2D RPG KIT

Documentation

Preface

This is my first game-related project that is publicly available. So thank you for purchasing the 2D RPG Kit and supporting this project!

I am constantly working on improving this asset pack by adding new features and fixing bugs through future updates. I still have a lot of ideas to make this project a true RPG Kit worthy of its name. So if you have questions, ideas for more features or encounter any bugs, just contact me through artktentrion@gmail.comand there will be a good chance your feature/bug will be handled with the next update.

I am aware that this project is still not in a perfect state. I put a lot of time, effort and even more love into the 2D RPG Kit and I think even in this state it is already a very useful tool and enables you to build the RPG of your dreams. With this in mind, I released this project so we can build an awesome community and by providing your feedback I will be able to improve this asset pack over time. Please consider joining the dedicated Discord server here: https://discord.com/invite/M42YyxP

Please also consider following me on my social network channels in order to stay up to date with the 2D RPG Maker kit and other projects. I would also be very pleased to see how you used this tool to build your own RPG. Send me your screenshots/videos and I will share them on my channels!

Twitter
Instagram
itch.io

The background music and sound included in this project are free to use! Credits for the background music goes to David Vitas! -> Twitter: @davidvitas

With this said, a warm welcome to the 2D RPG Kit!

Demo Game

You can try out a demo game that acts as a showcase to a lot of features that the 2D RPG Kit provides. Within Unity, open and play the scene “TitleScreen” from the folder “Assets/Scenes/System Maps”. Or download the demo game from itch.io. I suggest playing the demo game first in order to get a better understanding of how things look and feel.

Move: Arrow Keys, WSAD
Interact: Return
Menu:X
Cancel: Esc

Project Structure

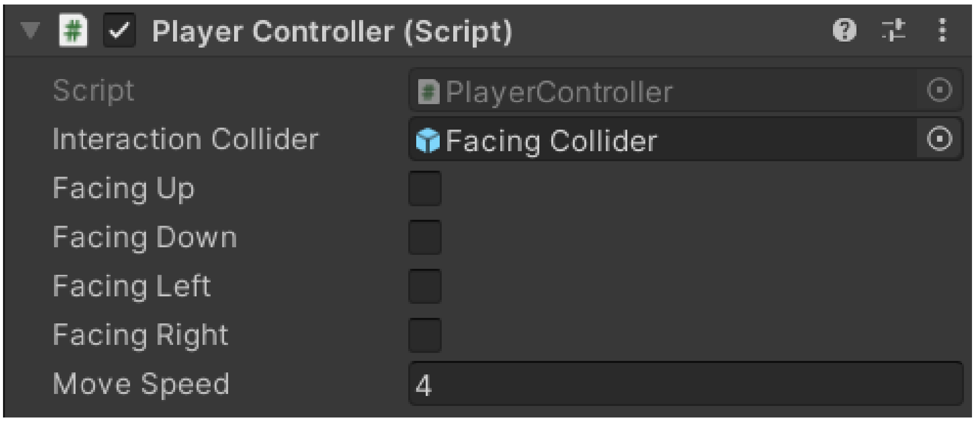
The project is structured in a way that makes the 2D RPG Kit as user-friendly as possible and is suitable for beginners as well as advanced Unity users. Once you got familiar with the features, you will be able to easily and effectively create awesome RPGs!

The folder structure is as follows:
Assets/2D RPG Kit

/Animations	This folder contains all animations including player and battle animations as well as effects. Character battle and enemy battle animations are stored individually in subfolders.
/Audio	Contains background music and sound effects.
/Editor	Contains scripts that customize Unity’s inspector of several components
/Fonts	Contains the font which is used for in-game texts.
/Materials	Contains a material that can be used on sprites to enable lighting.
/Prefabs/Battle	Contains all battle-related prefabs such as player characters, enemies and battle effects. You will create more characters, enemies and effects as you build your game.
/Prefabs/Items	Contains all item prefabs that can be consumed or equipped. You will create more items as you build your game.
/Prefabs/Main	Contains the main prefabs that need to be active in almost every scene to properly work. Automatic loading into scenes is already handled with the prefab “Main Objects Loader”.
/Prefabs/Objects	Contains all prefabs that can be used by a simple drop into the scene.
/Scenes/Demo	Contains all the scenes used for the demo game. You can open every scene individually and explore the contents for your reference.
/Scenes/System Maps	Contains non-playable scenes like the title screen and the game over screen.

/Scenes/World Maps	You can put all your scenes here by duplicating and editing the contained template scene.
/Scripts	Contains all scripts used by the 2D RPG Kit.
/Sprites	Contains all the graphics and UI elements, stored in individual subfolders.

Player



Player Controller (Script)

Script: PlayerController
Interaction Collider: Facing Collider
Facing Up: ☐
Facing Down: ☐
Facing Left: ☐
Facing Right: ☐
Move Speed: 4

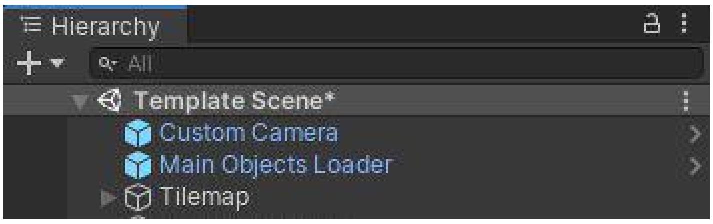
“Player” is a main prefab (stored in **Assets/2DRPGKit/Prefabs/Main**). Attached to this prefab is the “Player Controller” script. There, you are able to edit the move speed through the inspector. You don’t need to drag this prefab into every scene since the “Main Object Loader” already loads this prefab into the scene. During play, you can find the player prefab in the hierarchy under **DontDestroyOnLoad -> Player(Clone)**.

The player works with four directional animations for walking and idling which are set up through Unity’s Blend Tree. The animation is stored in **Assets/2D RPG Kit/Animations/Player**. You can easily swap out the sprites in **Assets/2D RPG Kit/Sprites/Characters/Character1** to create your own player character.

The four “Facing” booleans are for confirming the players’ current facing direction.

Scenes

Use the template scene stored in **Assets/2D RPG/Scene/World Maps** to create your own scenes. Duplicate the “Template Scene” (STRG+D) and open it. The scene already contains the “Custom Camera”, “Main Objects Loader” and a tilemap component to be able to be played.

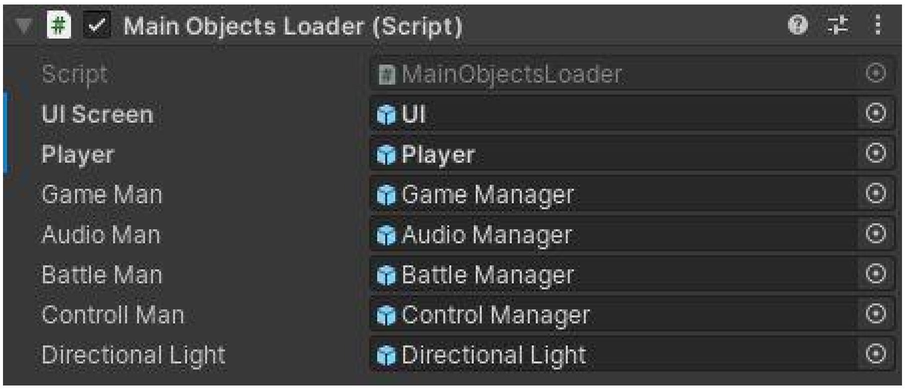


Hierarchy

Template Scene*
- Custom Camera
- Main Objects Loader
- Tilemap

Main Objects Loader

The “Main Objects Loader” is a main prefab (stored in **Assets/2D RPG Kit/Prefabs/Main**) and is essential for every playable scene since it loads in all needed prefabs automatically. Jump to the respective chapter to find out more about each prefab loaded with the “Main Objects Loader”

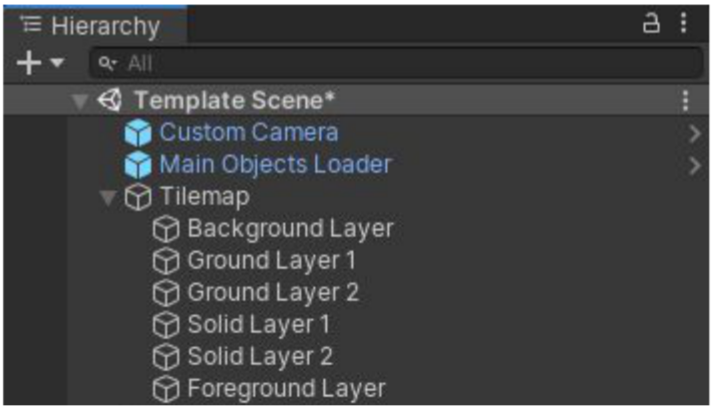


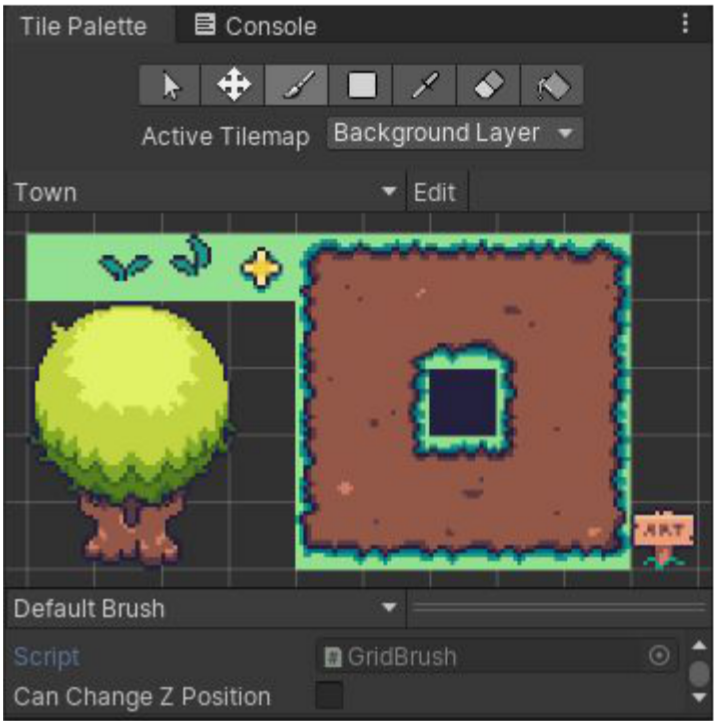
Main Objects Loader (Script)

Script: MainObjectsLoader
UI Screen: UI
Player: Player
Game Man: Game Manager
Audio Man: Audio Manager
Battle Man: Battle Manager
Controll Man: Control Manager
Directional Light: Directional Light

Tilemaps

Scenes are built with tilemaps. To build your own environments, expand the “Tilemap” component in the hierarchy of your scene. There, you will find a number of layers. Use the layers to build maps with differently overlapping objects. Choose one of the layers from the hierarchy and select a tile with the brush tool from the tile pallet. You can then draw with this tile over the map in the scene view. The player sprite will be rendered between “Ground Layer 2” and “Solid Layer 1” -> Everything on “Ground Layer 2” and below is rendered below the player / Everything on “Solid Layer 1” and above, is rendered above the player.



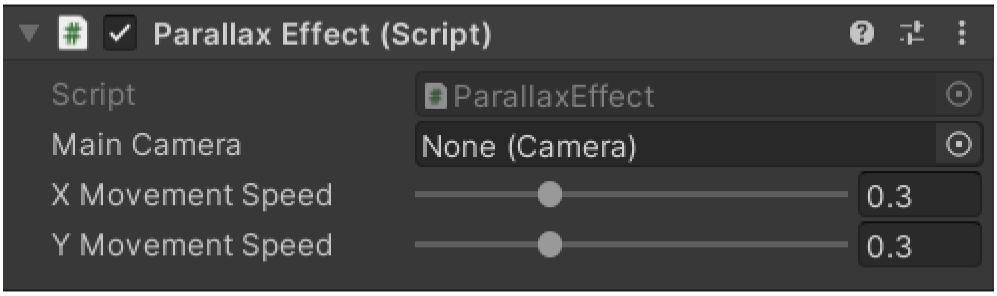


Active Tilemap: Background Layer

Town

Script: GridBrush

Can Change Z Position: □



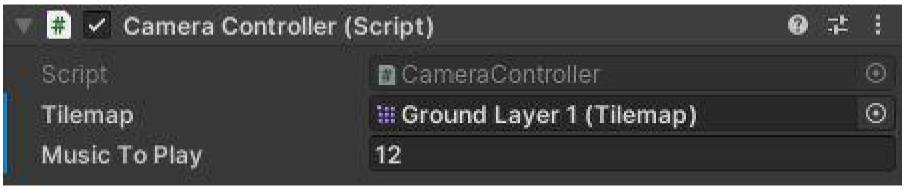
Parallax Effect (Script)

Script	ParallaxEffect
Main Camera	None (Camera)
X Movement Speed	0.3
Y Movement Speed	0.3

Inside the “Background Layer”, you will find the “Parallax Effect” component which enables parallax scrolling on the background layer. The main camera will be assigned automatically during play. You can adjust the X and Y movement speed with the respective sliders. If you want to enable parallax scrolling on another layer, simply add the “Parallax Effect” component to any tilemap layer.

Camera

The Camera in this project (stored in **Assets/2D RPG Kit/Prefabs/Main**) is a slight alternation to Unity’s default camera component but is still needed for each scene in order to render the graphics. Attached to this prefab is the “Camera Controller” script. There, you can assign the tilemap of the current scene which is important to calculate the boundaries. You don’t have to assign the tilemap to the camera if you are working with the template scene. If you are not using the template scene, simply drag and drop a layer from your scenes tilemap into “Tilemap” of the “Camera Controller” script. This will calculate the borders of your map and will prevent the player from going out of bounds. You can also set the background music of your scene here. Simply enter the number corresponding to the music would like to play in this scene (see “Audio Manager” for more info).



Camera Controller (Script)

Script CameraController

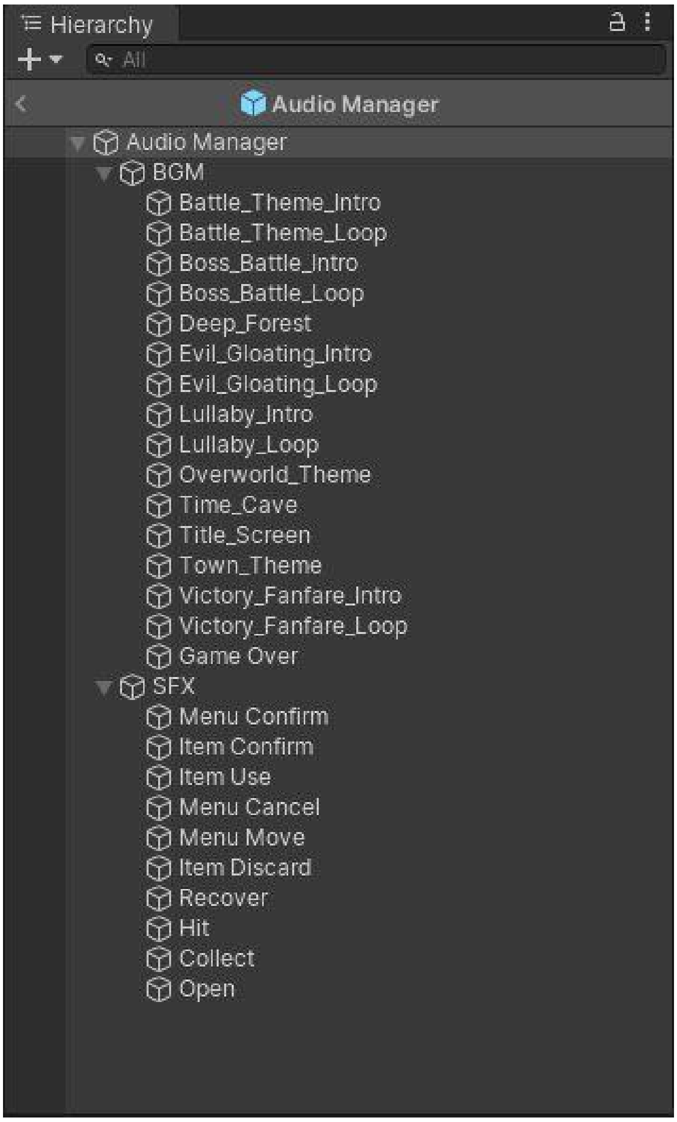
Tilemap Ground Layer 1 (Tilemap)

Music To Play 12

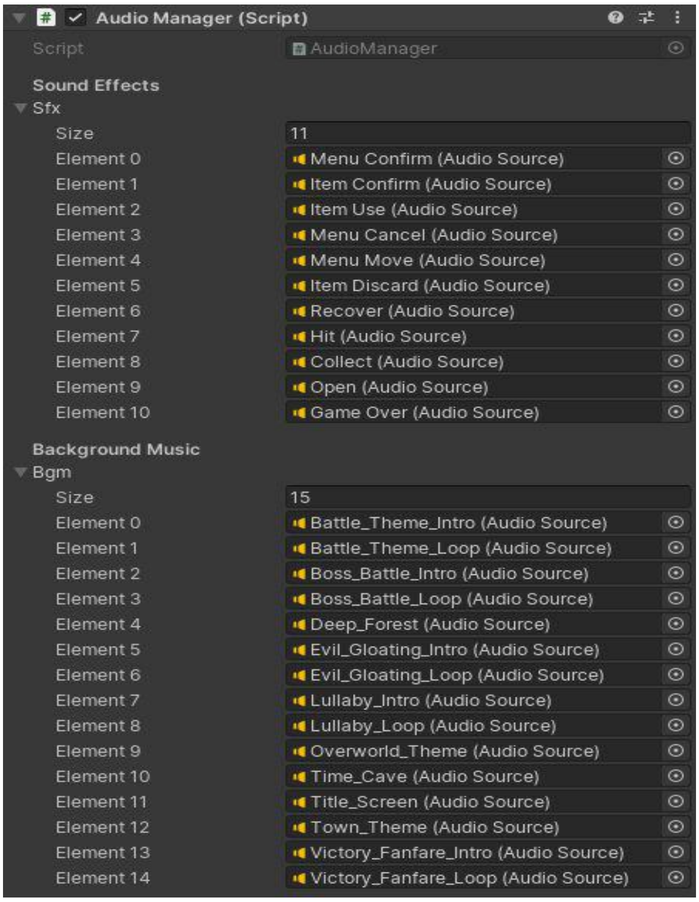
Audio Manager

“Audio Manager” is a main prefab (stored in **Assets/2D RPG Kit/Prefabs/Main**). This prefab loads in the music and sound data used in your project. A selection of free to use sounds and music comes with this project and is stored in **Assets/2D RPG Kit/Audio**. You don’t need to drag this prefab into every scene since the “Main Object Loader” already loads this prefab into the scene. If you want to add more music/sounds to your project, simply copy your music files into the respective folders within the Audio directory. From there, drag and drop the audio files directly into the hierarchy of the “Audio Manager”. Make the music a child of “BGM” and sounds a child of “SFX”.

Finally, drag and drop the audio files from the hierarchy into the “Audio Manager” script within the inspector. Again, music goes into “BGM” and sound goes into “SFX”. The element number next to each sound/music is how you can reference the audio files. So if you want to play the overworld theme in your scene, enter a “9” into “music to play” of your scene’s camera component. During play, you can find the audio manager prefab in the hierarchy under **DontDestroyOnLoad -> Audio Manager(Clone)**.



```
Audio Manager
Audio Manager
  BGM
    Battle_Theme_Intro
    Battle_Theme_Loop
    Boss_Battle_Intro
    Boss_Battle_Loop
    Deep_Forest
    Evil_Gloating_Intro
    Evil_Gloating_Loop
    Lullaby_Intro
    Lullaby_Loop
    Overworld_Theme
    Time_Cave
    Title_Screen
    Town_Theme
    Victory_Fanfare_Intro
    Victory_Fanfare_Loop
    Game Over
  SFX
    Menu Confirm
    Item Confirm
    Item Use
    Menu Cancel
    Menu Move
    Item Discard
    Recover
    Hit
    Collect
    Open
```

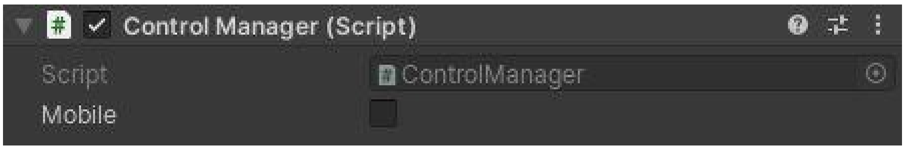


Audio Manager (Script)

Script	AudioManager
Sound Effects	
Sfx	
Size	11
Element 0	Menu Confirm (Audio Source)
Element 1	Item Confirm (Audio Source)
Element 2	Item Use (Audio Source)
Element 3	Menu Cancel (Audio Source)
Element 4	Menu Move (Audio Source)
Element 5	Item Discard (Audio Source)
Element 6	Recover (Audio Source)
Element 7	Hit (Audio Source)
Element 8	Collect (Audio Source)
Element 9	Open (Audio Source)
Element 10	Game Over (Audio Source)
Background Music	
Bgm	
Size	15
Element 0	Battle_Theme_Intro (Audio Source)
Element 1	Battle_Theme_Loop (Audio Source)
Element 2	Boss_Battle_Intro (Audio Source)
Element 3	Boss_Battle_Loop (Audio Source)
Element 4	Deep_Forest (Audio Source)
Element 5	Evil_Gloating_Intro (Audio Source)
Element 6	Evil_Gloating_Loop (Audio Source)
Element 7	Lullaby_Intro (Audio Source)
Element 8	Lullaby_Loop (Audio Source)
Element 9	Overworld_Theme (Audio Source)
Element 10	Time_Cave (Audio Source)
Element 11	Title_Screen (Audio Source)
Element 12	Town_Theme (Audio Source)
Element 13	Victory_Fanfare_Intro (Audio Source)
Element 14	Victory_Fanfare_Loop (Audio Source)

Control Manager

The "Control Manager" can make your game playable on mobiles via touchscreen input and is also a main prefab (stored in **Assets/2D RPG Kit/Prefabs/Main**). To test the touch input, just tick the "mobile" checkbox directly in the prefab's inspector before playing. This will display a touch interface that you can test using the mouse. Gamepad/keyboard input will be disabled when the "mobile" checkbox is checked. Also, don't forget to switch to the Android/iOS target platform in your build settings and enable mobile input via "Mobile Input" -> "Enable" in the window navigation bar!

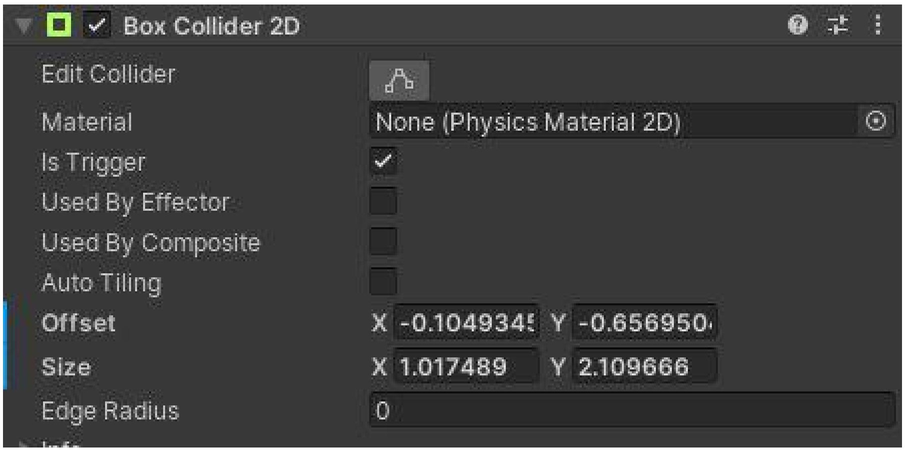


Control Manager (Script)

Script	ControlManager
Mobile	□

Scene Transition

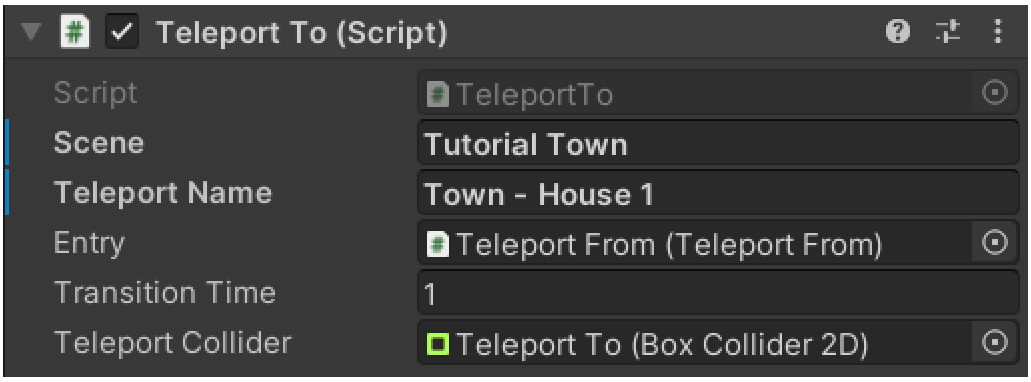
To teleport between scenes, you can use the "Teleport to" prefab (stored in **Assets/2DRPGKit/Prefabs/Objects**). This prefab connects two scenes and defines an exit and entry point. Drag and drop this prefab into your scene and place it where you want to create an entrance to another scene. The "Box Collider 2D" component attached to this



Box Collider 2D

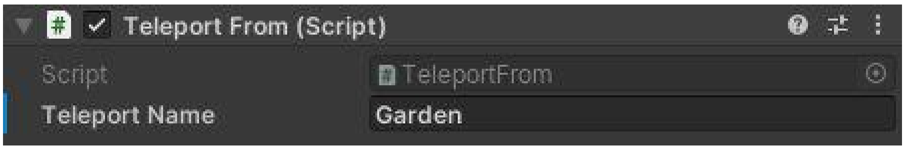
Edit Collider	
Material	None (Physics Material 2D)
Is Trigger	☑
Used By Effector	□
Used By Composite	□
Auto Tiling	□
Offset	X -0.1049345 Y -0.656950
Size	X 1.017489 Y 2.109666
Edge Radius	0

prefab, acts as the trigger for the scene transition. You can resize the collider to your needs by clicking the “Edit Collider” button within the inspector. Below the “Box Collider 2D” component you will find the “Teleport To” script. There, under “Scene”, you can enter the name of the scene where you wish to teleport to. Under “Teleport Name”, you can assign a unique teleport ID. Next, expand the “Teleport To” prefab in the scene’s hierarchy and select the “Teleport From” component. Within the inspector, under “Teleport Name” choose a character facing direction (not choosing a direction will carry over the facing direction at the time of entering the “Teleport To”). In your scene, move the “Teleport From” object to where you want to have the entry point from another scene. Keep in mind that the “Teleport From” object should not overlap with the “Box Collider 2D” of the “Teleport To” object. Now open the scene you wish to teleport to and repeat the steps. Again, use the same teleport ID from the previous scene.



Teleport To (Script)

Script	TeleportTo
Scene	Tutorial Town
Teleport Name	Town - House 1
Entry	Teleport From (Teleport From)
Transition Time	1
Teleport Collider	Teleport To (Box Collider 2D)



Teleport From (Script)

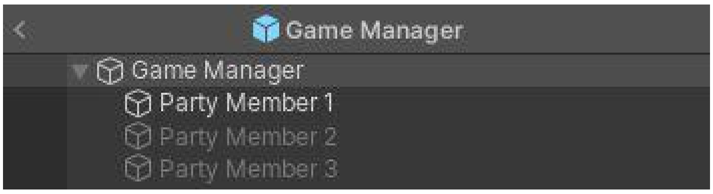
Script	TeleportFrom
Teleport Name	Garden

Game Manager

The “Game Manager” is another main prefab (stored in **Assets/2D RPG Kit/Prefabs/Main**). This prefab handles important values regarding the player stats and some world settings. Additionally, this prefab handles the management of chests, quests and events (see “Chest /Chest Manager, “Quest Manager”, “Event Manager” for more info). You don’t need to drag this prefab into every scene since the “Main Object Loader” already loads this prefab into the scene. During play, you can find the game manager prefab in the hierarchy under **DontDestroyOnLoad -> Game Manager(Clone)**. For this section of the documentation, we will focus on the “Game Manager” script component.

Initialization

Here, you will find all characters and the character status list. These objects are the characters that can join the player’s party during the game and are child objects of the “Game Manager” prefab (see “Character Status” for more info).



Game Manager
- Game Manager
  - Party Member 1
  - Party Member 2
  - Party Member 3

Currently Active Menus

Here, you can confirm which menus are active at any time for debugging purposes.

Character Bools

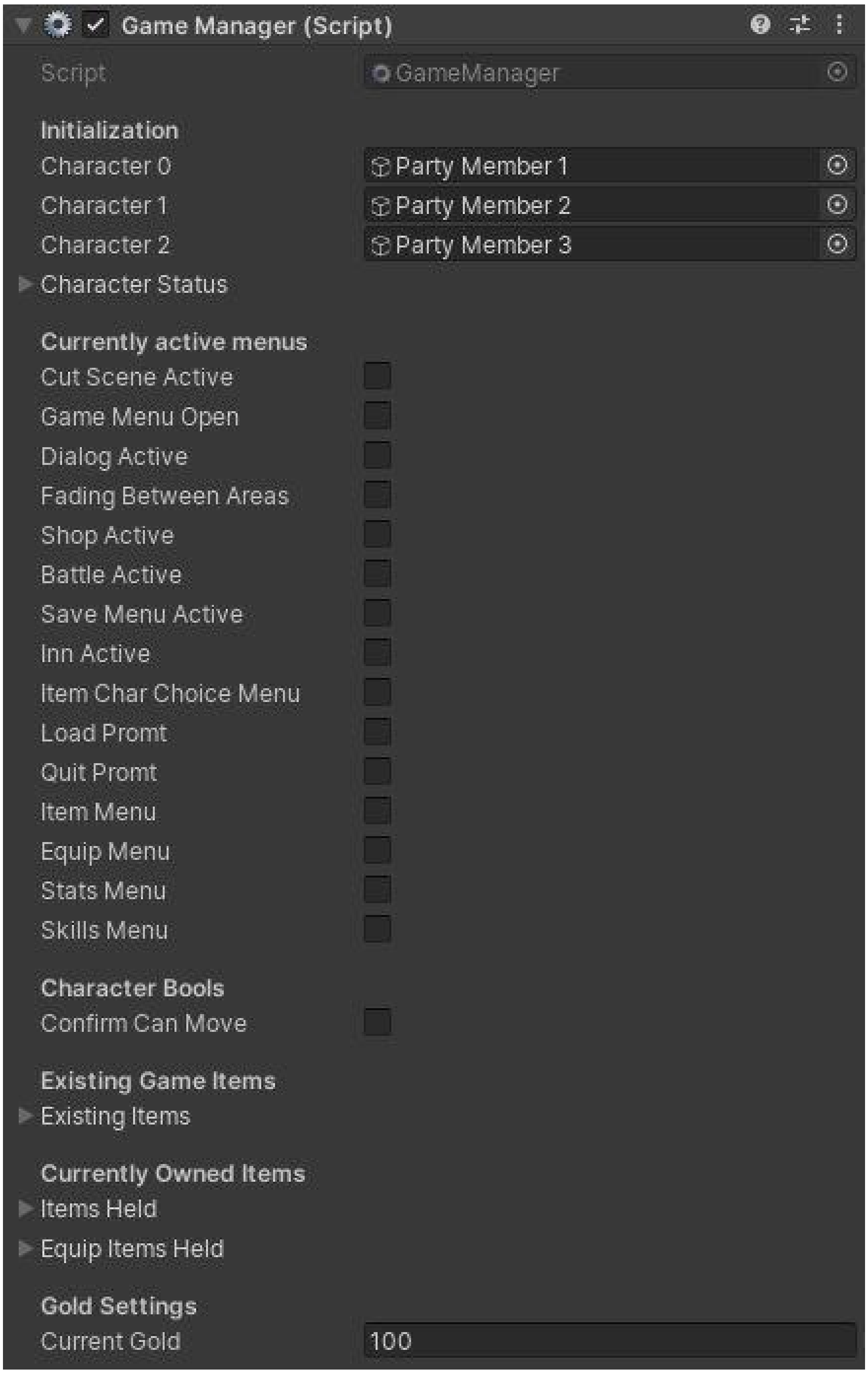
Here, you can check if anything is blocking the player movement at any time for debugging purposes.

Existing Game Items

This is a list of every item and equipment that will be available in your game. Items are stored as prefabs in **Assets/2D RPG Kit/Prefabs/Items**(see “Items” for more info). Just drag and drop the item prefabs you created into the item list to make them available for your game.

Currently Owned Items

Here you can confirm during play which items/equipment the player is currently holding for debugging purposes. You can also enter any item or equipment before playing/compiling to make the player start out with specific items/equipment (see “Items” for more info). Items/equipment are entered by hand so you don’t need to drag and drop prefabs into the list. Note that the item/equipment name has to be spelled correctly in order for the game manager to recognize the referenced item/equipment.



☑ Game Manager (Script)

Script: GameManager

Initialization
Character 0: Party Member 1
Character 1: Party Member 2
Character 2: Party Member 3
▶ Character Status

Currently active menus
Cut Scene Active □
Game Menu Open □
Dialog Active □
Fading Between Areas □
Shop Active □
Battle Active □
Save Menu Active □
Inn Active □
Item Char Choice Menu □
Load Promt □
Quit Promt □
Item Menu □
Equip Menu □
Stats Menu □
Skills Menu □

Character Bools
Confirm Can Move □

Existing Game Items
▶ Existing Items

Currently Owned Items
▶ Items Held
▶ Equip Items Held

Gold Settings
Current Gold: 100

Character Status

With the “Character Status” script it is possible to create customized playable characters by giving them different strengths and weaknesses. This project contains four predefined characters. they are stored as child objects of the “Game Manager” prefab (stored in **Assets/2D RPG Kit/Prefabs/Main**). The “Party Member 1” object always refers to the main character and has to be always active for the battles to work. The other child objects refer to the characters that can join the player during the game. By activating one or two of the other party member objects before playing/compiling, you can unlock the other characters for the player directly from the beginning. Currently, the system supports up to three character members to be active at the same time. Activating more than three characters will cause errors. Use the NPC prefab if you want a character to join the player at a specific point of your game (see “NPC” for more info).

By entering the following attributes in the “Character Status” component, you can create customized characters:

Attribute	**Description**
Character Name	Enter the name of the character (will be displayed in the game menu)
Level	Enter the level this character should start with
Max Level	Enter the max amount of levels this character can reach
Current HP	Enter the amount of HP this character should start with
Max HP	Enter the max amount of HP this character can have with the level entered above
Current SP	Enter the amount of SP this character should start with
Max SP	Enter the max amount of SP this character can have with the level entered above
Current EXP	Enter the amount of EXP this character should start with
Skills	Enter the skills this character should start with (see “Skills” for more info)
First Next Level EXP	If you wish the amount of EXP for each next level to be calculated automatically, enter the amount of EXP needed to reach the fist next level here. The amount of EXP for each level will then be calculated automatically using the provided multiplication factor
Multiplication Factor	Enter the multiplication factor used for the automatic calculation of EXP for each level
Manual EXP	Check this box if you like to enter the needed amount of EXP for each level by hand
EXP to Next Level	If you checked the “Manual EXP” box, enter a list of needed EXP to reach each level here. Note that the list should be of the same length as the max level this character can reach.
Manual HP Bonus	Check this box if you like to enter the HP bonus granted fo reaching each level by hand
HP Level Bonus	If you checked the “Manual HP Bonus” box, enter a list of HP bonuses for each level here. These values will be then added to the max HP whenever a level was reached. Note that the list should be of the same length as the max level this character can reach.

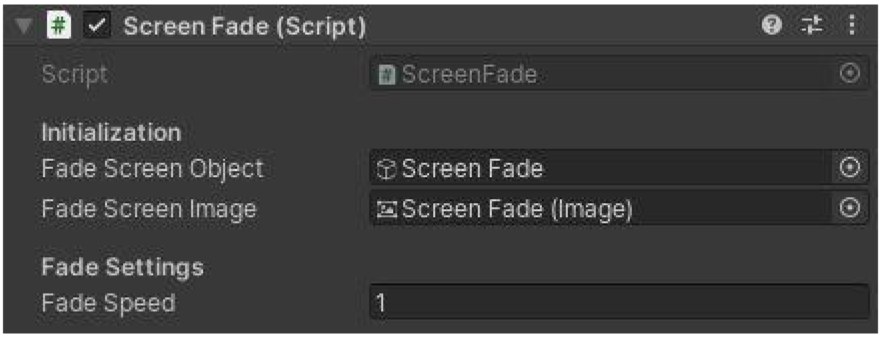
Manual SP Bonus	Check this box if you like to enter the SP bonus granted fo reaching each level by hand
SP Level Bonus	If you checked the “Manual SP Bonus” box, enter a list of SP bonuses for each level here. These values will be then added to the max SP whenever a level was reached. Note that the list should be of the same length as the max level this character can reach.
Skill Level Bonus	Enter a list of Skills to be learned by the character when the respective level is reached.
Agility	The agility of a character determines who can attack first in a battle. The highest agility will be able to attack first.
Strength	Enter the strength this character should start with. This value will be used to calculate the damage dealt to the enemy during battle
Defense	Enter the defense this character should start with. This value will be used to calculate the damage dealt by the enemy during battle
Offense Strength	You can leave this value at 0 since it will be defined by the weapon this character is equipped with. You can check this value during play for debugging purposes.
Defense Strength	You can leave this value at 0 since it will be defined by the Armor this character is equipped with. You can check this value during play for debugging purposes.
Equipped Offense Item	Enter the equipment this character should start with or leave blank. Can be used to confirm equipment during play for debugging purposes
Equipped Defense Item	Enter the equipment this character should start with or leave blank. Can be used to confirm equipment during play for debugging purposes
Character Image	Drag and drop the character sprite used as the portrait in the game menu. Character images are stored in **Assets/2D RPG Kit/Sprites/Characters**
Poisoned	For debugging. You can check the poison status with this bool. A poisoned character will take damage at the beginning of their turn
Silenced	For debugging. You can check the silence status with this bool. A silenced character will not be able to use skills. Silenced enemies are not able to attack at all.

UI

The “UI” is another main prefab (stored in **Assets/2D RPG Kit/Prefabs/Main**). This prefab handles the complete user interface with all its menus. You don’t need to drag this prefab into every scene since the “Main Object Loader” already loads this prefab into the scene. During play, you can find the “UI” prefab in the hierarchy under **DontDestroyOnLoad -> UI(Clone)**.

Screen Fade

The screen fade script controls the “Screen Fade” child object of the UI prefab and is utilized by several other scripts in order to activate a fade out and fade in of the screen in situations like going from one scene to another. The fade speed is adjustable.

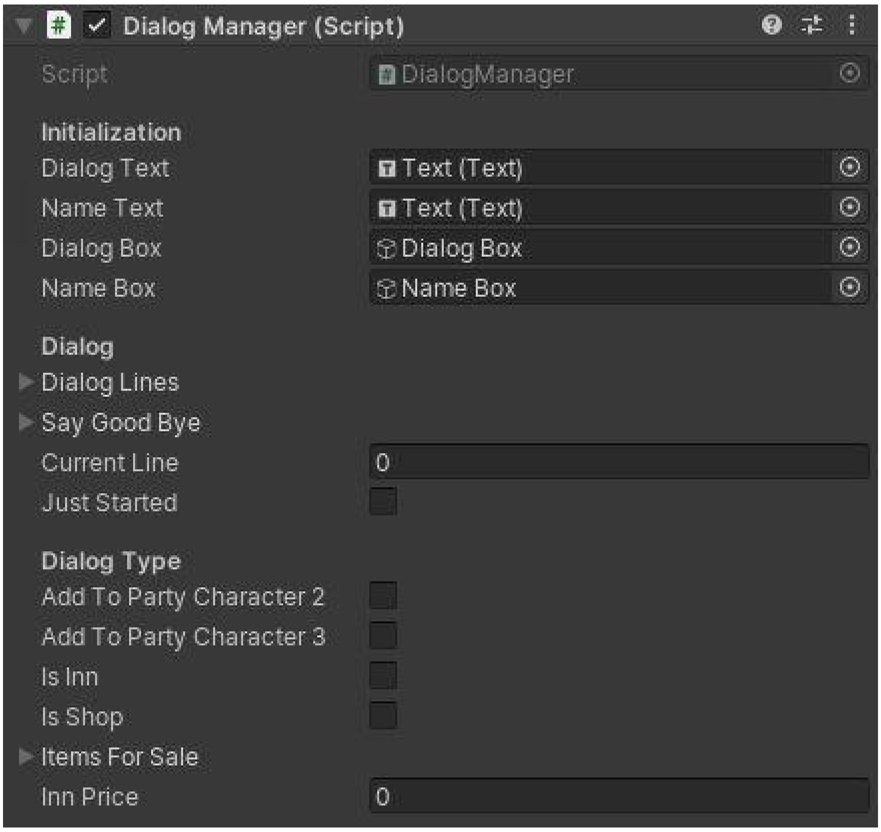


Screen Fade (Script)

Script	ScreenFade
Initialization	
Fade Screen Object	Screen Fade
Fade Screen Image	Screen Fade (Image)
Fade Settings	
Fade Speed	1

Dialog Manager

The “Dialog Manager” script controls the “Dialog Box” child object of the UI prefab and can display two lines of dialog as well as a name. You can resize the dialog box and the text component if you want to be able to display more text at once. This script only displays the dialog lines specified via the “Dialog Starter” script and progresses the dialog by pressing the confirm button (see NPC for more info). Here, you can confirm the currently displayed dialog lines and several other settings during play for debugging purposes.



Dialog Manager (Script)

Script	DialogManager
Initialization	
Dialog Text	Text (Text)
Name Text	Text (Text)
Dialog Box	Dialog Box
Name Box	Name Box
Dialog	
▶ Dialog Lines	
▶ Say Good Bye	
Current Line	0
Just Started	□
Dialog Type	
Add To Party Character 2	□
Add To Party Character 3	□
Is Inn	□
Is Shop	□
▶ Items For Sale	
Inn Price	0

Game Menu / Shop / Inn / Reward Screen / Save

These scripts are responsible for showing the correct data within the game menus. There are a lot of objects and the scripts currently look a bit wild but you can check each connection by clicking the objects within the inspector. The menu is set up in a way that it can display up to three party members and a total amount of ten items and another ten pieces of equipment. But, since these objects were saved within lists, it is possible to expand them by duplicating the objects and assigning them into their respective lists. The code automatically adjusts to the new objects.

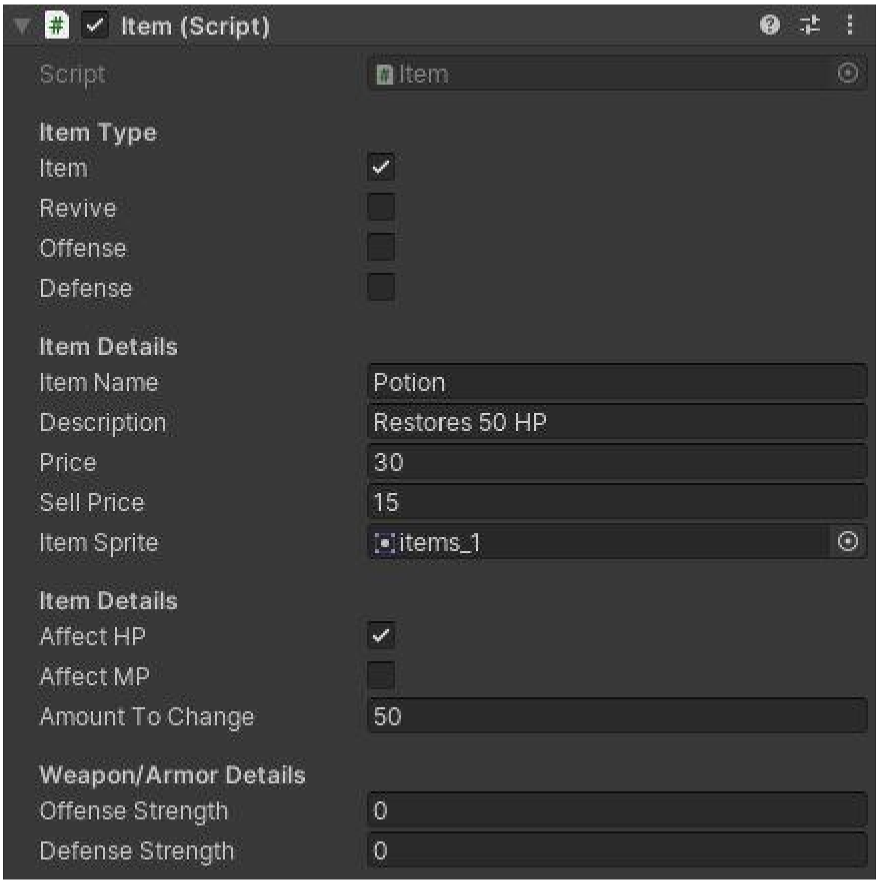
Items

Items are stored as prefabs in **Assets/2D RPG Kit/Prefabs/Items**. Here, you can find three predefined consumable items and two predefined equipable items. In order to create another item, you can just duplicate an existing item and change the values of the "Item" script within the inspector. Every item has to be registered in the "Game Manager" script under "Existing Items" of the "Game Manager" prefab in order to be usable in the game.

The "Item" script contains the following attributes to create customized items:

Attribute	**Description**
Item	Check this box if the item is a consumable. Leave blank if it is an equipable item
Battle Status Modifier	If you check this box, the item will only be usable during battles. This is usefull if you want to grant buffs that should only affect the character during a battle
Heal Status Effects	Check this box if the item should revert debuffs and other status effects
Revive	If you declared this item as a consumable, please decide if it also should be able to revive fallen members by checking the box
Offense	If you declared this item as equipable, you can choose it to be equipped as a weapon by checking this box
Defense	If you declared this item as equipable, you can choose it to be equipped as armor by checking this box
Item Name	Give this item a unique name. Give this prefab the same name within its hierarchy
Description	Enter a description to be displayed within menus
Price	Enter a price for which this item should be available in shops
Sell Price	Enter a price for which this item can be sold to shops
Item sprite	Drag and drop the item sprite used as the image in the game menu. item sprites are stored in **Assets/2D RPG Kit/Sprites/Objects**
Affect HP	If you declared this item as a consumable, please decide if it should affect HP by checking the box
Affect MP	If you declared this item as a consumable, please decide if it should affect MP by checking the box
Raise Agility	Check this box if the item should permanently raise agility of a character
Raise Offense	Check this box if the item should permanently raise strength of a character

Raiser Defense	Check this box if the item should permanently raise defense of a character
Amount To Change	If this item affects HP/MP, enter the amount to heal.
Offense Strength	If you declared this item as equipable, enter the amount of weapon strength If this item is a battle status modifier, enter the amount to buff the strength
Defense Strength	If you declared this item as equipable, enter the amount of armor strength If this item is a battle status modifier, enter the amount to buff the defense



☑ Item (Script)

Script: Item

Item Type

Item ☑

Revive □

Offense □

Defense □

Item Details

Item Name: Potion

Description: Restores 50 HP

Price: 30

Sell Price: 15

Item Sprite: items_1

Item Details

Affect HP ☑

Affect MP □

Amount To Change: 50

Weapon/Armor Details

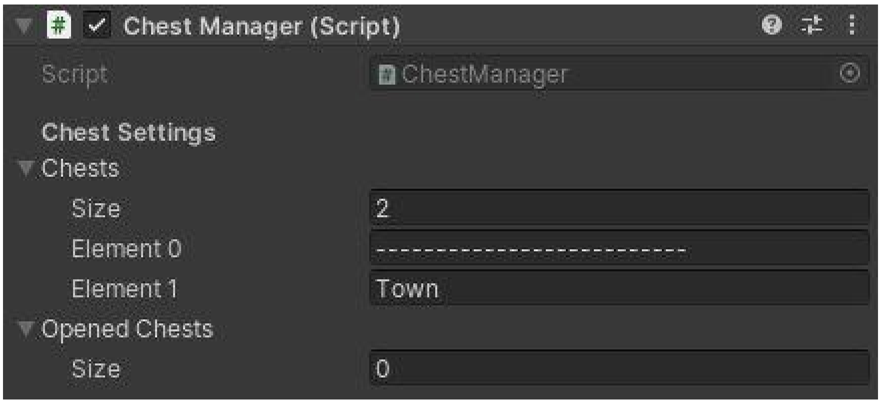
Offense Strength: 0

Defense Strength: 0

Chest / Chest Manager

The “Chest” is an object prefab (stored in **Assets/2D RPG Kit/Prefabs/Objects**). It can be dragged and dropped directly into the scene. A chest will give the player an item and the “Chest Manager” marks every opened chest as complete within the “Game Manager. This means that opened chests stay open even after leaving and re-entering a scene and also when restarting the game and loading the save. In order for this to work correctly, you have to assign a unique chest ID inside the “Chest” component and register the chest within the “Chest Manager” Component of the “Game Manager” prefab.

Chest Manager:



Chest Manager (Script)

Script: ChestManager

Chest Settings

Chests

Size: 2

Element 0: -------------------------

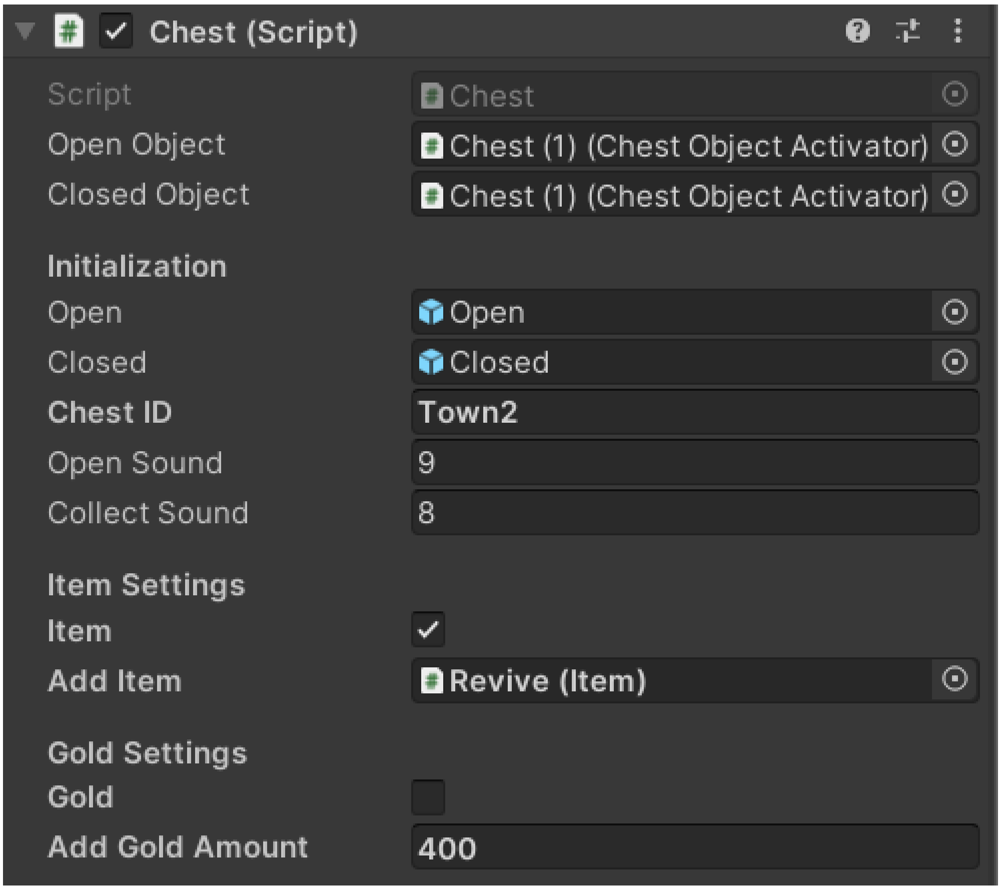
Element 1: Town

Opened Chests

Size: 0

Don’t use “Element 0” to register chests within the manager

Select a sound for opening the chest and for collecting the item. Lastly, drag the item prefab that this chest should contain into “Add Item” and check the “Item” checkbox.
If this chest should contain gold, check the “Gold” checkbox and under “Add Gold Amount, enter the amount of gold.



Chest (Script)

Script: Chest

Open Object: Chest (1) (Chest Object Activator)

Closed Object: Chest (1) (Chest Object Activator)

Initialization

Open: Open

Closed: Closed

Chest ID: Town2

Open Sound: 9

Collect Sound: 8

Item Settings

Item: ☑

Add Item: Revive (Item)

Gold Settings

Gold: □

Add Gold Amount: 400

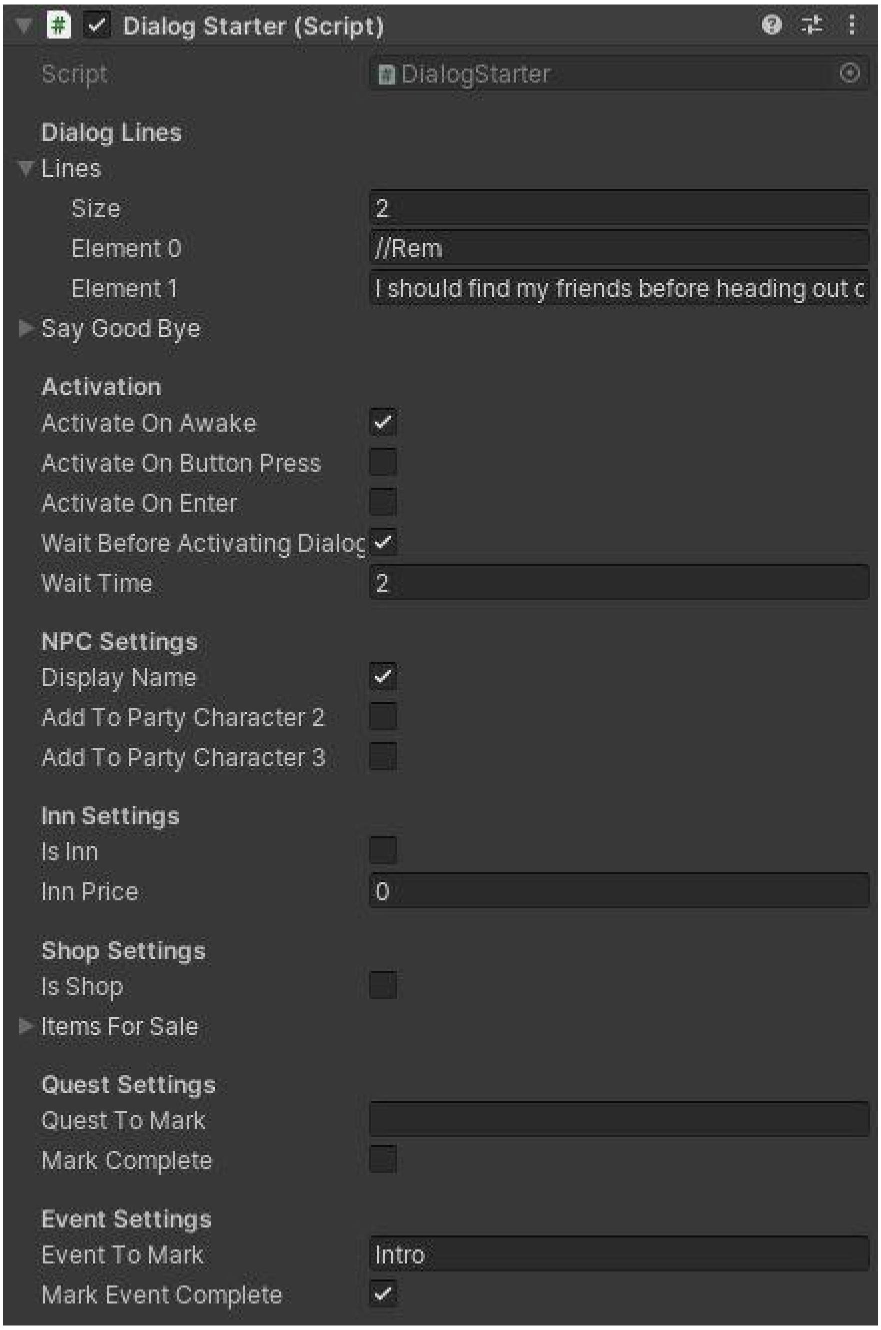
Shop / Inn / NPC

Stored in **Assets/2D RPG Kit/Prefabs/Objects**, you will find the “Shop Keeper”, “Inn Keeper” and the “NPC” prefabs. They can also be dragged and dropped directly into the scene. Even though all three prefabs are made of the same components (2x Box Collider 2D and “Dialog Starter” script), they are behaving very differently in the game. Approaching them and pressing the “Interact” button, opens either a dialog, a shop or an inn menu. They all utilize two Box Collider 2D components (one trigger and one collider). The other component those three prefabs use is the “Dialog Starter” script. Depending on how you use the options within this script, you will get different results. To make it easier, I included these three predefined prefabs to the project.

The “Dialog Starter” script contains the following attributes:

Attribute	**Description**
Head Sprite Renderer	Takes in the sprite renderer component for the head sprite. Assigned by default.
Body Sprite Renderer	Takes in the sprite renderer component for the body sprite. Assigned by default.
Head Up, Head Down, Head Left, Head Right	Assign the respective head sprites of your NPC to the different orientations to make the NPC face the player during dialog
Body Up, Body Down, Body Left, Body Right	Assign the respective body sprites of your NPC to the different orientations to make the NPC face the player during dialog
Portraits	Assign all character portraits that should be visible during this conversation.
Lines	Enter the dialog line this NPC should say. Shops and inns will have a welcome dialog. Entering ”//” at the beginning of a line puts the following text into the name area of the dialog box. Entering “**” followed by a number will display the respective character portrait. Leaving out the number, will hide the portrait again. Always assign names and portraits in this order: Name, portrait, actual dialog line. Example: Element 0: //Villager Element 1: **0 Element 2: This is a dialog example
Choice A Text	If you want to create a dialog choice, enter the text here for choice (answer) A
Choice A	Drag the game object here that should be activated when the player chooses answer A
Choice B Text	If you want to create a dialog choice, enter the text here for choice (answer) B
Choice B	Drag the game object here that should be activated when the player chooses answer B
Final Message	Shops and inns will have a goodbye dialog when exiting them. This works the same as the dialog lines
Activate On Awake	Checking this box will start the defined dialog as soon
	as this object was activated
Activate On Button Press	Checking this box will start the defined dialog when the player stays within the trigger zone of the Box Collider 2D component and presses the “Interact” button
Activate On Enter	Checking this box will start the defined dialog as soon as the player enters the trigger zone of the Box

	Collider 2D component
Wait Before Activating Dialog	Checking this box will start the defined dialog with a delay. Useful for cutscenes
Wait Time	Enter the number of seconds the dialog should be delayed by
Display Name	Check this box if you want to show the name box within the dialog box
Add new party member	Check this box if a new party member should join after the dialog
Party member to add	Enter the index of the character that should join according to the child objects of the Game Manager prefab. Note that the index starts with 0
Destroy after Joining	The NPC will be deactivated automatically after joining. If you wish to destroy the NPC instead, check this box
Is Inn	Check this box if this NPC should be an inn keeper (opens inn menu)
Inn Price	If this NPC is an inn keeper, enter the price for one night at this inn
Is Shop	Check this box if this NPC should be a shop keeper (opens inn menu)
Items for sale	If this NPC is a shop keeper, enter a list of items this shop should sell
Receive Item	Check this box if the player should get an item after the dialog
Item To Receive	Drag the item here that should be received
Give Item	Check this box if the player should give an item away after the dialog
Item To Give	Drag the item here that should be given away
Receive Gold	Check this box if the player should get gold after the dialog
Gold Amount	Enter the amount of gold to receive
Quest To Mark	If the completion of this dialog should complete a quest, enter the name of the quest here (see “Quests / Quest Manager” for more info)
Mark Complete	Check this box to complete the quest named above
Event To Mark	If the completion of this dialog should complete an event, enter the name of the event here (see “Event Manager” for more info)
Mark Event Complete	Check this box to complete the event named above



☑ Dialog Starter (Script)

Script: DialogStarter

Dialog Lines

Lines
- Size: 2
- Element 0: //Rem
- Element 1: I should find my friends before heading out c

Say Good Bye

Activation
- Activate On Awake: ☑
- Activate On Button Press: ☐
- Activate On Enter: ☐
- Wait Before Activating Dialog: ☑
- Wait Time: 2

NPC Settings
- Display Name: ☑
- Add To Party Character 2: ☐
- Add To Party Character 3: ☐

Inn Settings
- Is Inn: ☐
- Inn Price: 0

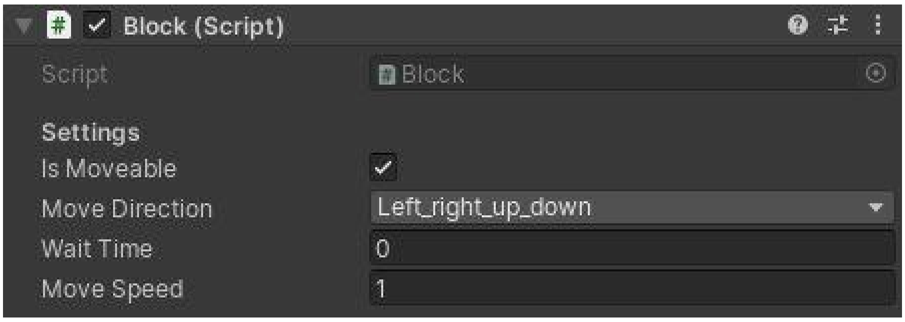
Shop Settings
- Is Shop: ☐
- Items For Sale

Quest Settings
- Quest To Mark:
- Mark Complete: ☐

Event Settings
- Event To Mark: Intro
- Mark Event Complete: ☑

Pushable Block

The “Pushable Block” is an object prefab (stored in **Assets/2D RPG Kit/Prefabs/Objects**). It can be dragged and dropped directly into the scene to create blocks that the player can push around by walking into them. Under “Move Direction” you can choose in which direction this block should be movable. With this, you can lock the block into certain axes. With “Wait Time” you can decide how long the player has to walk against the block until it moves.



☑ Block (Script)

Script: Block

Settings
- Is Moveable: ☑
- Move Direction: Left_right_up_down
- Wait Time: 0
- Move Speed: 1

Battle Manager

The “Battle Manager” is another main prefab (stored in **Assets/2D RPG Kit/Prefabs/Main**). This prefab handles important objects regarding the battle menu and other battle settings. You don’t need to drag this prefab into every scene since the “Main Object Loader” already loads this prefab into the scene. During play, you can find the game manager prefab in the hierarchy under **DontDestroyOnLoad -> Battle Manager(Clone)**. Battles can be set up to occur randomly or on collision with other objects (see “Battle Area” for more info). Battles are turn-based and the character with the highest agility attacks first. The player can attack normally, use skills and items and retreat from battle. The battle menu is set up in a way that up to three characters and up to four enemies can participate. It is possible to increase these numbers by duplicating UI elements and assigning them to their dedicated lists within the inspector of the “Battle Manager” script. You also need to register newly created skills and enemies here (see “Skills” and “Enemies” for more info).

Battle Characters

Battle characters are battle prefabs (stored in **Assets/2D RPG Kit/Battle/Characters**). They represent individual agents that can participate in battles. These can be enemies as well as characters. To create enemies and characters the “Battle Character” script will be utilized.

Enemies

Enemies are battle prefabs (stored in **Assets/2D RPG Kit/Battle/Enemies**). As you build your game, you will create a lot of different enemies for the player to battle. You can duplicate existing enemies and adjust their attributes within the inspector of the “Battle Character” script. Register all created enemies within the “Battle Manager” prefab under “Enemy Prefabs”. Enemies share the same “Battle Character” component as playable characters but are set up differently. Refer to the Battle Characters section for more info on playable battle characters.

The “Battle Character” script contains the following attributes:

Defeated Sprite	Not used by enemies
Alive Sprite	Not used by enemies
Portrait	Not used by enemies
HP Bar	The enemy HP bar is assigned here
Poison UI	The enemy poison UI is assigned here
Silence UI	The enemy silence UI is assigned here
Str Up	The enemy buffed strength UI is assigned here
Str Dwn	The enemy debuffed strength UI is assigned here
Def Up	The enemy buffed defenseUI is assigned here
Def Dwn	The enemy debuffed defense UI is assigned here
Character	Leave unchecked for enemies
Skills	Enter the list of skills this enemy should use during battle. The enemy will use a random skill from this list each turn.
Character Name	Enter a unique name
Current HP	Enter the amount of HP this enemy should go into battle with
Max HP	Enter the amount of Max HP this enemy should have

Current SP	Not used by enemies
Max SP	Not used by enemies
Agility	The agility of a character determines who can attack first in a battle. The highest agility will be able to attack first.
Strength	Enter the strength this enemy's attacks should have
Defense	Enter the defense this enemy should have
Weapon Strength	Not used by enemies
Armor Strength	Not used by enemies
Type	Choose a type for this character/enemy. You can determine effectiveness against certain types via skills
Max HP Easy	Enter the max HP this enemy should have when the player chooses the easy difficulty at the beginning of the game
Max HP Medium	Enter the max HP this enemy should have when the player chooses the medium difficulty at the beginning of the game
Max HP Hard	Enter the max HP this enemy should have when the player chooses the hard difficulty at the beginning of the game
Strength Easy	Enter the strength this enemy should have when the player chooses the easy difficulty at the beginning of the game
Strength Medium	Enter the strength this enemy should have when the player chooses the medium difficulty at the beginning of the game
Strength Hard	Enter the Strength this enemy should have when the player chooses the hard difficulty at the beginning of the game
Defense Easy	Enter the defense this enemy should have when the player chooses the easy difficulty at the beginning of the game
Defense Medium	Enter the defense this enemy should have when the player chooses the medium difficulty at the beginning of the game
Defense Hard	Enter the defense this enemy should have when the player chooses the hard difficulty at the beginning of the game
Strength Modifier	For confirming the buffed or debuffed strength of an enemy during play
Defense Modifier	For confirming the buffed or debuffed defense of an enemy during play
Posioned	For confirming if the enemy got poisoned during play
Silenced	For confirming if the enemy got silenced during play

Characters

Characters are battle prefabs (stored in **Assets/2D RPG Kit/Battle/Characters**). They share the same script as the enemy prefabs, but other than enemies, these characters are controlled by the player during battles. They represent the characters in the players' party, created with the "Character Status" script. Since the stats of the characters were already specified in the "Character Status" script, you can leave the most attributes within the script of the battle characters blank. You can duplicate existing battle characters and adjust their attributes within the inspector of the "Battle Character" script. Register all created battle characters within the "Battle Manager" prefab under "Character Prefabs".

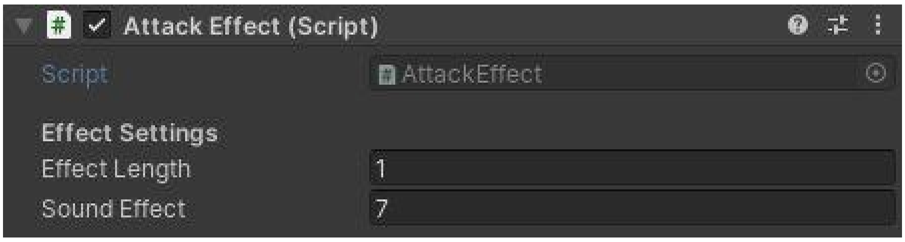
The “Battle Character” script contains the following attributes:

Defeated Sprite	Assign the sprite for when this character is defeated
Alive Sprite	Assign the alive sprite for this character
Portrait	Assign the portrait sprite for this character
HP Bar	Only for enemies. The HP bar is assigned here
Poison UI	Only for enemies. The poison UI is assigned here
Silence UI	Only for enemies. The silence UI is assigned here
Str Up	Only for enemies. The buffed strength UI is assigned here
Str Dwn	Only for enemies. The debuffed strength UI is assigned here
Def Up	Only for enemies. The buffed defense UI is assigned here
Def Dwn	Only for enemies. The debuffed defense UI is assigned here
Character	Check this box for each playable battle character. Leave unchecked for enemies
Skills	The list will be populated automatically for characters according to the entered skills in the “Character Status”. Enter a list of skills for all enemies.
Character Name	Enter the characters name
Current HP	Automatically filled for playable characters according to their “Character Status”
Max HP	Automatically filled for playable characters according to their “Character Status”
Current SP	Automatically filled for playable characters according to their “Character Status”
Max SP	Automatically filled for playable characters according to their “Character Status”
Agility	Automatically filled for playable characters according to their “Character Status”
Strength	Automatically filled for playable characters according to their “Character Status”
Defense	Automatically filled for playable characters according to their “Character Status”
Weapon Strength	You can confirm this characters’ equipped weapon strength during play for debugging purposes
Armor Strength	You can confirm this characters’ equipped armor strength during play for debugging purposes
Defeated	During play, you can confirm if this character was defeated for debugging purposes
Type	Choose a type for this character / enemy. You can determine effectiveness against certain types via skills
Max HP Easy	Not used by playable characters
Max HP Medium	Not used by playable characters
Max HP Hard	Not used by playable characters
Strength Easy	Not used by playable characters
Strength Medium	Not used by playable characters

Strength Hard	Not used by playable characters
Defense Easy	Not used by playable characters
Defense Medium	Not used by playable characters
Defense Hard	Not used by playable characters
Strength Modifier	For confirming the buffed or debuffed strength of the character during play
Defense Modifier	For confirming the buffed or debuffed defense of the character during play
Posioned	For confirming if the character got poisoned during play
Silenced	For confirming if the character got silenced during play

Effects

Effects are stored as prefabs and are used for visualizing skills during battles (stored in **Assets/2D RPG Kit/Battle/Effects**). Create an animation and assign the “Attack Effect” script to the game object. Within the inspector, you can then choose the effect length. If you set the effect length to be longer than the animation, the animation will be simply repeated. Lastly, assign a fitting sound effect and save this animation as a prefab.



☑ Attack Effect (Script)

Script AttackEffect

Effect Settings

Effect Length 1

Sound Effect 7

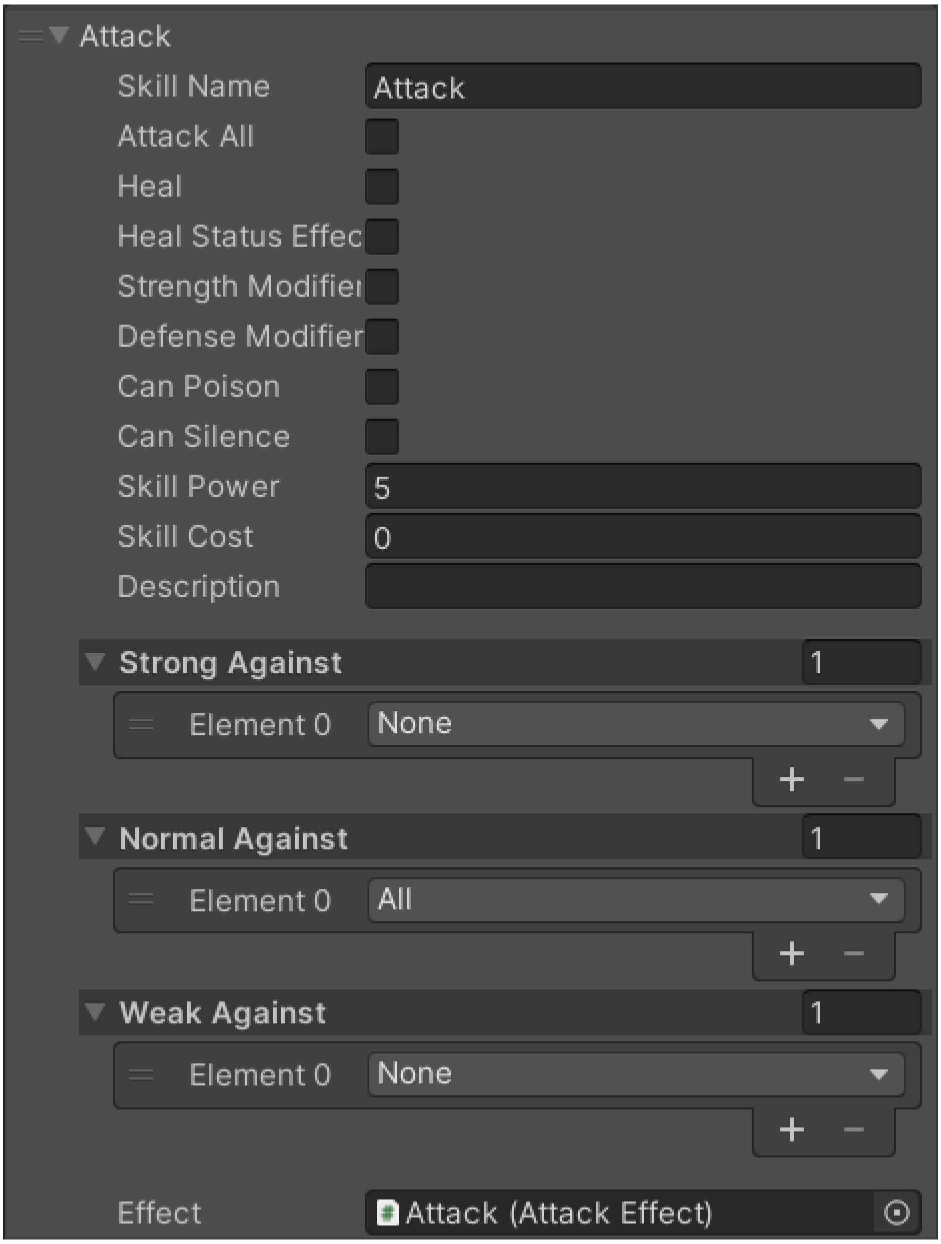
Skills

Skills can be created directly within the “Battle Manager” script of the “Battle Manager” prefab. Expand the skill list and enter the required values. Enemies as well as characters can use skills.

The “Skills” component contains the following attributes:

Skill Name	Enter a unique name
Attack All	Check this box if this skill should target all opponents (Targets opponent team)
Heal	Check this box if this skill should heal HP (Targets own team)
Heal Status Effects	Check this box if this skill should cure the following status effects: Poison, Silence, Strength down, Defense down (Targets own team)
Strength Modifier	Check this box if this skill should debuff strength (Targets opponent team)
Defense Modifier	Check this box if this skill should debuff defense (Targets opponent team)
Can Poison	Check this box if this skill should inflict poison (Targets opponent team) Poisoned battle characters take damage at the beginning of each turn
Can Silence	Check this box if this skill should inflict silence (Targets opponent team) Silenced battle characters are not able to use skills

Skill Power	Enter the effect of the skill. The effect depends on the previously chosen characteristics: if nothing selected: Skill Power = damage if Attack All: Skill Power = damage if Heal: Skill Power = heal amount if Heals Status Effects: Skill power = no effect if Strength Modifier: Skill Power = amount of decreased strength if Defense Modifier: Skill Power = amount of decreased defense if Can Poison = Skill Power = amount of additional damage if Can Silence = Skill Power = amount of additional damage
Skill Cost	Enter the amount of SP the skill should consume
Description	Enter a description that will be shown in the menu and battles
Strong against	Choose the type this skill should deal extra damage to
Normal Against	Choose the type this skill should deal normal damage to
Weak Against	Choose the type this skill should deal weak damage to
Effect	Assign a fitting visual effect to the skill. See “Effects for more information



Attack

Skill Name: Attack

Attack All ☐

Heal ☐

Heal Status Effec ☐

Strength Modifier ☐

Defense Modifier ☐

Can Poison ☐

Can Silence ☐

Skill Power: 5

Skill Cost: 0

Description:

Strong Against: 1

Element 0: None

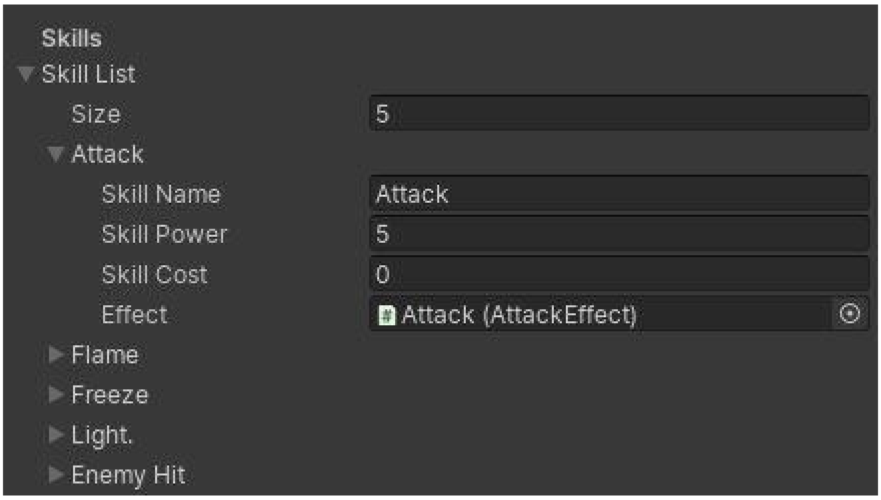
Normal Against: 1

Element 0: All

Weak Against: 1

Element 0: None

Effect: Attack (Attack Effect)


Skills
Skill List
Size 5
Attack
Skill Name Attack
Skill Power 5
Skill Cost 0
Effect Attack (AttackEffect)
Flame
Freeze
Light.
Enemy Hit

Battle Area

The “Battle Area” is an object prefab (stored in **Assets/2D RPG Kit/Prefabs/Objects**). It can be dragged and dropped directly into the scene to create areas within maps where the player can run into random encounters. Once dragged into the scene, you can resize the attached Box Collider 2D component to a fitting size. This will act as the trigger to start battles.

The attached “Battle Starter” script contains the following attributes:

Attribute	**Description**
Encounter Rate Easy	Enter how fast battles should occur while walking through the battle area for the easy difficulty setting. The higher the number, the more steps between battles.
Encounter Rate Normal	Enter how fast battles should occur while walking through the battle area for the normal difficulty setting. The higher the number, the more steps between battles.
Encounter Rate Hard	Enter how fast battles should occur while walking through the battle area for the harddifficulty setting. The higher the number, the more steps between battles.
Random Battles	Enter how many different teams of enemies should be encountered
Enemies	A list of enemies within an enemy team. Enter up to four enemies for this team
Reward XP	Enter the amount of EXP gained by defeating this team of enemies
Reward Gold	Enter the amount of gold gained by defeating this team of enemies
Reward Items	Enter a list of expandable items gained by defeating this team of enemies
Reward Equip Items	Enter a list of equipable items gained by defeating this team of enemies
Battle BG	Set an image as the battle background for this battle area

Battle Music Intro	Choose an intro music track for starting the battle. This music will not be looped
Battle Music	Choose a music track to play during battles. This music will be looped
Victory Music Intro	Choose an intro music track for ending the battle. This music will not be looped
Victory Music	Choose a music track to play during the victory screen. This music will be looped
Activate On Enter	Check this box if you want to start a battle as soon as the player walks into this battle area
Activate On Exit	Check this box if you want to start a battle as soon as the player exits this battle area
Single Battle	Check this box if you want to deactivate this battle area after the first battle
Unbeatable	Check this box if the encounter should be unbeatable. When all characters' HP are depleted, the battle will end and return to the scene instead of going to the game over screen. All characters HP will be restored to 1
No Retreat	Check this box if the player should not be able to flee from the battle
Complete Quest	Check this box if a quest should be completed after winning the battle
Quest To Complete	Enter the quest that should be completed
Encounter Rate	During play, you can confirm the encounter rate based on the difficulty setting here
Battle Collider	Shows the assigned trigger collider
Countdown	A counts down the steps until next battle

Quests / Quest Manager

Quests can be created directly within the "Quest Manager" script of the "Game Manager" prefab. The "Quest Manager" should contain a list of all quests for your game so it can keep track of completed and uncompleted quests. During play, you can confirm which quest was completed by looking up the element number under "Completed Quests".

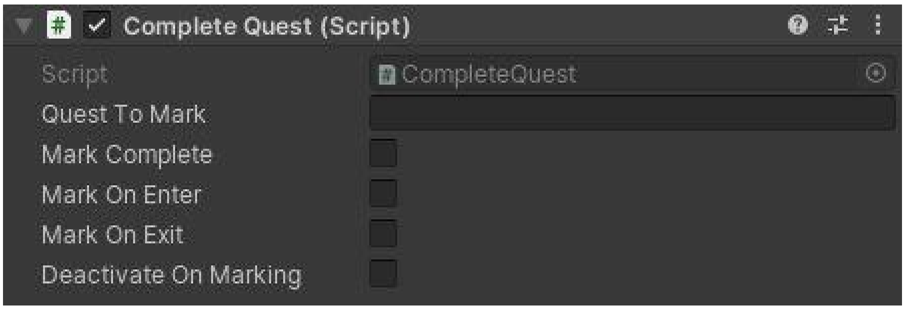
Complete Quest

Quests can be marked as completed with the "Dialog Starter" script (see "NPC" for more info), the "Battle Starter" script (see "Battle Area" for more info) and the following "Complete Quest" prefab (stored in **Assets/2D RPG Kit/Prefabs/Objects**). It can be dragged and dropped directly into the scene to create areas within maps that the player can enter to complete a given quest. Once dragged into the scene, you can resize the attached Box Collider 2D component to a fitting size. This will act as the trigger for completing quests.

The attached "Complete Quest" script contains the following attributes:

Attribute	**Description**
Quest To Mark	Enter the name of the quest that should be completed
Mark Complete	Confirm that the quest should be completed by checking this box

Mark On Enter	Check this box if you want the quest to be completed by entering this area
Mark On Exit	Check this box if you want the quest to be completed by exiting this area
Deactivate On Marking	Check this box if you want to deactivate this game object after the quest was completed



Complete Quest (Script)

Script: CompleteQuest

Quest To Mark:

Mark Complete ☐

Mark On Enter ☐

Mark On Exit ☐

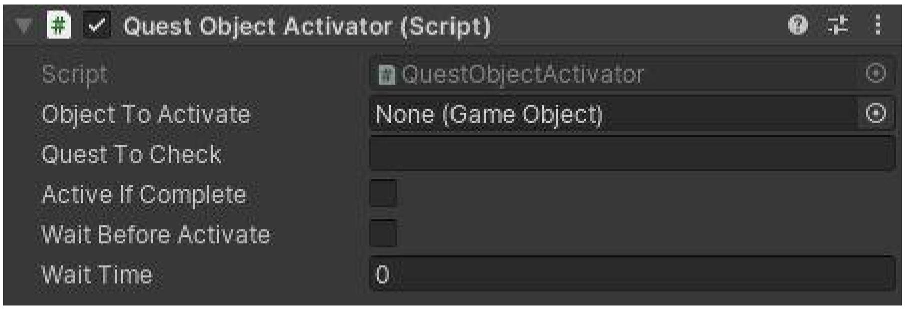
Deactivate On Marking ☐

Quest Object Activator

The “Quest Object Activator” is an object prefab (stored in **Assets/2D RPG Kit/Prefabs/Objects**). It can be dragged and dropped directly into the scene to manipulate game objects based on completed/uncompleted quests.

The attached “Quest Object Activator” script contains the following attributes:

Attribute	**Description**
Object To Activate	Drag and drop the game object that should be activated / deactivated
Quest To Check	Enter the quest that should be checked
Active If Complete	Check this box to activate the linked game object as soon as the above mentioned quest was completed. Leave blank if you want to deactivate an active game object instead.
Wait Before Activate	Check this box to add a delay before the game object gets activated / deactivated
Wait Time	Enter the time to wait before activating / deactivating the linked game object (in seconds)



Quest Object Activator (Script)

Script: QuestObjectActivator

Object To Activate: None (Game Object)

Quest To Check:

Active If Complete ☐

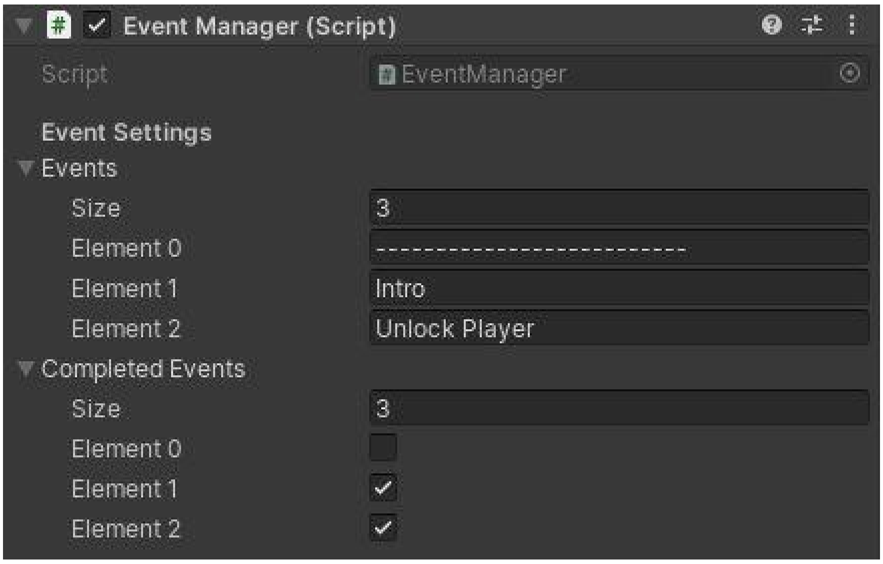
Wait Before Activate ☐

Wait Time: 0

Events / Event Manager

Events can be created directly within the “Event Manager” script of the “Game Manager” prefab. The “Event Manager” should contain a list of all events for your game so it can keep track of completed and uncompleted events. During play, you can confirm which event was completed by looking up the element number under “Completed Events”.

Basically, this manager works the same as the “Quest Manager”. I created two separate managers so you are able to manage other progression dependend aspects of your game, such as events and cutscenes, independently.



Event Manager (Script)

Script: EventManager

Event Settings

Events
- Size: 3
- Element 0: -------------------------
- Element 1: Intro
- Element 2: Unlock Player

Completed Events
- Size: 3
- Element 0: ☐
- Element 1: ☑
- Element 2: ☑

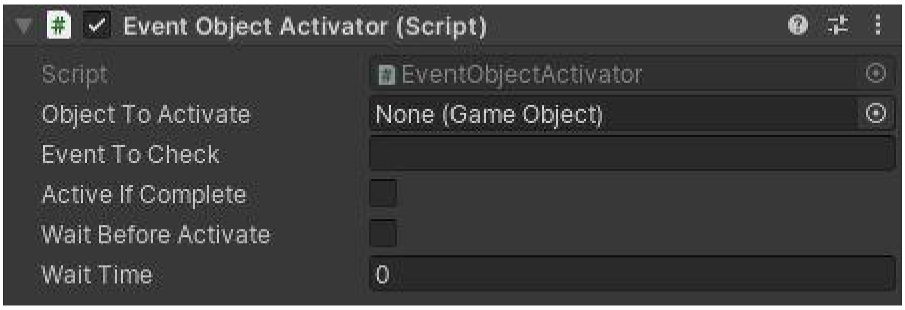
Don’t use “Element 0” to register events within the manager

Event Object Activator

The “Event Object Activator” is an object prefab (stored in **Assets/2D RPG Kit/Prefabs/Objects**). It can be dragged and dropped directly into the scene to manipulate game objects based on completed/uncompleted events.

The attached “Event Object Activator” script contains the following attributes:

Attribute	**Description**
Object To Activate	Drag and drop the game object that should be activated / deactivated
Event To Check	Enter the event that should be checked
Active If Complete	Check this box to activate the linked game object as soon as the above mentioned event was completed. Leave blank if you want to deactivate an active game object instead.
Wait Before Activate	Check this box to add a delay before the game object gets activated / deactivated
Wait Time	Enter the time to wait before activating / deactivating the linked game object (in seconds)



Event Object Activator (Script)

Script	EventObjectActivator
Object To Activate	None (Game Object)
Event To Check	
Active If Complete	□
Wait Before Activate	□
Wait Time	0

Common Events

“Common Events” is an object prefab (stored in **Assets/2D RPG Kit/Prefabs/Objects**). It can be dragged and dropped directly into the scene to create certain events during cutscenes or gameplay.

The component is divided into the following segments:

The attached “Common Events” script is divided into the several segments and contains the following attributes:

Attribute	**Description**
Display	
Activate Screen Fade	Check this box if you want to activate a screen fade
Fade Time	Enter the screen fade length
Block Game Menu	Check this box if you want to disable the game menu
Hide Touch Buttons	Check this box if you want to hide the touch interface for a mobile version of your game
Show Touch Buttons	Check this box if you want to show the touch interface for a mobile version of your game
Events/Quests	
Mark Event Complete After Fade	Check this box if you want to mark an event as complete after a screen fade
Mark Event Complete At The End	Check this box if you want to mark an event as complete
Event To Mark	Enter the name of the event that should be completed
Mark Quest Complete After Fade	Check this box if you want to mark a quest as complete after a screen fade
Mark Quest Complete At The End	Check this box if you want to mark a quest as complete
Quest To Mark	Enter the name of the quest that should be completed
Lock Player	Check this box if you want to disable player movement
Player	
Lock Player	Check this box if you want to prevent player movement
Hide Player	Check this box if you want to hide the player from the

	scene
Face Player Down	Check this box if you want to make the player face down
Face Player Left	Check this box if you want to make the player face left
Face Player Up	Check this box if you want to make the player face up
Face Player Right	Check this box if you want to make the player face right
Transpose Player	Check this box if you want to place the player on a specific location in this scene
X	If you chose to transpose the player, enter the X coordinate
Y	If you chose to transpose the player, enter the Y coordinate
Z	If you chose to transpose the player, enter the Z coordinate
Change Player Size	Check this box if you want to resize the player
New Size	Enter the new player size
Replace Player	Check this box if you want to change the players apperance
Player Animator	Provide the animator for the new player apperance
Next Party Member Slot	Enter the index of the character that should replace the current character in the game menu according to the child objects of the Game Manager prefab. Note that the index starts with 0
Environment	
Change BGM	Check this box if you want to change the background music
BGM	enter the BGM that should be played
Day Time	Check this box if you want to switch to day time
Night Time	Check this box if you want to switch to night time
Change Scene	Check this box if you want to teleport to another scene
Scene	Enter the name of the scene you wish to teleport to
Transition Time	Enter the length of the transition to the new scene
New Position	

Save/Load

The object prefab “Save Point” (stored in **Assets/2D RPG Kit/Prefabs/Objects**) can be dragged and dropped directly into the scene to create save points for the player. The player then can load their save data from either the game menu or the title screen.

The savepoint saves the following data:

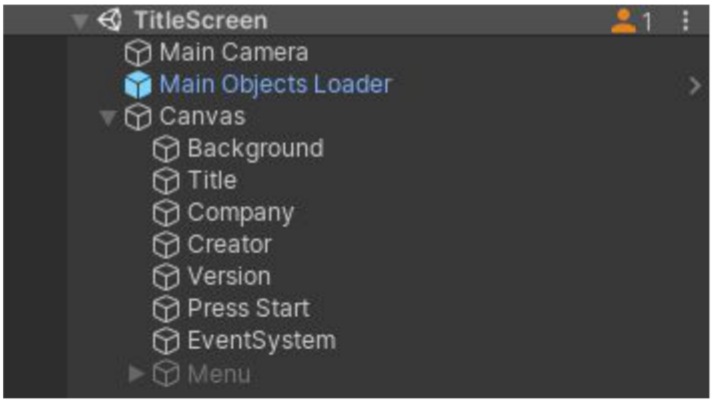
- Scene
- Inventory
- Character stats
- Equipment
- Gold
- Party members
- Quests
- Chests
- Events

Loading opens the “Loading Scene” (stored in **Assets/2D RPG Kit/Scenes/System Maps**). The “Load” game objects within this scene then loads the saved data and brings the player to the last saved scene.

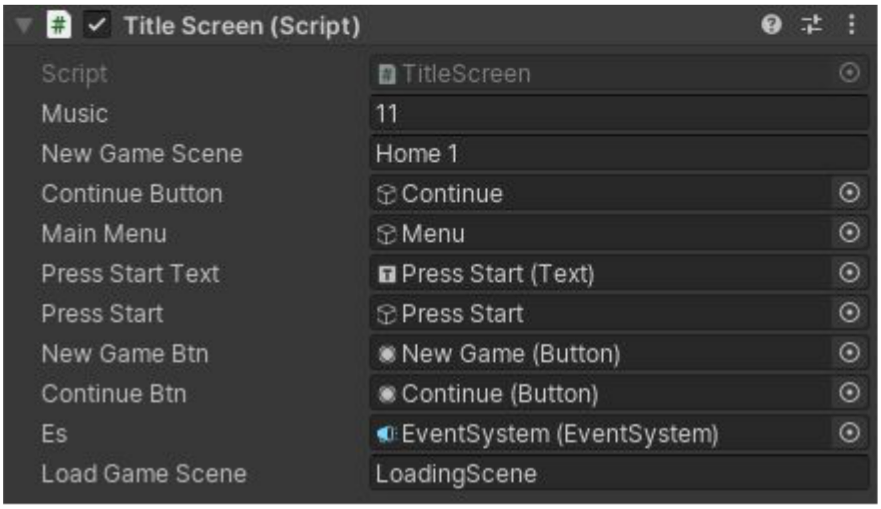
Title Screen

The “Title Scene” is a complete scene (stored in **Assets/2D RPG Kit/Scenes/System Maps**). From here, the player can choose to start a new game or load save data. You can specify the scene that should be loaded when the player decides to start a new game from the “Canvas” game object. There you will find attached the “Title Screen” script. Enter the scene under “New Game Scene” and choose a background music under “Music”. You can also customize the title screen by expanding the “Canvas” game object and changing the following elements:

- Background
- Title
- Company
- Creator
- Version



- TitleScreen
  - Main Camera
  - Main Objects Loader
  - Canvas
    - Background
    - Title
    - Company
    - Creator
    - Version
    - Press Start
    - EventSystem
    - Menu

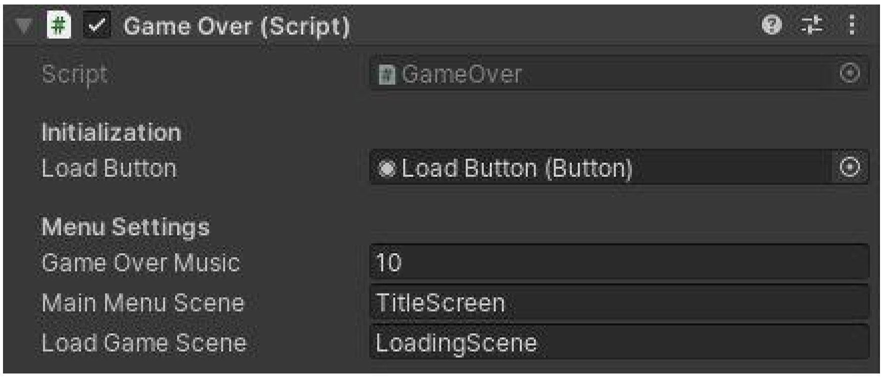


Title Screen (Script)

Script	TitleScreen
Music	11
New Game Scene	Home 1
Continue Button	Continue
Main Menu	Menu
Press Start Text	Press Start (Text)
Press Start	Press Start
New Game Btn	New Game (Button)
Continue Btn	Continue (Button)
Es	EventSystem (EventSystem)
Load Game Scene	LoadingScene

Game Over Screen

The “Game Over” scene is loaded automatically when all party members are defeated during battle (stored in **Assets/2D RPG Kit/Scenes/System Maps**). From here, the player can use to load the game or go to back to the title screen. The “Canvas” game object contains the “Game Over” script. Here, you can choose the background music, the scene to enter the title screen and the loading scene.



Game Over (Script)

Script: GameOver

Initialization

Load Button: Load Button (Button)

Menu Settings

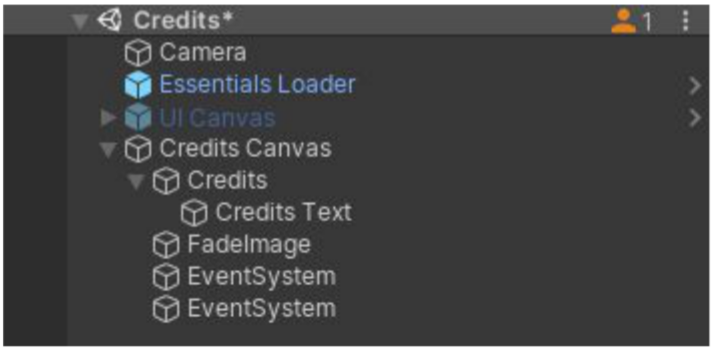
Game Over Music: 10

Main Menu Scene: TitleScreen

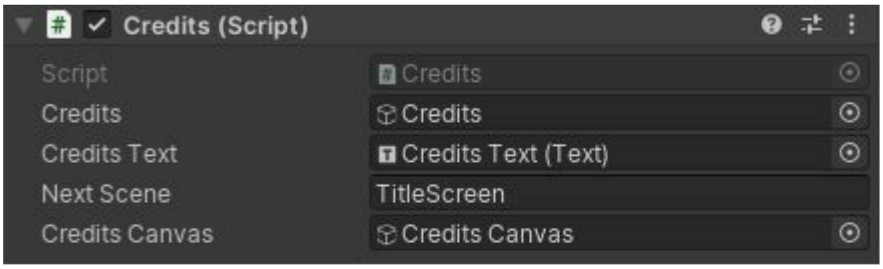
Load Game Scene: LoadingScene

Credits Screen

“Credits” is a complete scene (stored in **Assets/2D RPG Kit/Scenes/System Maps**). It can be entered when the player completed the game and will roll the typical credits. Just teleport to this scene via the “Common Events” prefab. Here you can customize the credits by expanding the “Credits Canvas” and editing the “Credits” text object. This object has a simple animation that you can also customize to your needs. From the “Credits Scene”, the player can enter the “Title Screen” by pressing the “Interact” button. This can also be changed in the “Credits” script within the “Credits Canvas” under “Next Scene”.



```
Credits*
  Camera
  Essentials Loader
  UI Canvas
  Credits Canvas
    Credits
      Credits Text
    FadeImage
    EventSystem
    EventSystem
```



Credits (Script)

Script: Credits

Credits: Credits

Credits Text: Credits Text (Text)

Next Scene: TitleScreen

Credits Canvas: Credits Canvas

Input

You can confirm the button mapping within Unity’s Input Manager. Here you will find the following 2D RPG Kit button settings:

Name	Mapping

RPGMenuPC	**Menu** button. Opens the game menu with the “x” key on the keyboard
RPGMenuJoy	**Menu** button. Opens the game menu with the joystick button 3
RPGConfirmPC	**Interact** button. Interact with the “return” key on the keyboard
RPGConfirmJoy	**Interact** button. Interact with the joystick button 1
RPGCanclePC	**Cancel** button. Cancel with the “escape” key on the keyboard
RPGCancleJoy	**Cancel** button. Cancel with the joystick button 2
Horizontal	**Move**. Horizontal control with left and right arrow keys + “a” and “d” buttons on the keyboard. Works also with the joystick
Vertical	**Move**. Vertical control with up and down arrow keys + “w” and “s” buttons on the keyboard. Works also with the joystick