**Worksheet: production**

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## LO1 – Transfer the elements of the game design into the production phase. Getting to know the video game editor.

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| Task 1 - Recognising the editor options  After having had a first look at the video game editor, take a look at the design and figure out how will you use the editor tools to create the game. Make a list of what functionalities will you use.  Examples:  Create a scenario → Use the map drawing tools and tilesets.  Create a character → Use both the character creation tool and the character and class edition tabs in the database.  …  Task 2 - Familiarising with the edition possibilities  In order to familiarise with the interface and the possibilities of the editor, take a look into the database and see what elements are editable and which ones you could already edit now. You can always change them, but it might be useful to edit some options according to the results of the design phase, such as terms (character abilities, currency), the title of the game, general sound effects, etc. |

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## LO2 - Identifying, finding and importing the appropriate resources needed to work with.

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| Task 1 - Getting some resources  Look up in the Internet several possible image files you may need for the video game. Find at least one of three or four different kinds of graphics (such as tilesets, character sprites, character faces, backgrounds, icons, etc.)  Task 2 - Importing the resources  Import each graphic resource into its corresponding folder of your video game project. Ask the trainer or look at the documentation of the software about the location of these folders. After that, try using those graphics in their correspondent place in the video game editor. In case they don’t look as expected, try to figure out why and find a solution (edit the image or look for new files).  Important advice  To do these tasks you will need to have looked at the requirements for each kind of graphic file: not only the format but also the contents (how should they be displayed, pixel size, etc.). This information can be found at the documentation of the video game editor. Sometimes you will find files already prepared for our version of the software, but in other cases you will have to edit the images. In case the edition is too difficult or takes a long time, it is recommended to leave the graphic file behind and look for something else. |

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## LO3 - Draw the graphic interface of the levels: maps or scenarios.

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| Task 1 - Map drawing practice  Once familiarized with the drawing tools, draw a small map (no more than 40x30 tiles) that represents an outdoor scenario. You can use this map for practising. When drawing, use at least these kinds of tiles: ground, water, walls, roofs and scenario elements like trees, signs, objects, etc. Remember placing the scenario elements on upper layers. If it helps, you can try to copy an image of a map found on the Internet.  When you have placed most of these elements, try testing the game and see how it looks when moving a character through the scenario you just created. Remember to first place the starting location of the player.  Task 2 - The first two maps  Draw two new maps for your video game: an outdoors scenario and an indoors one that corresponds to a building placed on the first map. This time, follow the requirements of the design phase and focus on your video game story.  Task 3 - First interactions with the events system: teleport  Now that you have two maps, on each of them there should be a tile on which the character can go from one scenario to the other (the door of the building). Create a quick event on the events layer that makes your character teleport from one map to another.  Try testing the game and see if the teleport works. |

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## **LO 4** - Create and edit game elements.

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| Task 1 - Characters  Create at least one character. Choose among the graphic resources you have to create the looks. After that, consider if the character has some skills or habilites and edit them in the “classes” section.  Task 2 - Items  What items will the characters use or find during the story? Create several of them and consider which ones are wearables (in this case: how will they modify the character’s abilities) and what are the non-wearables for (are they healing items? Quest rewards? Power ups? Books that make a text appear on the screen?).  Task 3 (optional) - Battles and leveling up I  If your game is going to have battles, create an enemy, then a troop and test it with your characters. Change the strenghts and weaknesses of the enemy so it fits into the difficulty level you desire. Keep on testing until you think the fight is easy / difficult enough.  Task 4 (optional) - Battles and leveling up II  Enhace the battles by creating skills and assigning them to both your characters and the enemies. Create several troops that have different difficulty levels, taking into account that each encounter of a troop will take place when your characters have a certain experience level and thus they will have learnt different skills as they progress. |

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## **LO 5** - Program events and objects.

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| Task 1 - Short dialogue  Create an NPC and program it so when the player touches the action button, a small conversation starts.  Task 2 - Using switches I  Create a chest. It must give you (the player) an item once, so when you try to look into the chest a second time, it doesn’t give you anything. Create a quick chest event first and see how are the lines displayed. Pay attention to the usage of the switch.  After that, place 3 chests around the maps that give the same item (remember: just once each time).  Task 3 - Using switches II  Make an NPC (NPC1) give you an item (the same you can get from the chests) only after you have talked to another specific NPC (NPC2). If you try to talk to NPC1 without having talked to NPC2, you can’t receive the item.  Once it works, add some lines to the NPC1 event and make it give you the item just once. So, if you already received the item from NPC1 and try to talk to him/her again, you can no longer receive it.  Task 4 - Using variables I  Create a new NPC (NPC3) that asks you for 4 units of the item you have placed on the chests in exchange for something else (it can be another item or gold), which will give to you only after you have 4 units of the first item.  To create this event you have to use a variable and add 1 each time you get a unit of the item. You can add this command at the start of the conversation with NPC3. Also, you will need to create a conditional branch command in order to make NPC3 react differently depending on the number of the variable. If it’s 4, then NPC3 should give you the reward. If it’s less than 4, NPC3 should tell you to keep on collecting items.  Task 5 - Using variables II  As practice, try creating several events using variables. Variables have lots of different uses. These exercises will help you know some of them.  Create a chest that gives you random items. Assign a value to each item with a variable in a conditional branch.  Create a bank, so you can store and take money (gold). Again, work with variables and conditional branches. You will need 3 variables: one for your gold, one for the bank’s gold and one for the player input. You will have to add and substract gold from you and from the bank each time. If your input is higher than the available amount of gold then you can’t take or store money.  Task 6 - Create cutscenes  There are many options to create an event. Some of them move the characters or other events, play animations, change the colours of the screen, etc. Try creating a cutscene for the beginning of the videogame and another for the ending. Each of those can be dialogues, there can be a narrator, they might have action with animations and movements, etc. |