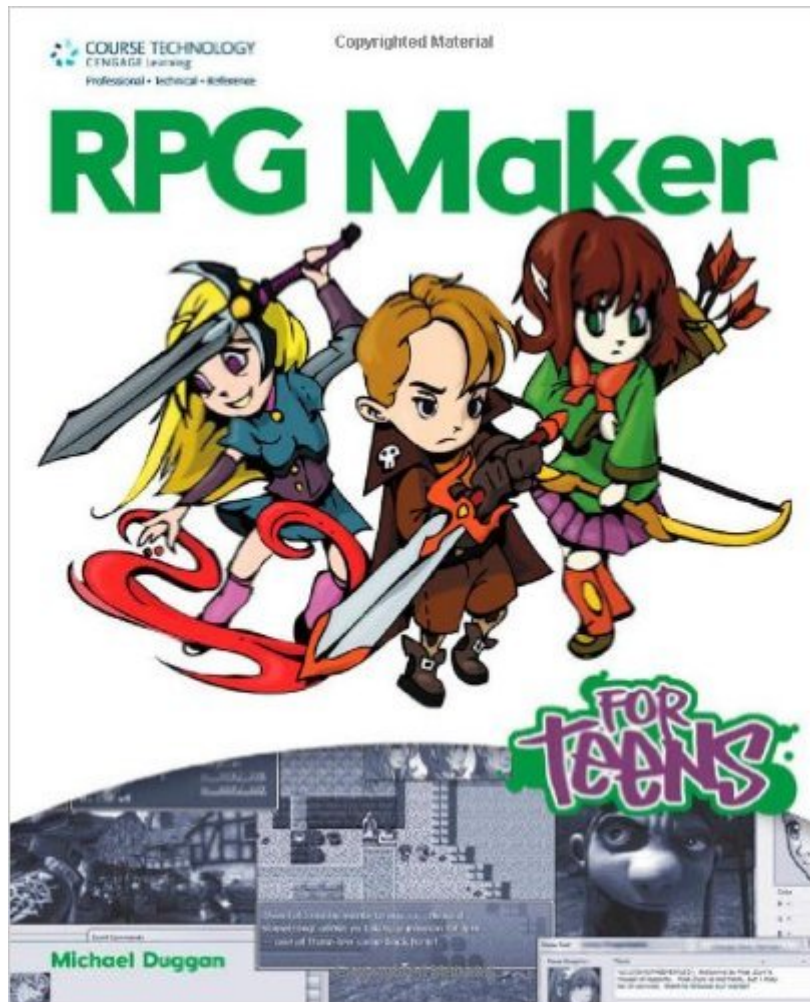


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RPG Maker For Teens



Synopsis

Make your RPG ideas come to life! *RPG Maker For Teens* shows teens and other beginners how to create their very own role-playing games, sword-and-sorcery quest games that feature turn-based combat, inventories full of unique weapons and armor, and fierce monsters prowling in dungeons. Using *RPG Maker VX*, a complete computer game application software, means that prior programming experience is not required. You'll follow easy-to-understand instructions and hands-on tutorials as you first build a sample game, and then your very own RPG as you work your way through the book. With *RPG Maker For Teens*, you'll learn everything you need to create fun, fantasy RPGs that you can play and share with others, including how to build a game world, invent characters, stage battles, put together quests, and edit and publish your finished game.

From the Author: 10 Quick Tips to Getting Started with *RPG Maker* Create a new project and name it something distinct. Your first step in your new project is to declare the size of your map. Right-click on the map name in the panel list and select *Map Properties*; there you can change the dimensions of the map. Draw your major landforms or interior structure. From the menu, select *Mode > Map* or press *F5*. Use the *Pencil*, *Rectangle*, *Ellipse*, or *Flood Fill* tools to place tiles on your map where the ground, floors, and/or walls would exist. Using the *Pencil* tool, draw major tile elements, including impassible forests, grass, fences, buildings, and so on. Add more detailed tile elements as you go, including hangings, decorations, boxes, props, and more. Create more maps that fit the outline of the game you want to make, including interior and exterior maps to be explored. Now place *Events*. From the menu, select *Mode > Events* or press *F6*. Start by placing your player starting position. Then add transfer events from the current map to subsequent maps. Add non-player characters (NPCs) the player can dialogue with. You can add *Door*, *Inn*, and *Treasure Chest* quick events wherever you believe them necessary. Decide where you want *Enemies*. If you want *Enemies* ambushing players all over your map, open *Map Properties* and set *Troop Encounters*. If you want to prompt encounters physically, place NPCs that instigate *Battle Processing* (Tab 3 of the *Event Commands* dialog box) on *Player Touch*. You can even set the NPC to run at the player by setting *Autonomous Movement Type* to "Approach." Decide who you want to start in the player's party by editing the *Database*. From the menu, select *Tools > Database* or press *F9* and navigate to the *Actors* tab. You can also change their abilities in the *Skills* tab and their professions in the *Classes* tab. Edit or create custom *Items*, *Weapons*, or *Armors* in the *Database*. You can edit or create custom *Enemies* there, also. Fine-tune the look of your game in the *System* and *Terms* tab of the *Database*. You can also edit or create custom graphics and import them into your game. Some graphics to consider modifying include player characters, NPCs, enemies, objects, map tiles, the

title screen, and the Game Over screen. Likewise, you can edit or create custom sounds for your game. Study the music and sound effects listed in the System tab of the Database for audio you might want to adapt. Test your game thoroughly. You should test after each new element you add to save you editing time later on. After you've tested your game thoroughly, have someone else test it for you. If your game passes the test, go to File > Compress Game Data to publish your game to an executable file. Distribute your game on the Internet or burn it to CD-ROM so that other people can play it.

Book Information

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Customer Reviews

My teen is going through *The Game Maker's Apprentice: Game Development for Beginners* and is loving it. These are more action based games that teaches him basics of programming logic and handling if/then type of statements, timers, some collisions, etc. He's really latched onto it and even though he's done with the book he's experimenting with the current capabilities as he developed his own Tron Light Cycle type of game. He's eventually moving into 2D and 3D scrollers with the second book in the series *The Game Maker's Companion*, ISBN 1430228261 (not sure why I can't link that book here). When I received this book for review I had high expectations when comparing it with the other books. But we find ourselves playing RPG's and MMO's more times than not, so I was hopeful.

- 1) Book is easy to read with lots of illustrations and black-n-white pictures
- 2) Nice introduction to the "team" of engineers used these days to develop a game. Thus there is a nice talk about the multiple career options one can pursue in the development field. Working in the software

field, I appreciated the time spent on explaining there are more jobs out there than just coders.³) Recommended tools/resources (pg 80):a) PCb) an image editing program - you could use GIMP as a free program if you wishc) a sound recording program - though of less quality, you could use Window's built in optionsd) RPG Maker software - NO CD provided! You must download the 30-day trial. If you like it, then buy it for \$60.

I'm a mother of a teen and a tween-aged sons who have dabbled at drawing manga and making anime on computer software. They are gamers who enjoy xBox360. I had this book and program in mind for them. This is our first foray into this area, we're all newbies. The short product description that was on the site at the time I ordered it from Vine was misleading. I thought it was the software itself. This is a book. The first 86 pages are general information about creating an RPG (which could apply to any software). On page 87 it explains this uses the software RPG Maker and tells you can download a free trial for 30 days. After 30 days if you want to keep using it, it costs \$60. In order to do the book review I downloaded the software on a laptop we bought a few weeks ago, the thing is still sparkling new and has hardly any programs on it to hog up space. We could not get the software to work. Over 250 more pages of the book are dedicated to walking the reader through designing an RPG using that software. I liked that the storytelling format of the hero's journey is interspersed between directions on what to click on the various screens. If you are using the program like you're supposed to then it makes perfect sense to have both a user manual of sorts combined with general video game development. This is a good idea, to combine the basics of design with use of the software. It means the learner is taking abstract ideas and immediately putting them to use: putting them into context. It's a great way to make the learner realize that what they're reading is useful and important.

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