Listener Source** *Source*

**string** *Variable*

**InstructionCaller** *Instructions*

<<<

## World Listener Graph

# World Loader

# World Manager

## Fields

**World** *World*

<<<

## Zone

## Fields

**World** *World*

**string** *Name*

**SceneReference** *Scene*

**string** *Map Layer*

**AudioClip** *Background Music*

**VariableSchema** *Schema*

**InstructionCaller** *Enter Instructions*

**InstructionCaller** *Exit Instructions*

<<<

## Zone Data

## Fields

**Zone** *Zone*

**int** *Scene Index*