

1. Record Nr.	UNINA9910300651103321
Autore	Perez Darrin
Titolo	Make a 2D RPG in a Weekend [[electronic resource] ] : With RPG Maker VX Ace / / by Darrin Perez
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2015
ISBN	1-4842-1040-9
Edizione	[1st ed. 2015.]
Descrizione fisica	1 online resource (236 p.)
Collana	The expert's voice in game development
Disciplina	004 006.7
Soggetti	Computer games—Programming Software engineering Multimedia information systems Game Development Software Engineering/Programming and Operating Systems Multimedia Information Systems
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"Create your first RPG in a weekend"--Cover. Includes index.
Nota di contenuto	Of Damage Formulas and SpellsThe Enemies of the Upper Catacombs; The Blocking Door; Creating Wall Tiles That the Player Can Pass Through; The Treasure Room; Creating Chests with Contents Dependent on Characters; Creating the Spell Scrolls; Considerations; Eventing the Spell Scrolls; Summary; Chapter 4: Populating Eagle's Crossing; Populating the Equipment Shop; Populating the Pub; Creating Our Companions; Eventing Our Companions; Creating the Dismissal NPC; Creating the Innkeeper NPC; Populating the Magic Shop; Populating the Item Shop; Companions and Shops; Creating the Return Item Creating a Return PortalConnecting Eagle's Crossing to the Upper Catacombs; The Town Greeter; Summary; Chapter 5: The Lower Catacombs of Eagle's Crossing; The Lower Catacombs; What Does the Town Greeter Have to Say?; Level Overview; Creating Transfer Events for the Upper Catacombs; Static Encounters with Variable Enemy Troops; Let's Create a Puzzle!; The Stone Tablets; The Statues and the Gate; The

Treasure of the Lower Catacombs; The Living Statues; Summary;  
Chapter 6: The Caves; The Caves; What Does the Town Greeter Have to Say?; Level Overview

Creating Transfer Events for the Lower Catacombs  
The Enemies of the Caves; Random Roaming Enemies; Doors!; Doors That Require Keys; Doors That Open with Switches; The Cave's Treasure; Random Treasure; The Magic Oar; The Magic Oar Chest Event; Kerberos, the Three-Headed Dog-Our First Boss; Summary; Chapter 7: The Pixies' Forest (West); The Pixies' Forest (West); What Does the Town Greeter Have to Say?; Level Overview; Creating Transfer Events for the Caves; The Enemies of the Pixies' Forest (West); Ambush Encounters; The Ambush Encounter Parallel Process Event; Unlocking the Pixies' Vale  
The Queen of the Pixies  
The Accessory Shop; The Portal to Eagle's Crossing; The Treasure of Pixies' Forest (West); The Path to Pixies' Forest (East); Summary; Chapter 8: The Pixies' Forest (East); The Pixies' Forest (East); What Does the Town Greeter Have to Say?; Level Overview; Creating Transfer Events for the Pixies' Forest; The Enemies of the Pixies' Forest (East); Paired Encounters; Hidden Dwellings and Portals; The Magic Sail; Hidden Pixies; The Treasure of Pixies' Forest (East); Lamia, the Snake Monster-the Second Boss; Life After Lamia; Summary; Chapter 9: The Ancient Temple  
The Ancient Temple

---

## Sommario/riassunto

Make a 2D RPG in a Weekend shows you how to create your very own dungeon crawler game in RPG Maker VX Ace in a single weekend. The entire process, from start to finish, is covered within this book. You will see a variety of dungeon maps and events, all broken down for your convenience. One of the hardest parts of game development is actually finishing a game, but it is also one of the most important steps on the way to becoming a game developer. If you have yet to finish a game, this book will give you the confidence and resources you need to finally be able to create your very own RPG. Once you've completed the game in this book, you'll be able to modify it as much as you like, adding new monsters and quests, and you'll have the skills to go on to create your second game all by yourself. Among the topics covered in this book are:

- Creating various types of enemy encounters via the use of the eventing system.
- Creating a special area that allows the player to pick their character of choice instead of being forced to play a particular character.
- Clever uses of events to create items that allow the player to return to town instantly and summon vehicles to their side.

---