



# GameMaker Studio Book - RPG Design and Coding

*Mr Ben G Tyers*

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## **GameMaker Studio Book - RPG Design and Coding** Mr Ben G Tyers

Learn To Make An RPG In GameMaker: Studio

Details The Pre-Planning, Design & Programming Of Making An RPG In GameMaker: Studio

### STORY

- Plot (the plot of the story)
- Character Design (design of characters used by the story)
- Enemy Design (the design of non-character enemies "nameless minions")
- Objectives (the goals upon which the player must complete to advance the story)
- Setting (will include general theme for graphics)

### AESTHETICS

- Art-Style (what style of art the game is going to be using)
- Character separation (how the player sprite is going to be drawn, using single or multiple layered sprites)
- Scening (how story progression is going to be implemented in the game (this is usually done by the use of cut-scenes))
- Sound Design (which basic sound effects the game will need, footsteps can be used for a more serious tone and etc.)
- View (from which angle is the player seeing the game world, first person, top down, third person, etc)

### CORE GAMEPLAY

- Battle (the main provider of challenge in the game, Pac-Man's battle aspect is the avoidance of the ghost creatures)
- Ending (how the player can achieve Game Over. By dying, completing certain objects or finishing the story)
- Exploration (how players will travel the game world, by exploration or level select screens)
- Messaging (how players will receive information from the game, also dialogue)
- Scoring (how the scoring system of the game will work, this is also used to plan for XP in RPG games)

### EXTENDED GAMEPLAY

- Collectables (these include secondary objectives that will be used to enhance the game's lifespan)
- Management (this includes inventory, items and power ups that the player can use to increase game depth)
- Mini-Games (such as the lock-picking games that many games now use)
- Quirks (unique or strange game-play mechanics that you want to use to make your game stand out from the others)
- Saving (saving and loading of game files to extend game life by allowing the player to enjoy multiple sit adventures)

### GAME ELEMENTS

The Book Will Also Deal With The Following 40 Elements, From Design Considerations Through To Programming In GML:

Alert Text Effect

Battle System

Boss Characters Battle

Branching Dialogue  
Card Battle  
Character Progression  
Coin System Shop  
CutScene  
Dashing  
Day / Night Cycle  
Depth Based Graphics  
Destructible Terrain  
Dice Rolling  
Downloading Bonus Levels From Website  
Drivable Vehicles  
Enemy Path Finding  
Fishing Mini Game  
Foot Step Sounds  
Game End  
Graphical Effects  
Hints & Tips  
HUD  
Inventory  
Invincibility  
Mini Game & Dual View  
Mini Quests  
Multiple Locations  
Party Mechanics  
Positional Audio  
Puzzle Room  
Quest Completion  
Random Level Generation  
Respawn Points  
Road Builder  
Saving  
Ship Mini Game  
Treasure Hunting  
Usable Items  
Weapon Control  
Zooming

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