



Make a 2D RPG in a Weekend: Second Edition: With RPG Maker MV

By Darrin Perez

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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.

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Editorial Review

About the Author

Darrin Perez (1988-) was born in Alexandria, Virginia and currently resides in Puerto Rico. His debut fantasy novel, *Whispers of Dawn*, was written as a self-imposed challenge in the spirit of NaNoWriMo (National November Writing Month). He has also written many video game related articles over at Hubpages and published an ebook concerning RPG Maker VX Ace (a video game development engine) as well. His newest non-fiction book, *Beginning RPG Maker VX Ace*, is a robust expansion of that ebook and is published by Apress.

Users Review

From reader reviews:

Bill Kelly:

This *Make a 2D RPG in a Weekend: Second Edition: With RPG Maker MV* book is not really ordinary book, you have after that it the world is in your hands. The benefit you receive by reading this book is actually information inside this e-book incredible fresh, you will get information which is getting deeper you actually read a lot of information you will get. This *Make a 2D RPG in a Weekend: Second Edition: With RPG Maker MV* without we comprehend teach the one who reading it become critical in imagining and analyzing. Don't end up being worry *Make a 2D RPG in a Weekend: Second Edition: With RPG Maker MV* can bring whenever you are and not make your tote space or bookshelves' come to be full because you can have it in the lovely laptop even cellphone. This *Make a 2D RPG in a Weekend: Second Edition: With RPG Maker MV* having excellent arrangement in word as well as layout, so you will not really feel uninterested in reading.

Emma O'Neill:

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Carolyn Scott:

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