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Make A 2D RPG In A Weekend: Second Edition: With RPG Maker MV



Synopsis

Updated for RPG Maker MV using JavaScript, *Make a 2D RPG in a Weekend* shows you how to create your very own dungeon crawler game in RPG Maker MV 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, and JavaScript replacing the old Ruby commands. 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. What You'll Learn: Create playable characters that have different attributes and play styles. Create a wide variety of weapons, armors, and items for the player to purchase, find, and use. JavaScript is now used throughout. Design dungeon levels with specific goals in mind. Create treasure chests with random contents or contents based on the player's character. Create doors that require keys or puzzles to unlock. Create a variety of enemy encounters. Who This Book is For: *Make a 2D RPG in a Weekend* is for anyone who has ever wanted to create a game from scratch. All you need is this book and a copy of RPG Maker MV.

Book Information

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Customer Reviews

This book is a must buy for all those inspiring game makers out there. I really got my money's worth out of it. The book covers all the skills needed to create a full game from start to finish and gives example and code throughout. Unlike what the title says, it took me longer than a weekend to finish. I do not mind the extra time as I feel it added value to the book. The most time consuming part of the project for me was the making the different maps. The book offers the ability to download the maps from their website, but I wanted to make them myself. Again, this added to my enjoyment of the book. A negative about the maps in the book is that they are small and in black and white. For most things, B&W is okay, but for the maps, they should have been larger and in color. I had to resort to looking on the internet for the map images. I found them, and although they were also small, they were in color and that helped. The book takes you through the development of the game by making two towns. The starting town and a hidden town the players find via a quest of sorts. There are 6 levels to the dungeon crawler presented in the book. The book teaches you how to make new characters, items, weapons, and even spells. The book not only tells you how to do it, it offers minor suggestions on how you could improve on what is in the book. The main game from the book is built solely from what is available in the basic game. There is a chapter at the end of the book that talks about how to improve the game with add-in scripts and other neat ideas, if you so desire. Overall I like this book a lot and recommend you pick it up if you enjoy making games and you want to know how to use the tools available with RPG Maker MV.

Another flawed book. There are so many minor flaws in this book I would not know where to begin. I will give three minor examples since they are so close together in the book. Page 119 "chests containing Iron Keys". Well, there are no Iron Keys. There are though Stone Keys, which is what the writer was referring to as can be seen in the writing before and after this statement. The second error is in the coding on page 121 and the line reads as follows: "If: d3 > 6". This should actually read if d3 is greater than or equal to 6. On a random number of 1-10 if the result of 6 occurs nothing happens. That is not the intent of the writer had in mind according to the rest of the text. On page 71 there is a typo that states: "Conditional Branch: Switch [0004: Companion] == OFF". In this line of code "conditional branch" should not be seen. That is "what it is". The statement should read: "IF : Companion is OFF" There are far too many times where the writer has you write code for items that

are not yet defined. In some case the defining of items is several pages later. As an example in Chapter 6 you require stone keys to open doors. The writer has you write the code for the doors which require IN THE CODE the stone keys (page 114), but does not have you write into the database the stone keys until page 120. There are tons of examples in this manner, far to many to write in a review. If you buy the book expect there to be errors. Expect to have to read well in advance of entering any code - even when the writer tells you to write the code. The reason again is due to the fact that there are many, many time where items required to complete the code are not yet defined at the time he tells you to enter the code. By the way, this can also apply to entering in the database creatures as well. There once again (much like Darrin Perez's other RPG Maker MV book) far to many references to RPG Maker ACE. WHO CARES what you wrote in RPG maker VX Ace. Most references are absolutely 100% meaningless to RPG Maker MV and a waste of reading time. I do not want to be mean, but for a book at this price it should be written and edited much better. It is obvious that the writer just edited the previous book he wrote (Lord know he tells us enough times). To sell it for a price a first rate book sells for is ridiculous. If I were you I would wait until there are enough copies out there used that you could pick it up for next to nothing. Instead spend your time either watching youtube videos or checking out some of the websites devoted to RPG maker. That is unless Perez and the editor decide to get of their butts and fix the errors. (like that will happen)

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