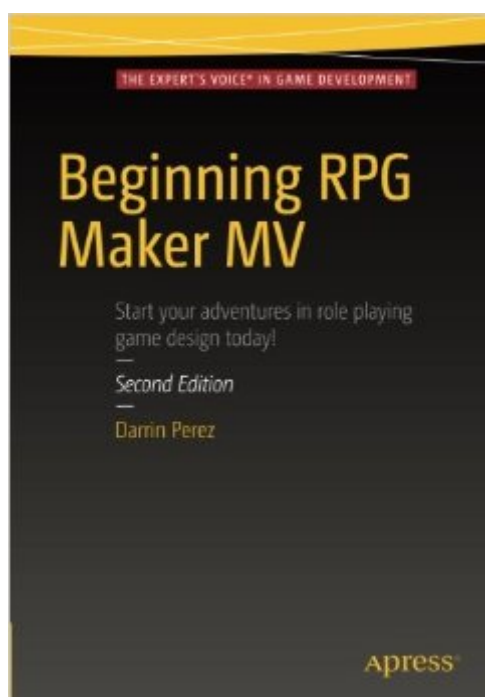


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Beginning RPG Maker MV



Synopsis

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

Beginning RPG Maker MV 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.>

Book Information

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Customer Reviews

I read through this book myself to assist my grandchild in going through it and learning RPG Maker MV. I would have to say this book is not a very well written piece of work. It relies too heavily on the user to guess what the writer wants and also expects the user to know more than he or she already would be as a beginner. I could reference page after page of such cases. That in my opinion means the book is not for true beginners. The book also contains way too many references to Beginning RPG Maker VX Ace which this writer also wrote. Personally I do not care (and no one should) what was previously recommended or done in that book as it has no relevance to RPG Maker MV. In some cases it actually could be confusing to the user if they mistakenly took reference from that book. The writer has the user perform tasks or try to at least and then later shows how it is done. For some instances this is OK, for other it is less than OK because the reader has to do their home work outside the book. Home work is ok, but there are instances where if you did perform the task your own way you have to redo it his way afterwards so that there are no conflicts in the making of the game. OK, this one is a killer. The writer has the user write code that is not possible to write in the order it is shown in the book. Why? Because the writer has the end user try to write code with in game items, skills and alike which are not yet defined. So you start to write the code and then have to stop, go onto another section to create the items and skills and then go back to the beginning to continue the code. This back and forth, back and forth is nothing but annoying. It did though teach my granddaughter how to write copious notes on where code is missing or incomplete. One last note as an example of poor editing and writing. This is code error on page 219 at the bottom of the page. (pic included) Code reads: "I have \V[15] Treasure Notes for sale. Would you" Should read: "I have \V[13] Treasure Notes for sale. Would you" Variable '15' does not exist and you will always get a return value of '0'. If you use '13', which is a defined variable you will get the correct response. As a background I have read some 80+ books on various programming languages over the last 37 years. I have read possibly another 100+ on different software packages such as Unity, Blender, etc. I do believe I know how to read a book and this one just does not cut it for its intended purpose. Many, like my granddaughter would be better served by watching youtube video tutorials.

I bought this book from Apress for 27.99. Apress should have paid me 27.99 to try to read and use the book. This book is not for beginners it assumes you know a lot about RPG Maker MV. The book jumps from one topic to another then back to the original topic and it leaves you VERY confused on

what the author is trying to explain. DO NOT BUY this book if you are a beginner and want to learn RPG Maker MV it will NOT teach you anything just have you VERY confused. I have wasted \$27.99 on this useless book. I notice today that Apress has it on sale \$14.00 they really should stop selling it and have the author refund money to anyone who bought the book. If I could give this book minus 5 stars I would

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