



RPG Starter Package
DOCUMENTATION



The **RPG Starter Package** is a collection of scripts and **unity3d editors** for a simple start to make your own rpg. With this package you can create your own quests, items, merchants and more with a few clicks!



What is included in this Package?

- *EDITOR FOR*

- Items
- Npc
- Quest

- *PLAYER ATTRIBUTES AND SKILLS*

- Strength → Health
- Dexterity → Stamina / Speed of Action
- Intelligence → Mana / Rage
- Skills:

ANATOMY,
ARCHERY,
BLACKSMITHY,
CARPENTRY,
COOKING,
EVALINT,
FENCING,
FISHING,
HEALING,
LOCKPICKING,
LUMBERJACKING,
MACEFIGHTING,
MAGERY,
MEDITATION,
MINING,
PARRY,
POISONING,
REMOVETRAP,
SWORDSMANSHIP,
TACTICS,
TINKERING,
WRESTLING

- *INVENTORY SYSTEM*

- *EQUIP / UNEQUIP ITEMS*

- *SPAWNPOINT SYSTEM*

- Items
- Container
- Npc

- *MERCHANT SYSTEM*

- Blacksmithy
- Alchemy
- Tinkering
- Carpentry
- Magery
- Stablemaster

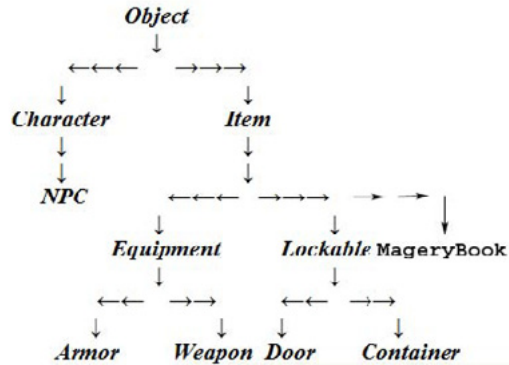
- *SAVING SYSTEM*

- Player data
(skills, attributes, level, "freeattributespoints",
exp, name and more...)
- Inventory



How is the Rpg Starter Package constructed?

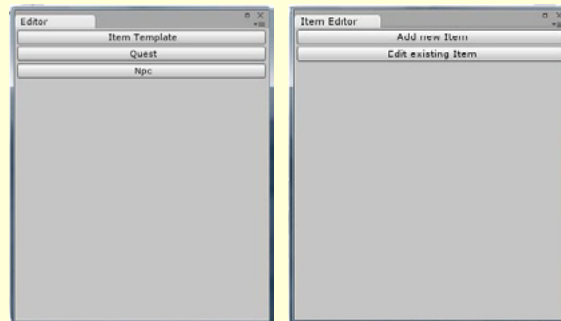
Class Hierarchy



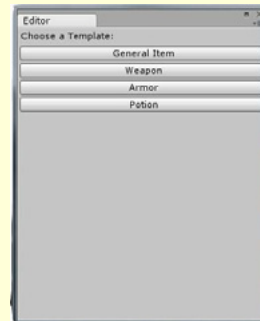
1. Items

At first you have to Setup a Database for Items. This you can do with the included Editor.

- In the main menu you can choose between Item, Quest and Npc.
- In the next you can add a new Item or edit an existing Item.

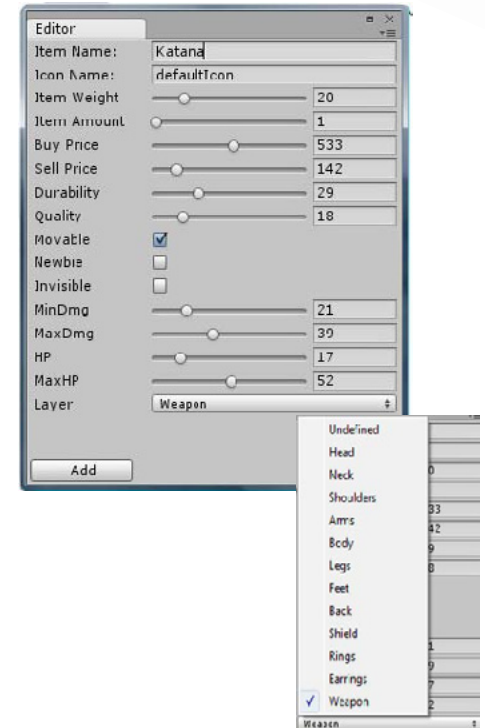


- Available Itemtypes / Templates are in the next menu.



- And finally you can add an item to the Database. In the Example ichoose a weapon.

Left you can see available layers for the equipment script. ▶



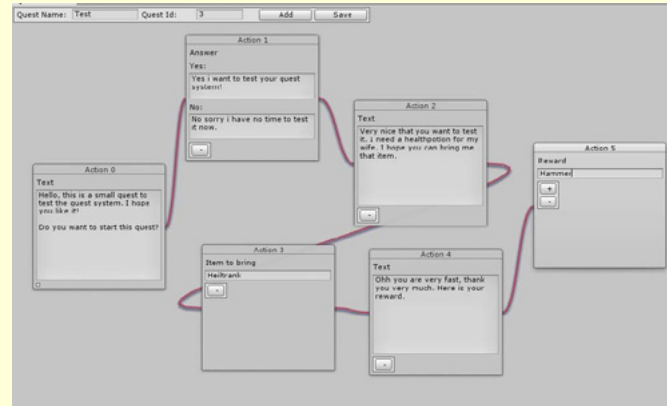
- If you choose on point 1.b.) to edit an Item the following menu will be shown. Here you can see all available Items in a specific Template. Simple click on one of them and you can edit and save it.



In the same Way you can create and edit Npc's like Merchant, Enemy, Animal. The data will be saved in an xml file.

2. Quest

You can create simple quests with the included quest editor. The usage is very simply. Open the editor at Sigena/ Quest editor.there you can ad Actions like Text, Answer,ItemToBring, NpcToKill, and Reward. Write down what you want to do, example Quests are included.



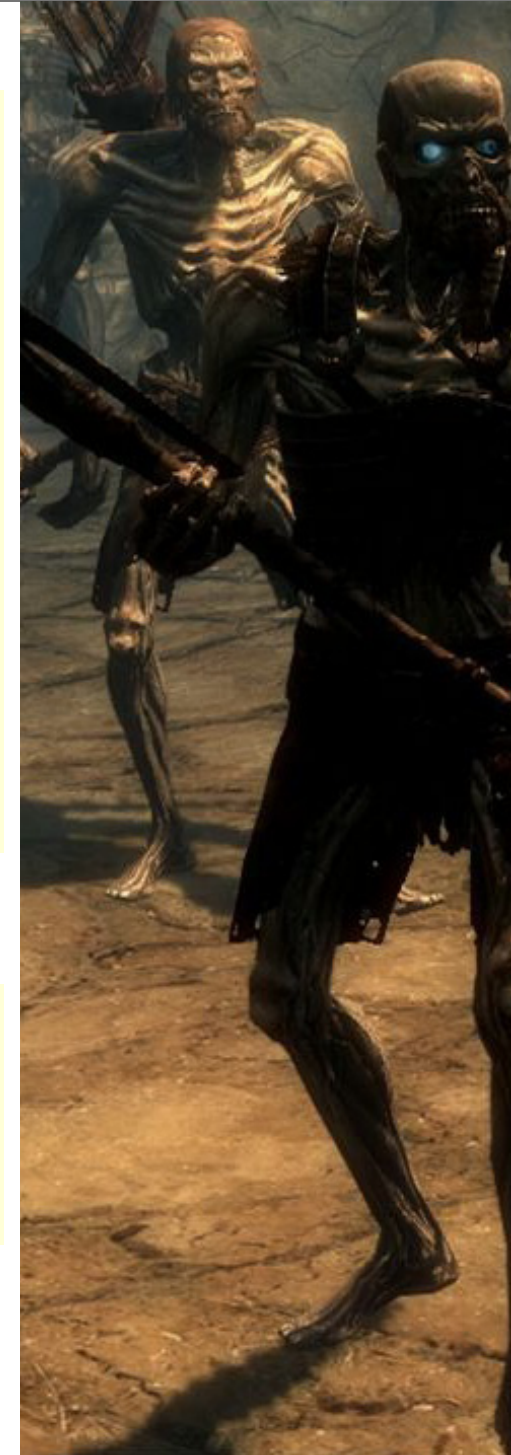
You can also edit the quest, the quest data will be loaded. To setup the Quest ingame, you have to attach a collider on your model an the QuestAI.cs script.

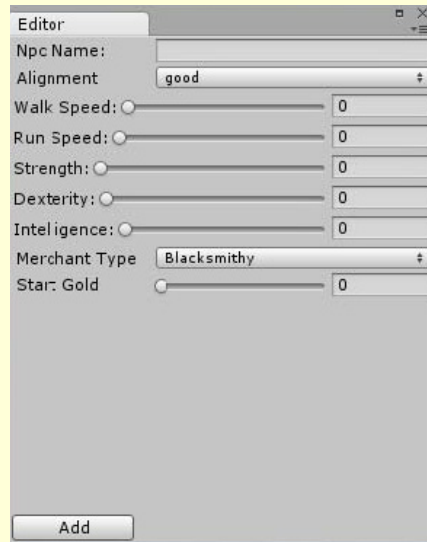
Type in the Quest ID, which you setup in the quest editor, optional you can add the the guiskin.

3. NPC

To setup the npc use the included npc Editor.

You can choose between Enemy, Animal and Merchant. After that type in all the information. You can type as name random and the name will be generated randomly from an enum. About 100 random Names are available. If you want maro you can simply add the name you want to the list.





To setup an merchant create a prefab at Resources/Npc/Merchant Add a collider on your model and attach the MerchantController.cs scripton it. There you can choose the Merchant Type. The name of the prefab should be same as the Merchant Type. For example Alchemy. In the Prefabs Folder is a prefab called MerchantSpawner, drag him to the scene and setup the Merchant Type you wish to spawn.

To spawn other npc's use please the NpcSpawner. Simply write down which Npc you want to spawn under Npc Name in the Inspector.

How to add new Items to the Merchant. You should first create the item with the item editor. Then open the MerchantController.cs script and add the name of the item you wish to sell to the following list.

```
case MerchantType.Blacksmithy:
    itemNames = new string[] { "Katana", "Dolch", "Crossbow", "Shield" };
    break;
case MerchantType.Alchemy:
    itemNames = new string[] { "Staerketrank", "Heiltrank", "Schnelligkeitstrank", "Poison" };
    break;
case MerchantType.Tinkering:
    itemNames = new string[] { "Saw", "Hammer", "Chisel", "Container", "Wheel", "Axe" };
    break;
```

Thats all the item will be in the merchants sell list!

4. Character Attributes

The red bar is the health bar, blue is mana and white is stamina. The Hud is controlled in HUD.cs. There you can setup how fast the Character should regenerate. There is also the level up controlled. This scripts is attached to the game object call "Core". If your player is level up, this will only happen if you fight with monster and kill them. On level up you can raise Strength/ Dexterity or Intelligence. How much the player get poits you can setup in the PlayerCharacter class.



Skills

ANATOMY:

Anatomy is a passiv skill. It will raise on fighting with Monster. This skill influences the damage of the player max + damage are 20% on 100 anatomy skills. Of course you can change this, it should only be an example.

ARCHERY:

You have to equip a Crossbow or other archer weapons wich you can also create in the item editor. Is the weapon equiped you can drag the skill from the skill menu to the hotkey bar. Now simply target an mob and press left mause button.

BLACKSMITHY:

Click for this skill on Hammer in your inventory a menu will be shown.



**CARPENTRY:**

For Carpentry click on the Saw.

EVALINT:

Passiv skill and influences the magery spell damage.

FENCING**FISHING:**

For this Skill you have to setup the Water. Please see in the example whats all attached to it.

Go to the Water with and click on it, now you can use the skill fishing in your hotkey bar with right click.



HEALING,
LOCKPICKING,
LUMBERJACKING,
MACEFIGHTING,
MAGERY,
MEDITATION,
MINING,

PARRY,
POISONING,
REMOVETRAP,
SWORDSMANSHIP,
TACTICS,
TINKERING,
WRESTLING

I think you will find out how to use other skills, it is mostly the same way. If not you can write me a pn. Try the Webplayer demo or the standalone version.

Character Asset

IN THIS PACKAGE THERE ARE NO CHARACTER MODELS INCLUDED BECOUSE I BOUGHT THEM. I WILL DESCRIBE HOW YOU CAN SETUP YOUR OWN CHARACTER MODEL.

First attach the following scripts/ controller

CharacterController.cs
Target.cs
CharacterAsset.cs

In this script there is a public array of GameObjects.

Equipment Array: Attach all your Equipment to this array

Equip Region Array: attach to this array where you wish to attach the gameObject on the player.

Its very simple but you have to setup the GameObjects(your equipment models) first.

For moving the player with LMB attach the script MovePlayerWithLBM.cs and AnimatePlayer.cs. If you want to move the player with WASD you have to attach the ThirdPersonController.js this script is a little bit modified. You can also walk forward pressing both mouse button.

For the character generator you have to attach your prefab. Look at the example in the package.

In this package there are a lot of examples how to integrate new Spells, Skills Races, Attributes and other.

I do not sell the models, which are also included in this package(except character): The models are not my work and you can find them on the internet.

Follow please this thread for more info and write me a pn if you have questions: <http://forum.unity3d.com/threads/79714-RPG-Starter-Package>

I HAVE COPY THE NAVIGATION FROM THE THREAD ABOVE SO YOU HAVE ALL IN ONE DOCUMENTED AND ADDED A LITTLE BIT MORE INFO, SO PLEASE READ THIS BEFORE YOU BUY.

NAVIGATION:**Camera:**

- You can rotate the camera with right-click and dragging. You can also zoom in or out with mouse wheel.

MAGERY BOOK:

If you found the magery book in the scene you can click on it and it will be placed in your inventory. Open the inventory with "I". Click on the Book and you will have a Gui with Spellicons. Click on the icon and drag them into the hotkey panel. For some spells you need a target. An Enemy is targeted if the red ring appears than you can click with the right mouse button to cast the spell. if you click the left mouse button you will loose the target and nothing happens.

INCLUDED SPELLS WITH PARTICLE EFFECT:

Fireball,
Firebreath,
Firerain,
Snow,
Frostfreeze,
Lightningbolt
Energyshield,

GENERAL ITEMS:

You can use items by clicking in the inventroy, some items will be removed like potions. but there are some items that have a GUI (Hammer, Alchemy Book, Chisel, Magery Book...) If you want to close the GUI you have to click on the item again.

CONTAINER:

If you click on the container, random items will be "spawned " in it. You can collect them by clicking the left mouse button. If you want to close the container you can do this by clicking the right mouse button.

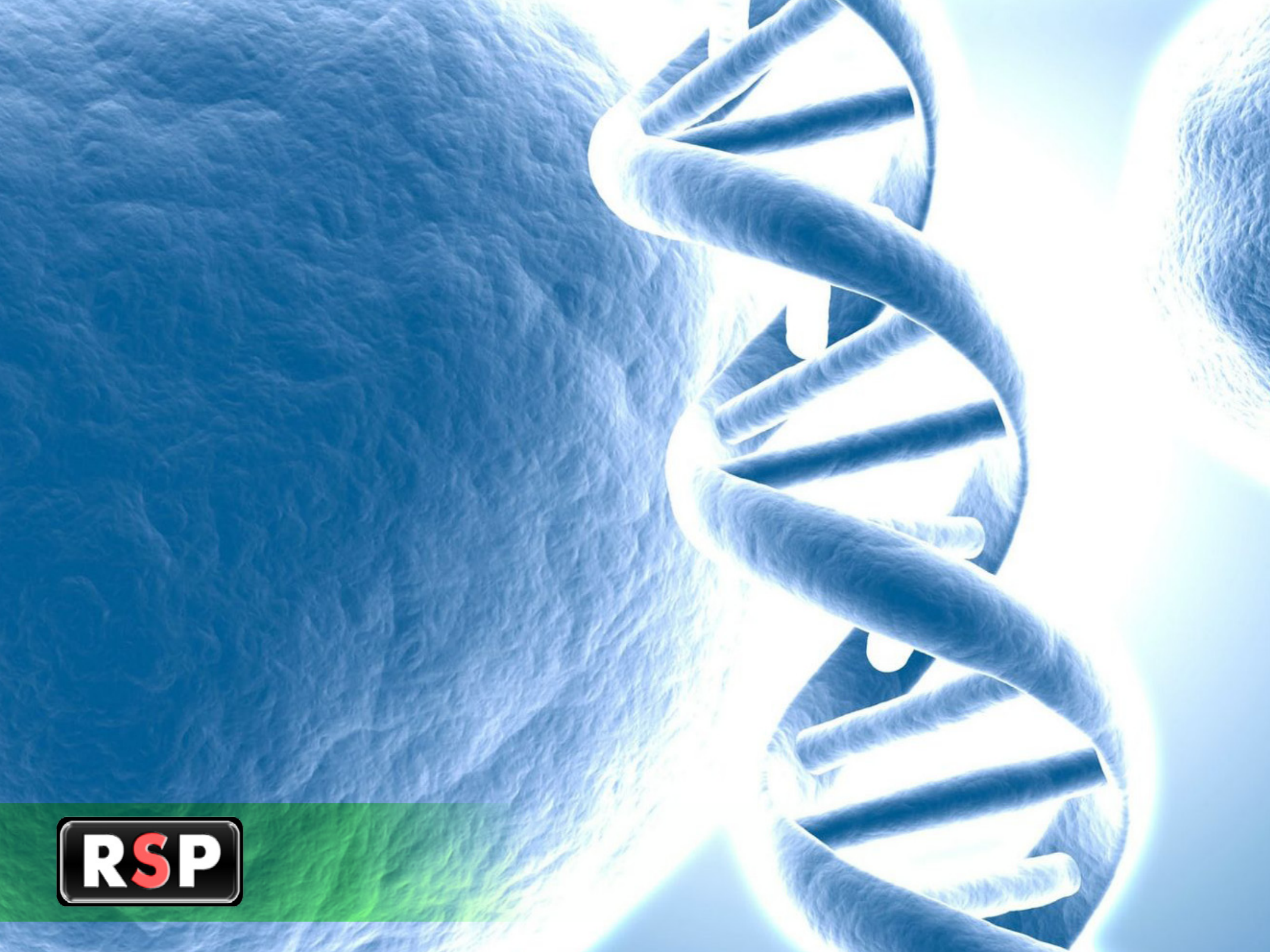
EQUIPING ITEMS:

You open the character window with "C" and the inventroy with "I". Clicking with the right mouse button on the icon in the inventory you will drag the icon. you have to click on the slots in the character window to equip the item. On clicking again to the slot you will unequip the item. You can also drag a new item to the slot, the equiped item will be changed.

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