



Beginning RPG Maker MV

By Darrin Perez

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Beginning RPG Maker MV By Darrin Perez

Create your very own role playing game using the RPG Maker MV game development engine. You'll go through tutorials and exercises that will take you from installing the software to putting the final touches upon your first project. *Beginning RPG Maker MV* has been designed with the complete beginner in mind who has little to no experience with the engine. It includes full JavaScript code, replacing the old Ruby commands.

Game design can be quite a daunting challenge, as it generally involves a large amount of programming know-how on top of having to plan everything out that makes a good game what it is. RPG Maker MV is an intuitive system that allows you to make your own game with a fraction of the effort otherwise required. *Beginning RPG Maker MV* equips you with the knowledge you need to use Enterbrain's newest role playing game development engine.

- Takes you from the start of a project to the completion of a small game.
- Provides a step-by-step process that will walk you through each stage of the creation process.
- Gives many helpful tips and tricks you can apply to your future endeavors with the engine.

What You Will Learn

- Use switches and variables to affect the game world
- Populate your areas with non-player characters that serve a wide range of roles
- Use the database which serves as the backbone of RPG Maker MV
- Create dungeons with two types of enemy encounter
- Create fun and varied mini-games and side-quests to serve as distractions from the main plot
- Write scripts using RPG Maker MV's Script Editor

Who This Book is For

Novices in game design who would like to learn how to use a simple, yet robust,

game development engine. It's for those people who have little to no programming experience but would like to make an RPG.<

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Editorial Review

From the Back Cover

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About the Author

Darrin Perez 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:

Edward Carter:

As people who live in typically the modest era should be upgrade about what going on or facts even knowledge to make these people keep up with the era which is always change and progress. Some of you maybe may update themselves by studying books. It is a good choice for yourself but the problems coming to you is you don't know what one you should start with. This *Beginning RPG Maker MV* is our recommendation so you keep up with the world. Why, because this book serves what you want and need in this era.

David Dozier:

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