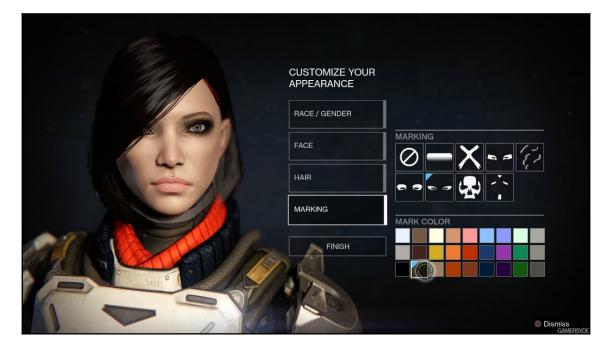
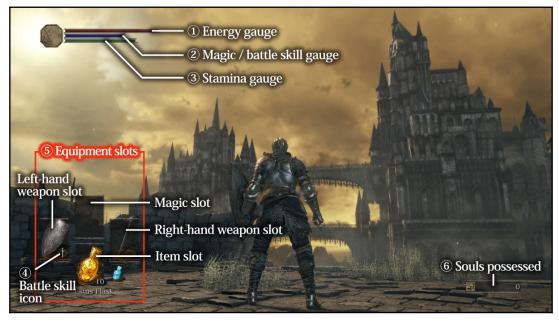
Chapter 1: What is an RPG?

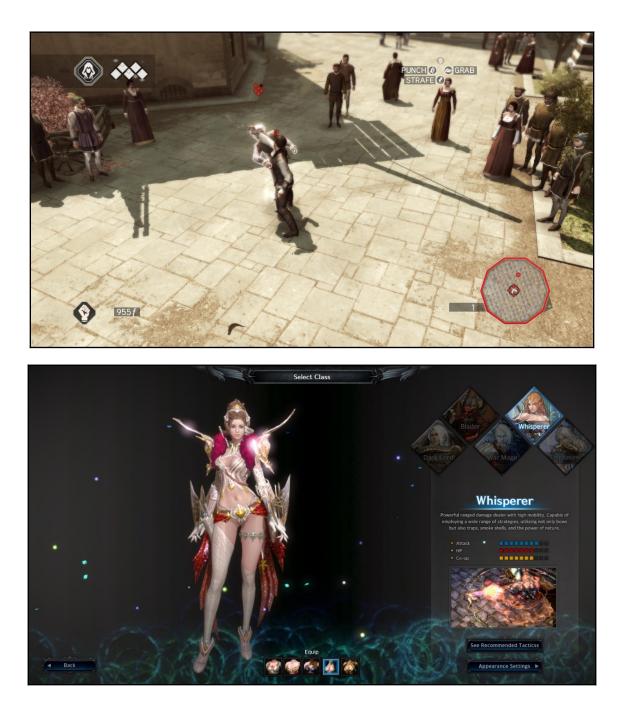








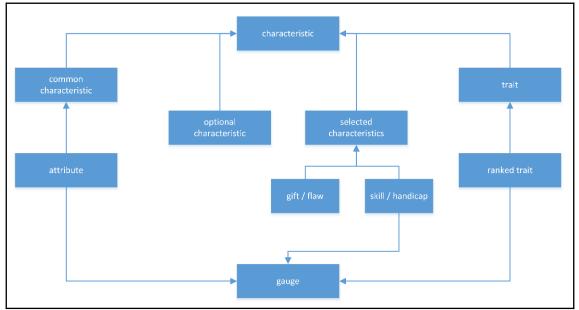




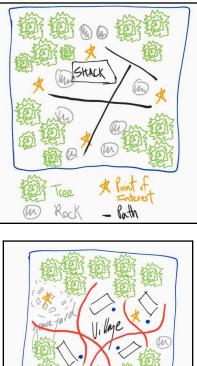


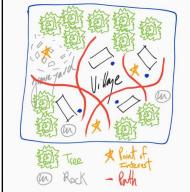


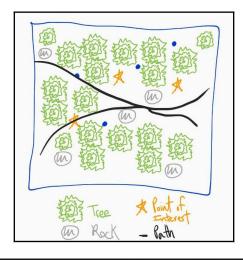


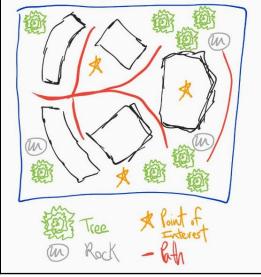


Chapter 2: Planning the Game











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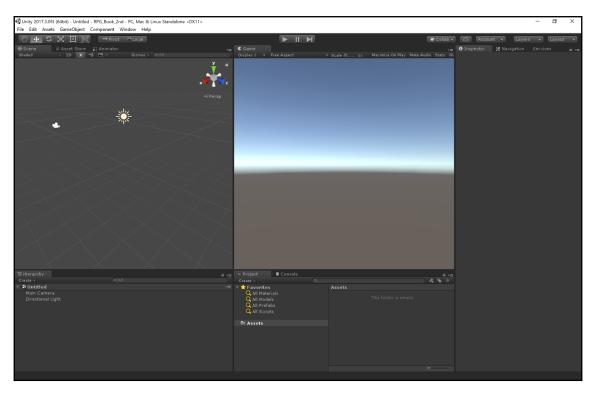




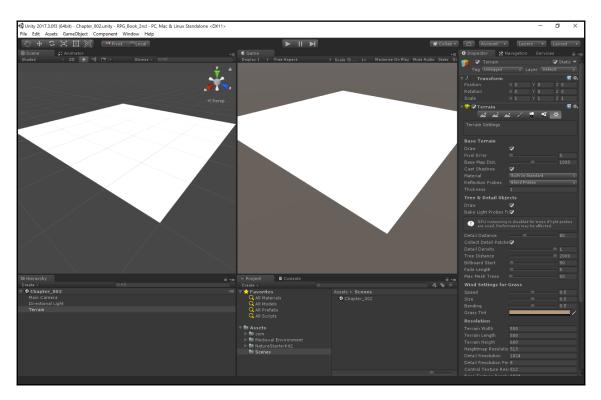


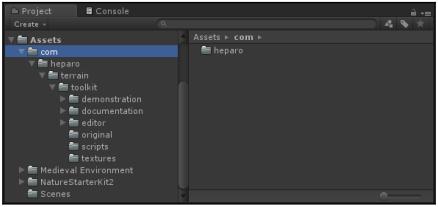
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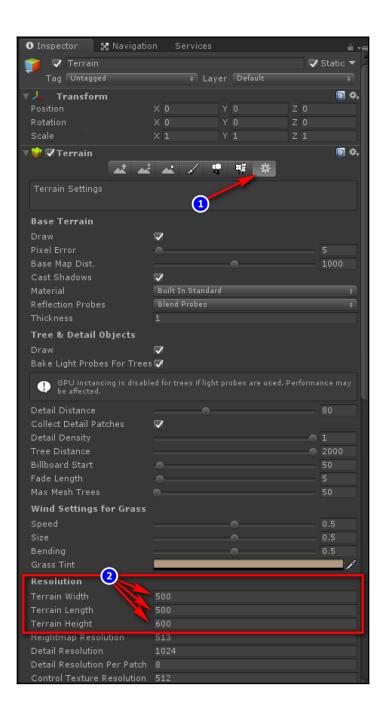




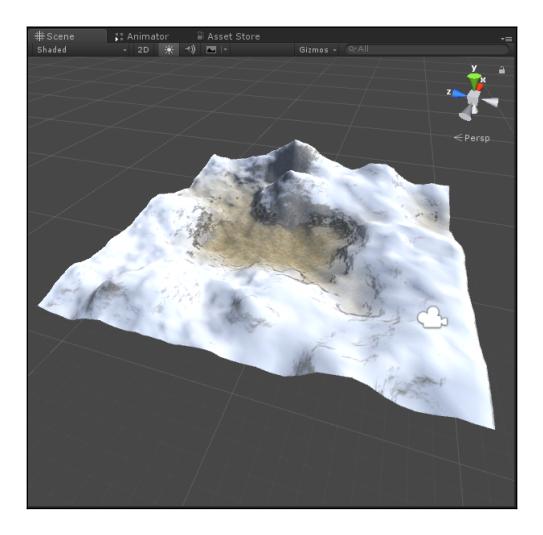


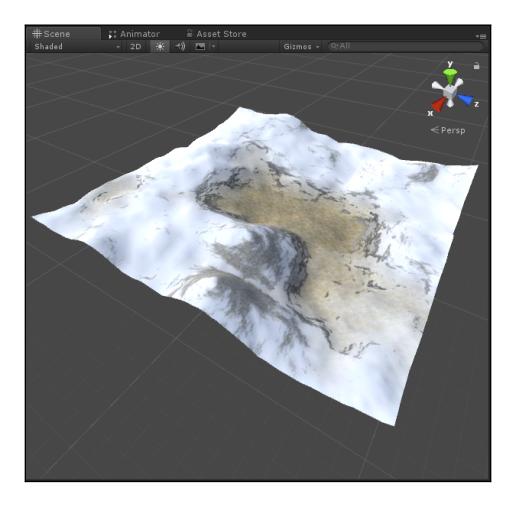


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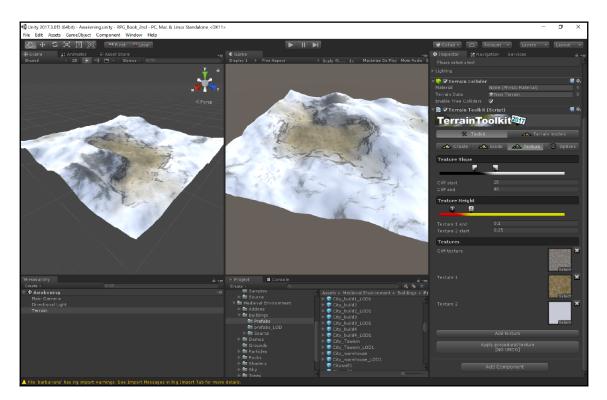


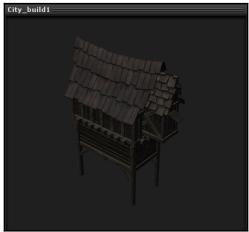
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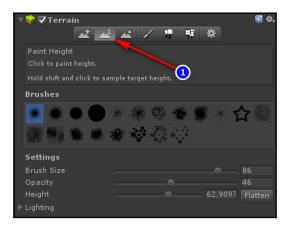




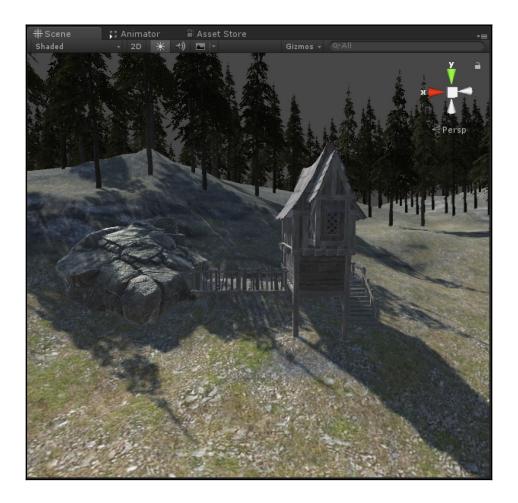
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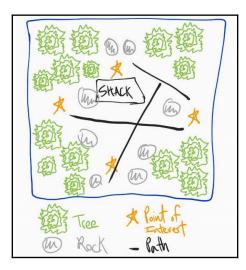


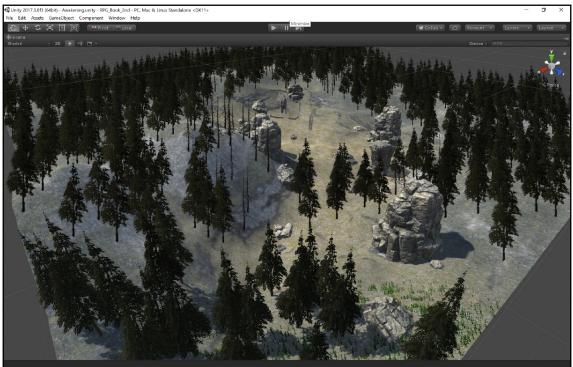


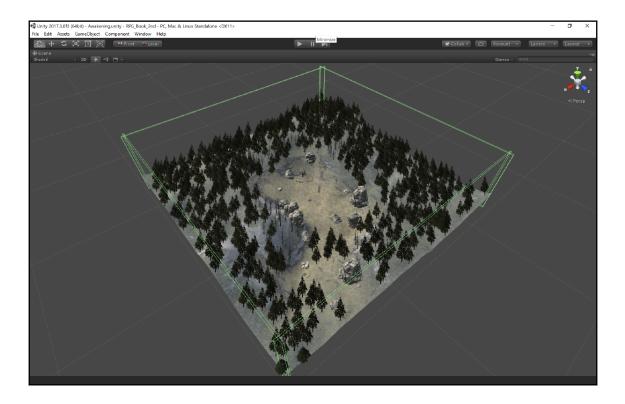


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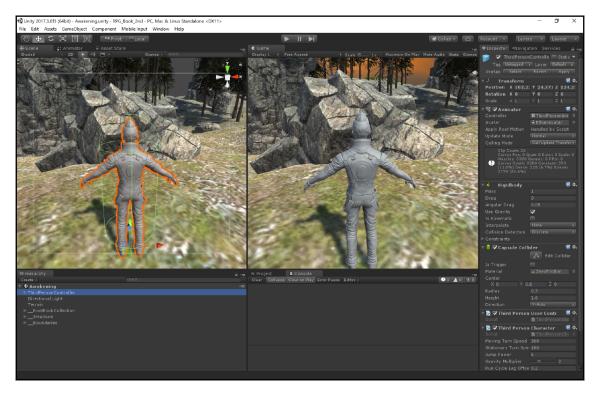




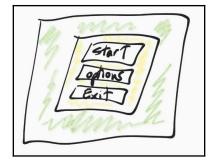








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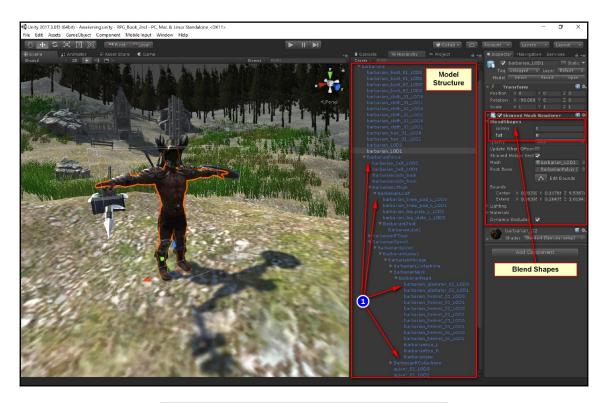


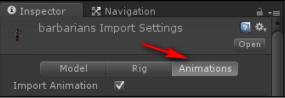
Chapter 3: RPG Character Design

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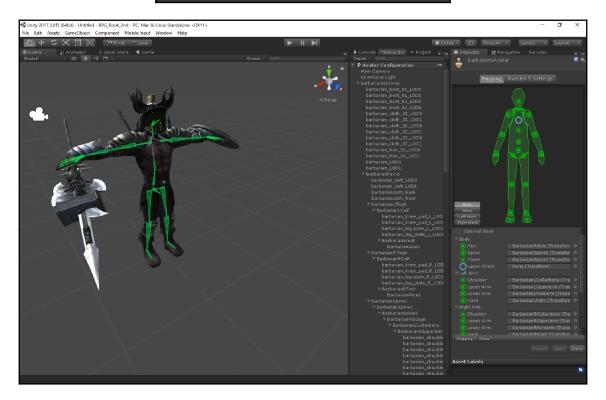


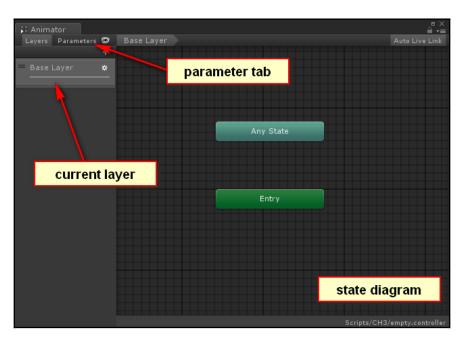




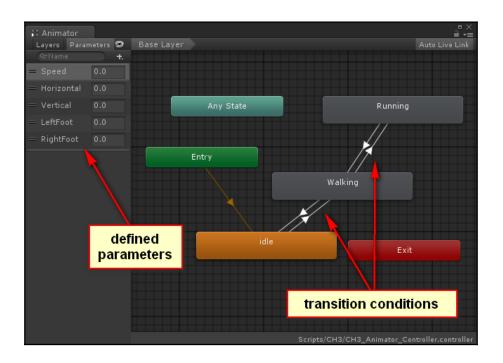
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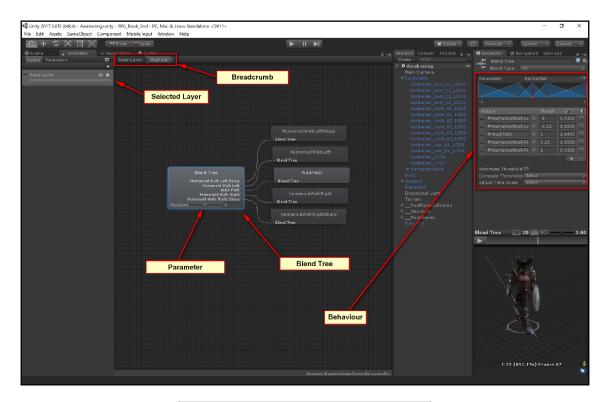
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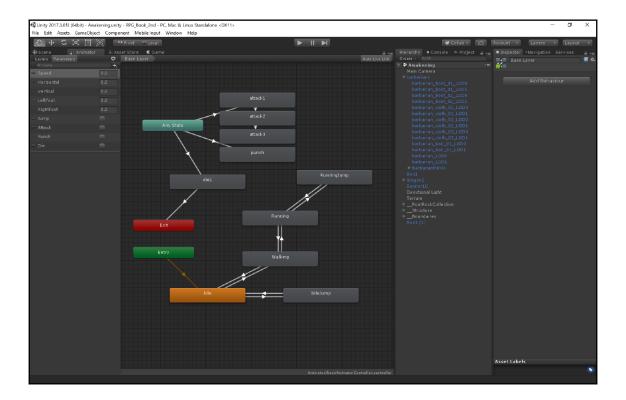


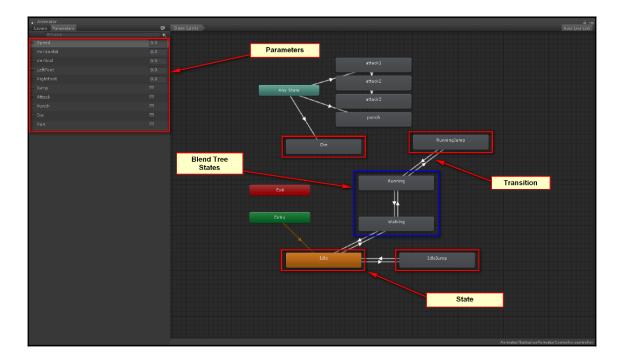


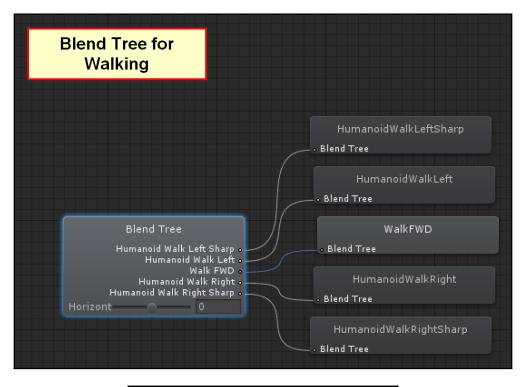


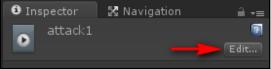


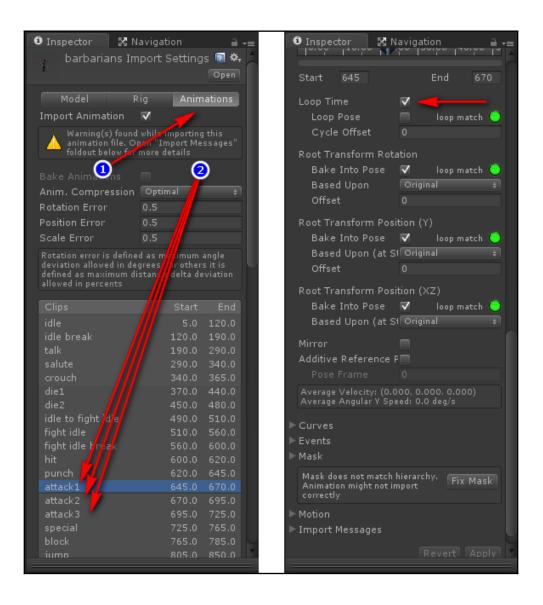
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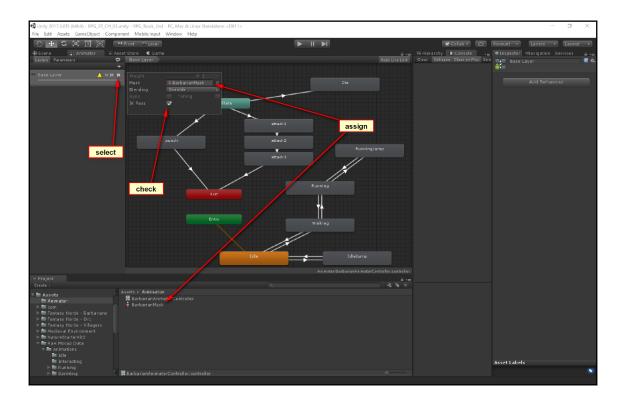


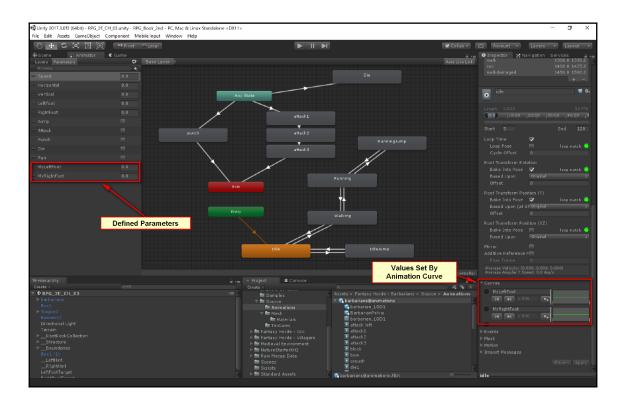


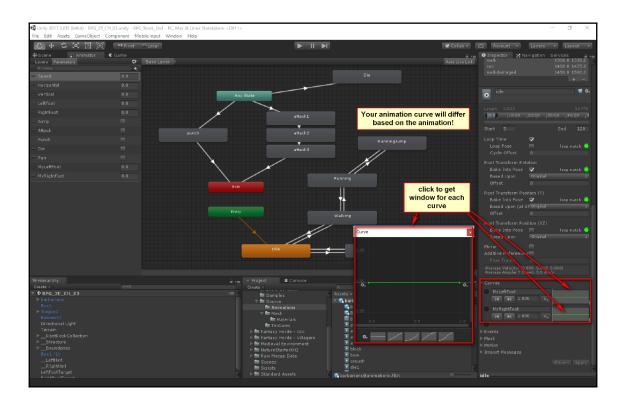




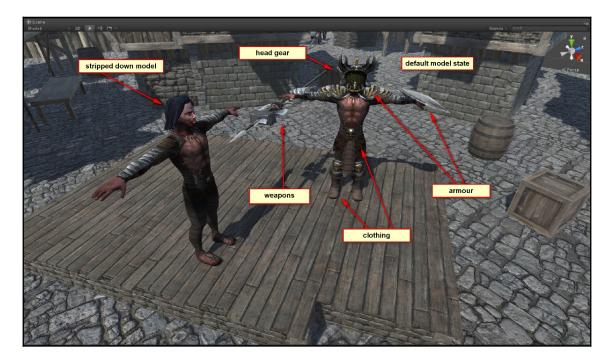


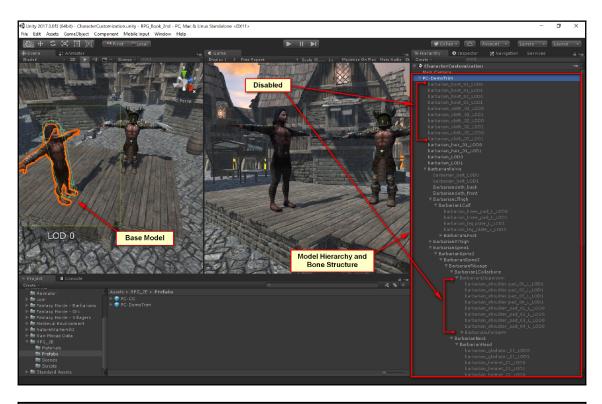






Chapter 4: The Game Mechanics

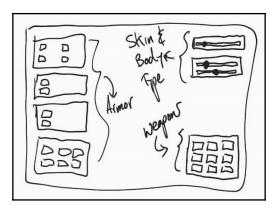










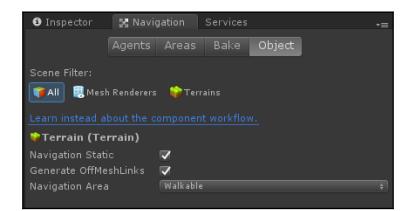


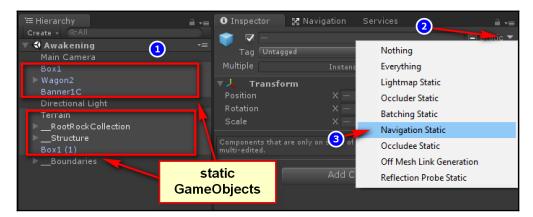


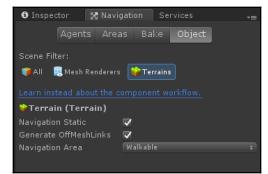
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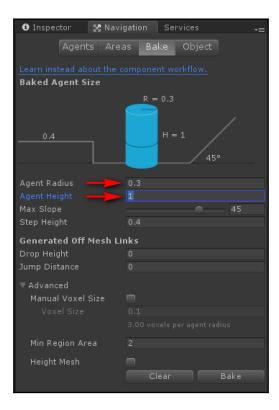


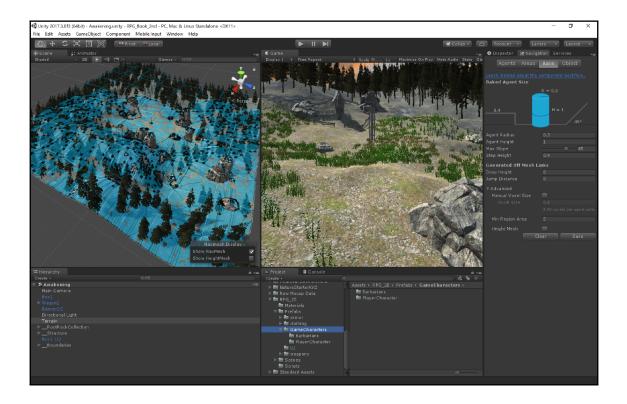
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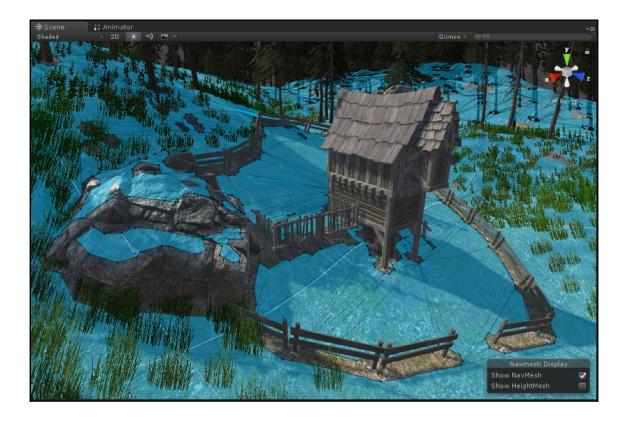


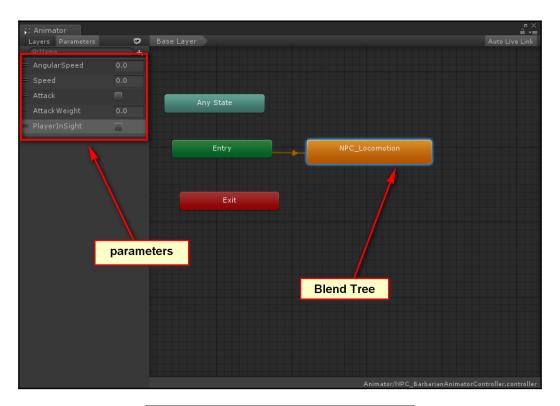


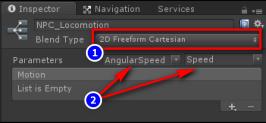


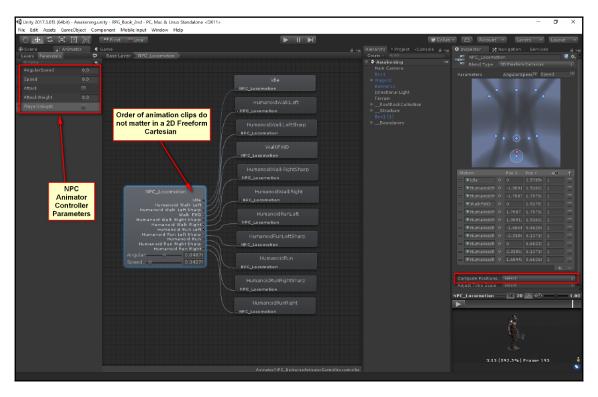


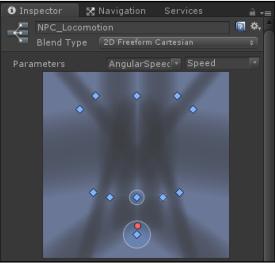


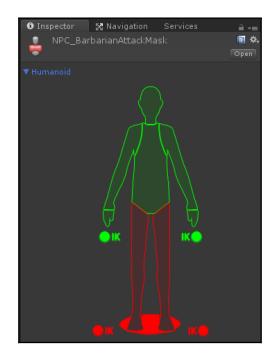


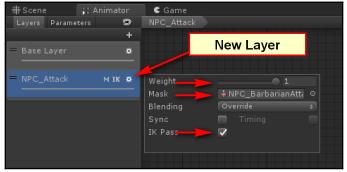


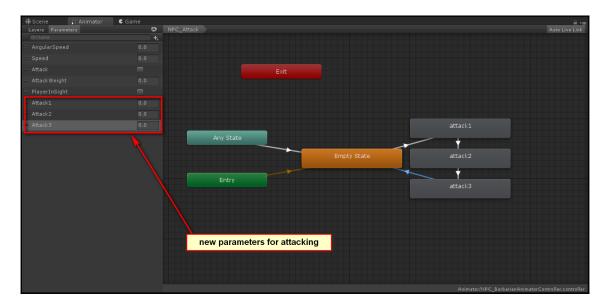




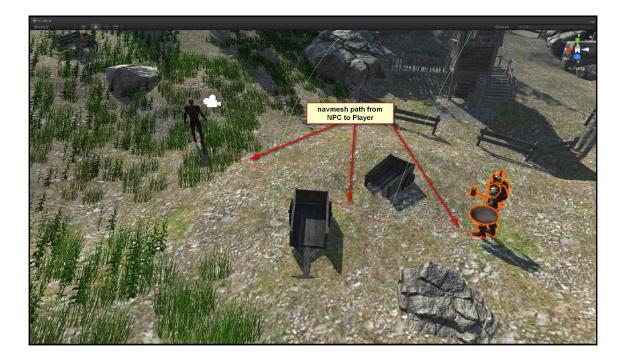


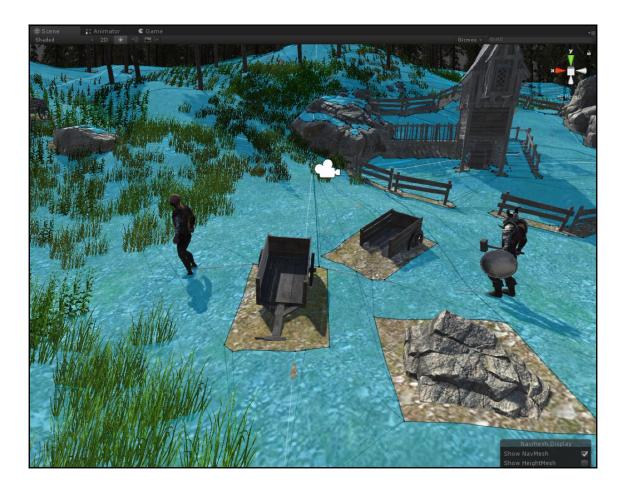


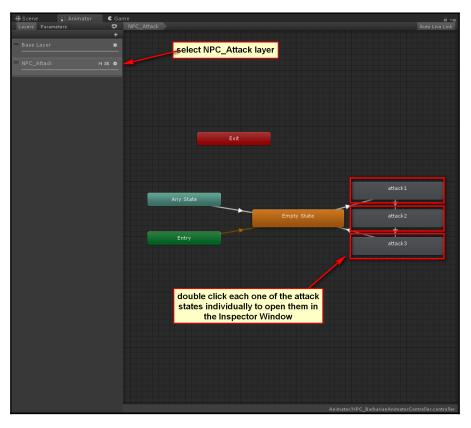




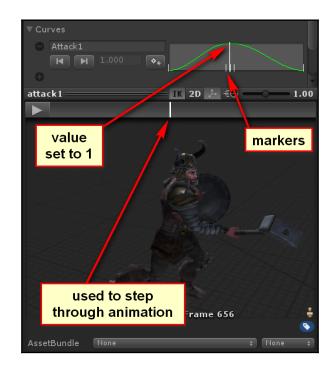


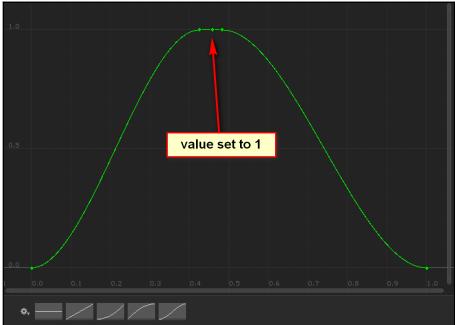


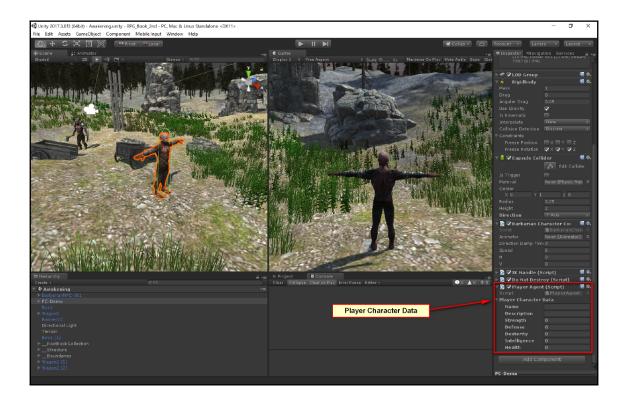








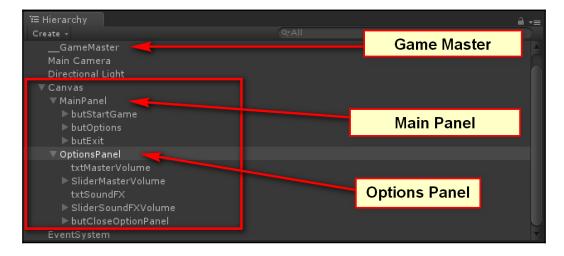




Chapter 5: GameMaster and Game Mechanics

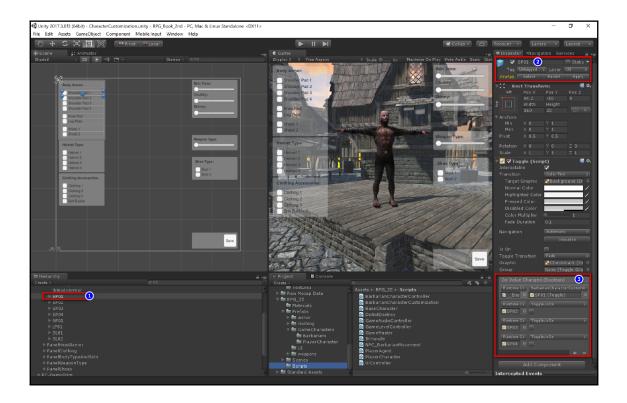
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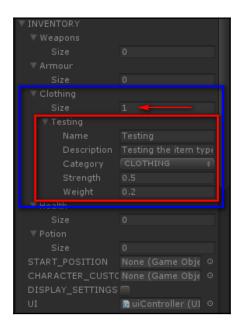
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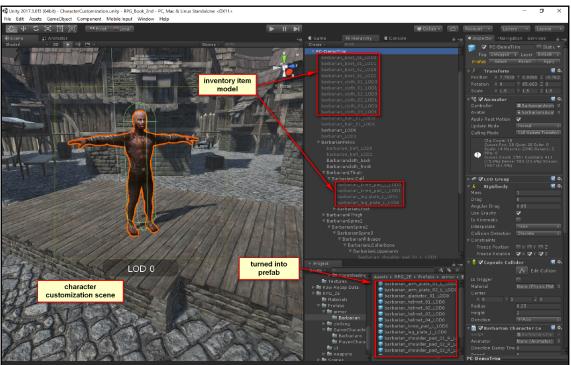


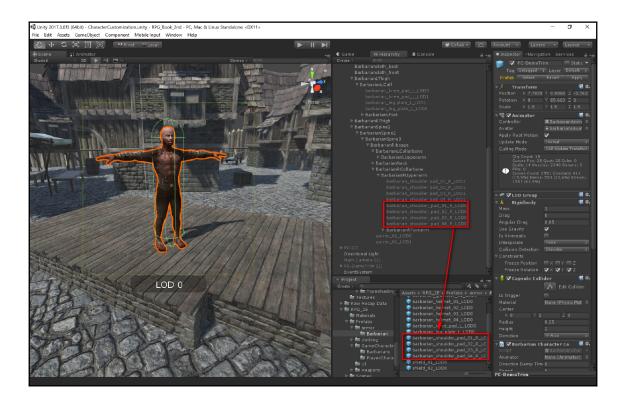
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Health								
Selected Shoulder								
Selected Body Ty					Selected Body Tyj			
Knee Pad					Knee Pad			
Leg Plate					Leg Plate			
Selected Weapon								
Selected Helmet					Selected Helmet			
Selected Shield								
SKIN_ID					SKIN_ID			
Selected Boot					Selected Boot			
START_POSITION	None (Game Obje	0		ST	ART_POSITION	None (Game Obje	0	
CHARACTER_CUSTO	None (Game Obje			CH	ARACTER_CUSTC			
DISPLAY_SETTINGS				DI	SPLAY_SETTINGS			
UI	None (UI Controll							

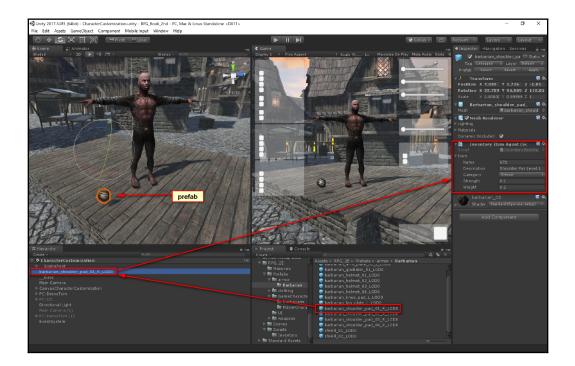
Chapter 6: Inventory System

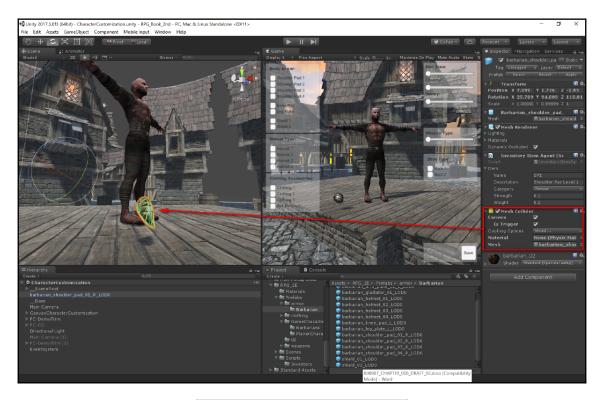




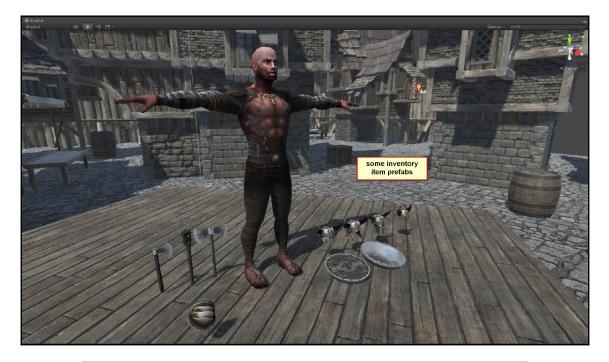




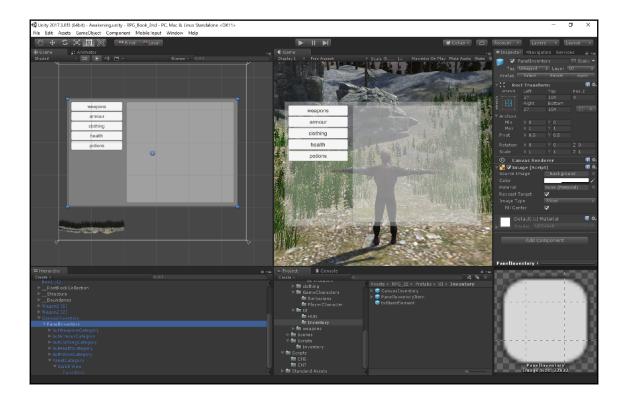


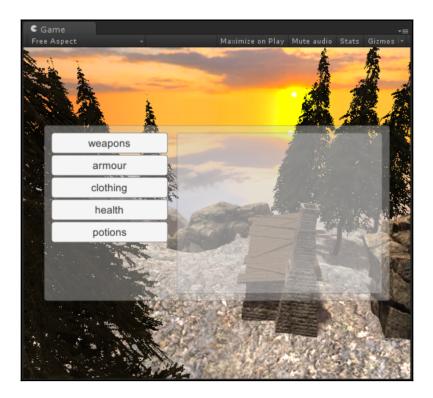


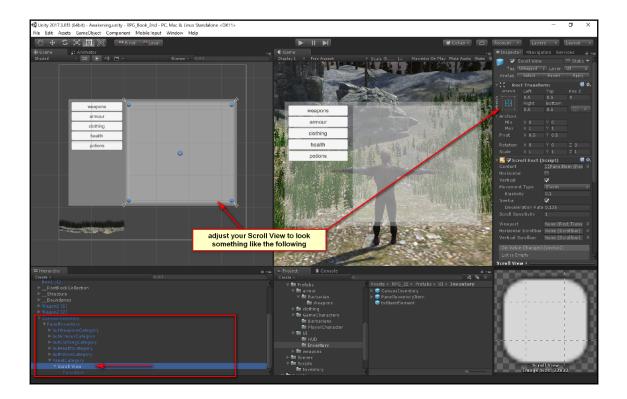
🔻 健 🛛 Inventory Ite	em Agent (Scripi 🗟 🌣
Script	🗋 InventoryItemAge 💿
▼ Item Description	
Name	SP01
Description	Shoulder Pad 01
Category	ARMOUR \$
Strength	0.1
Weight	0.2
🔻 🌍 🗹 Вож Collider	🛐 🌣,
Is Trigger	✓
Material	None (Physic Materi, 💿
Center	
X 0.2218903 Y 0	.0739139 Z 1.589478
Size	
X 0.2086691 Y 0	.2906172 Z 0.2136859

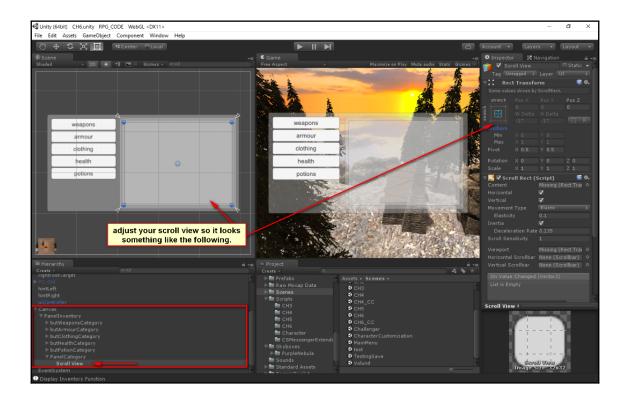


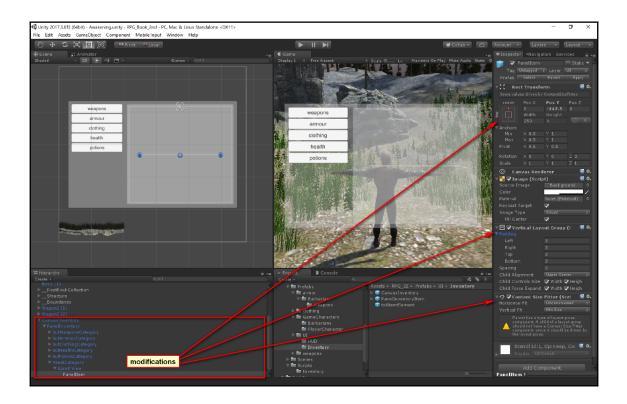
weapons	Item Description & etc	add	remove
armour			
clothing			
health			
potions			

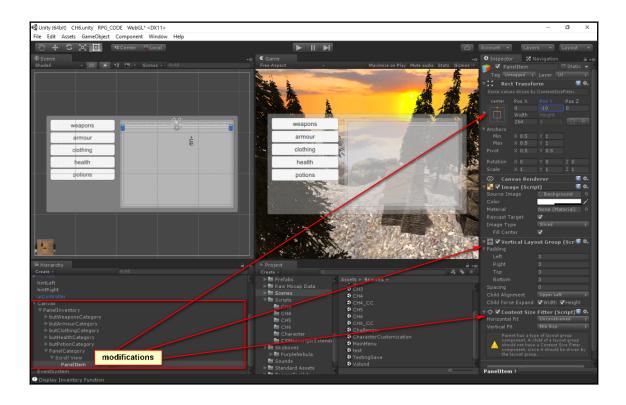


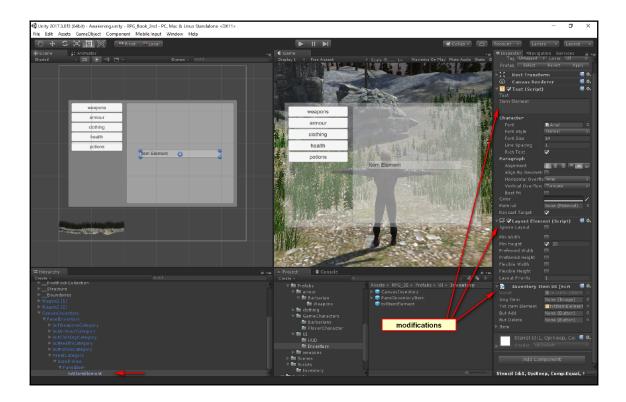


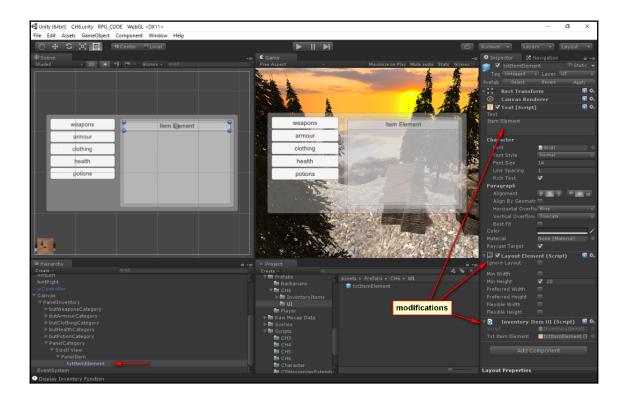


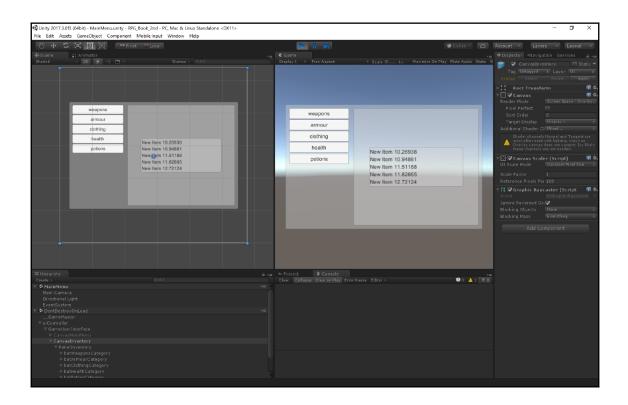


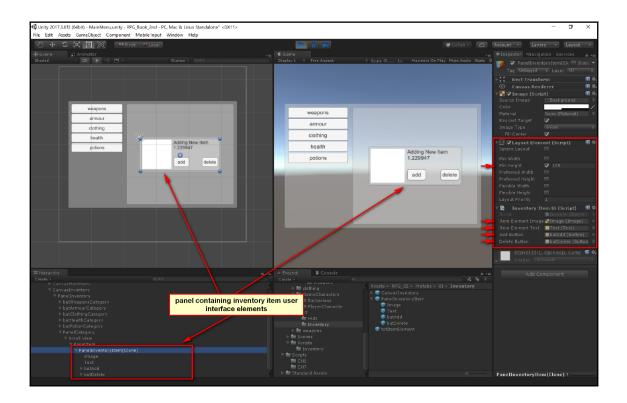




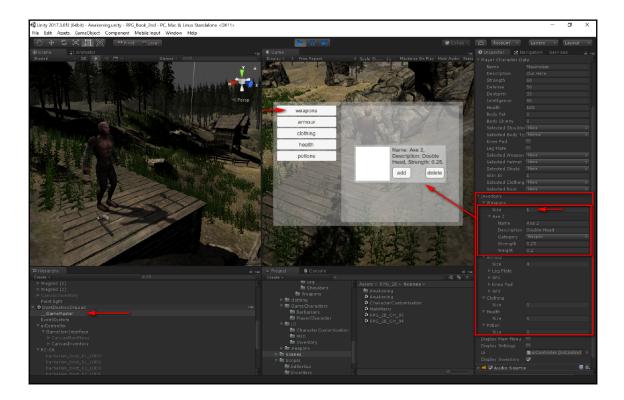


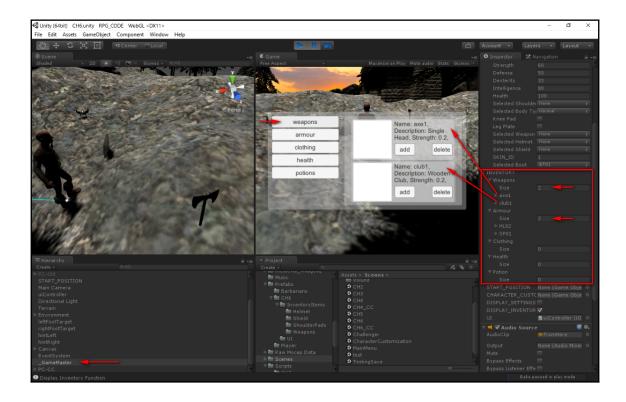


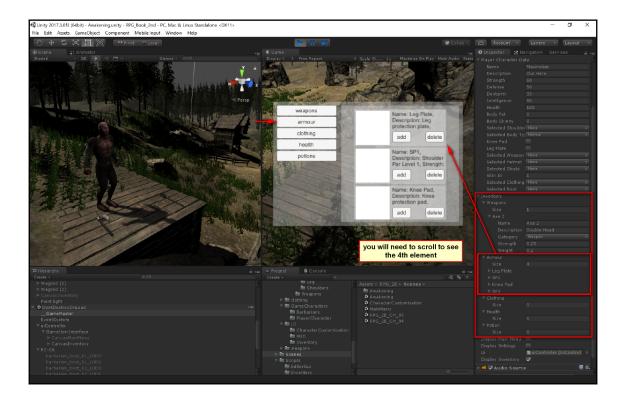


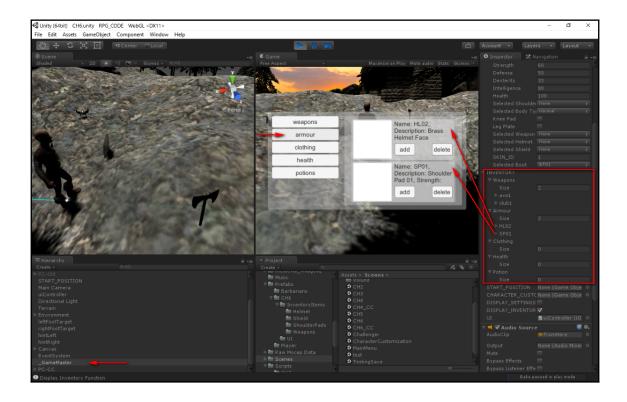


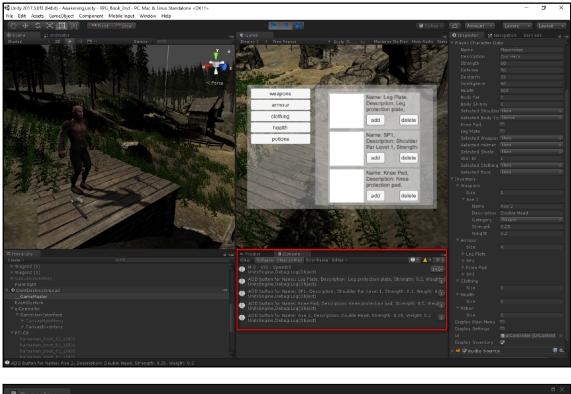




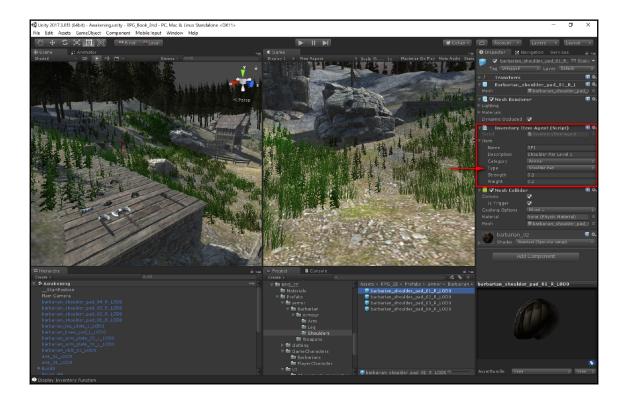


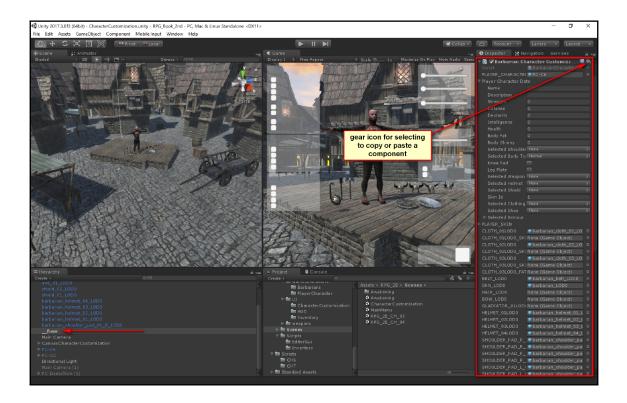


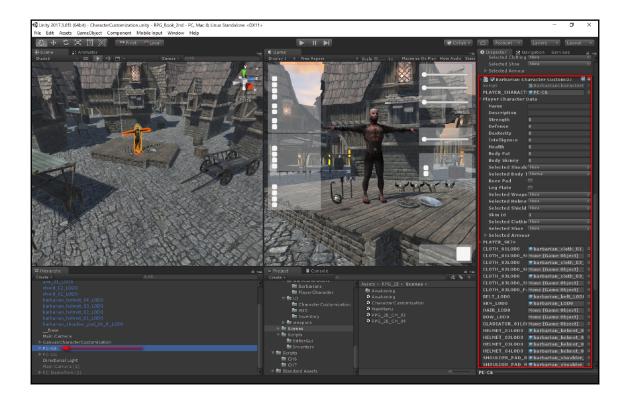


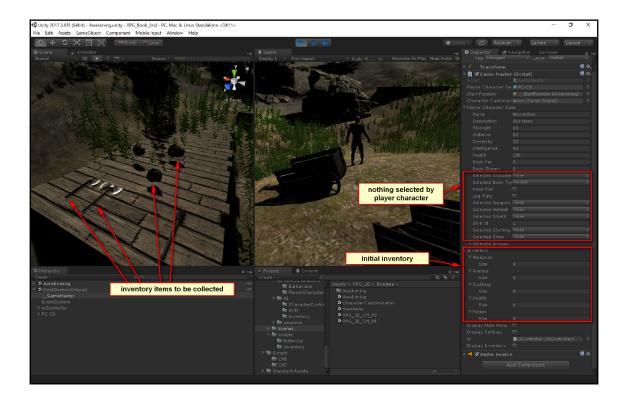


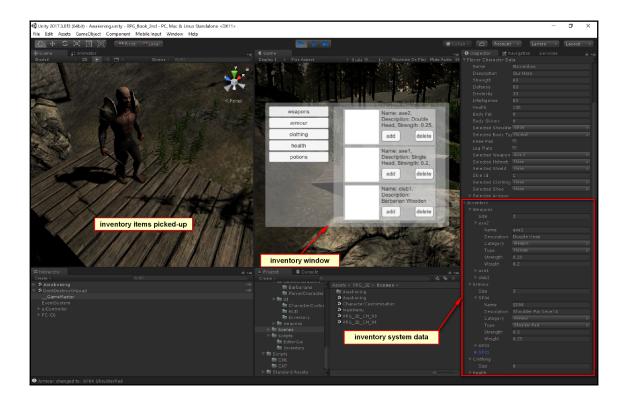
Console Collapse Clear on Play Error Pause Collapse Clear on Play Error Pause BT01 was turned on UnityEngine.Debug:Log(Object) Pressing J UnityEngine.Debug:Log(Object) Display Inventory Function UnityEngine.Debug:Log(Object) You have clicked button add for Name: axe1, Description: Single Head, Strength: 0.2, Weight: 0.1 UnityEngine.Debug:Log(Object) You have clicked button add for Name: club1, Description: Wooden Club, Strength: 0.2, Weight: 0.1 UnityEngine.Debug:Log(Object) You have clicked button add for Name: club1, Description: Brass Helmet Face Protection, Strength: 0.3, Weight: 0.25 You have clicked button add for Name: SP01, Description: Shoulder Pad 01, Strength: 0.1, Weight: 0.2



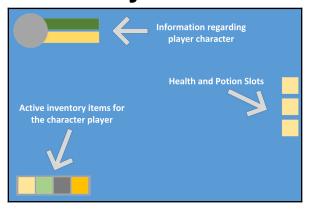


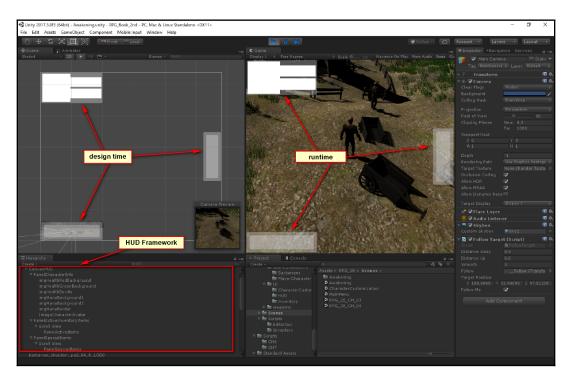


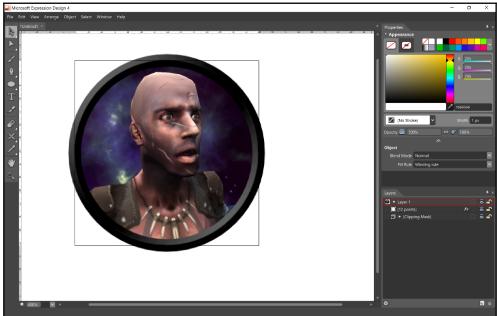


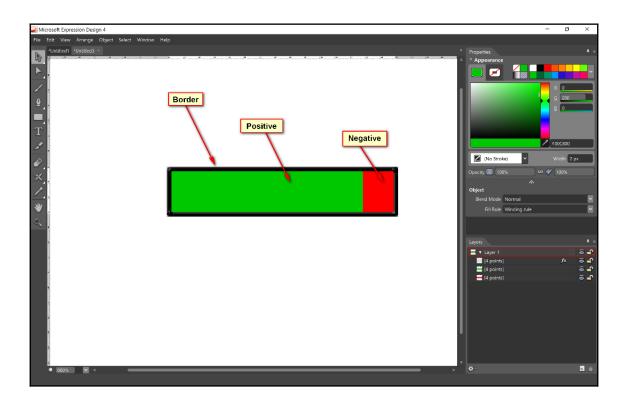


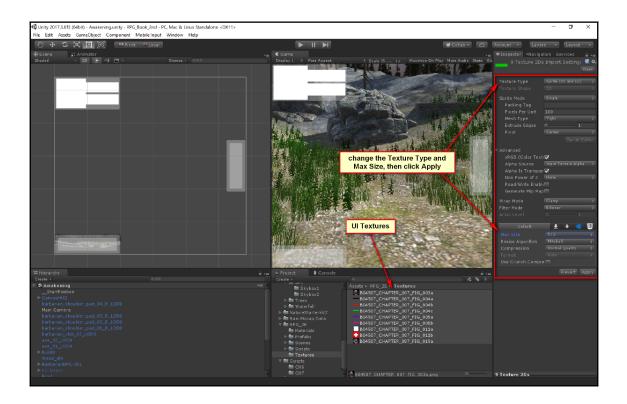
Chapter 7: User Interface and System Feedback

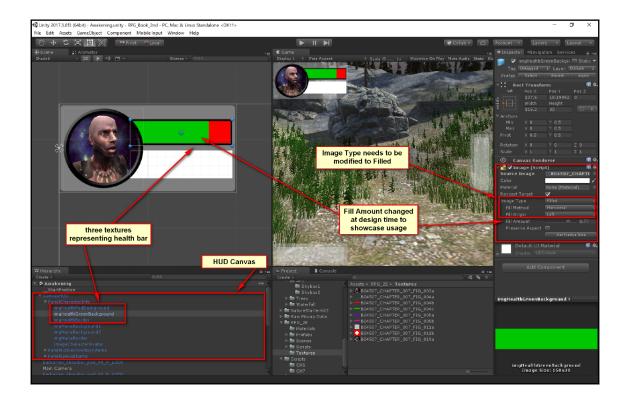


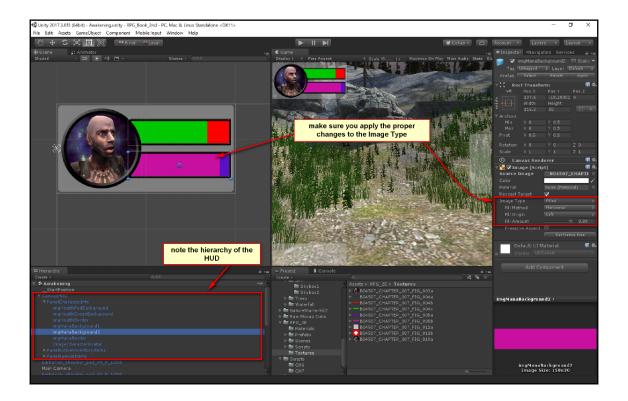


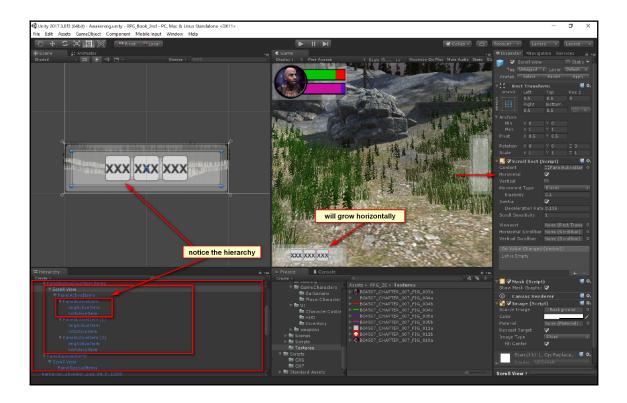


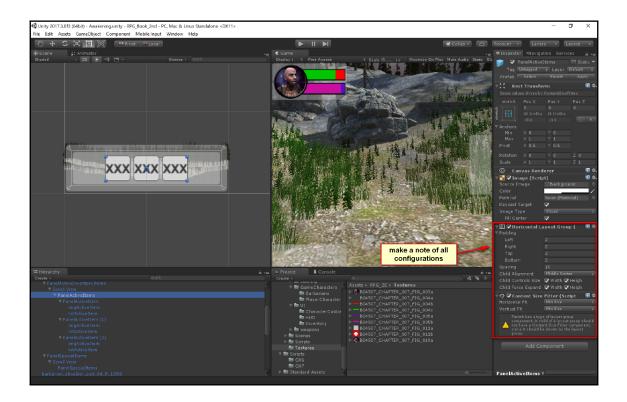


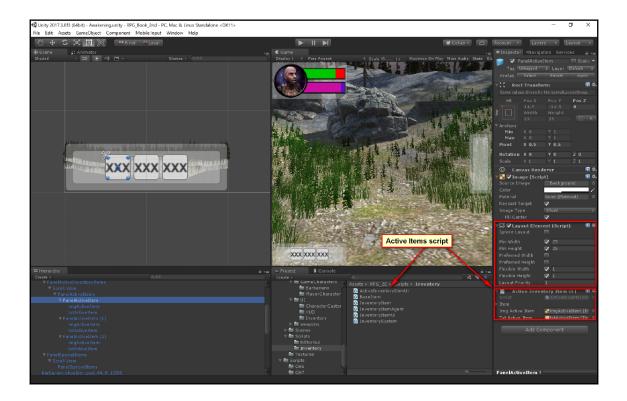


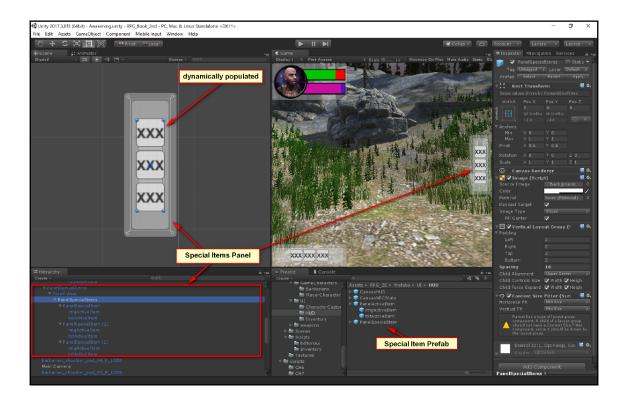


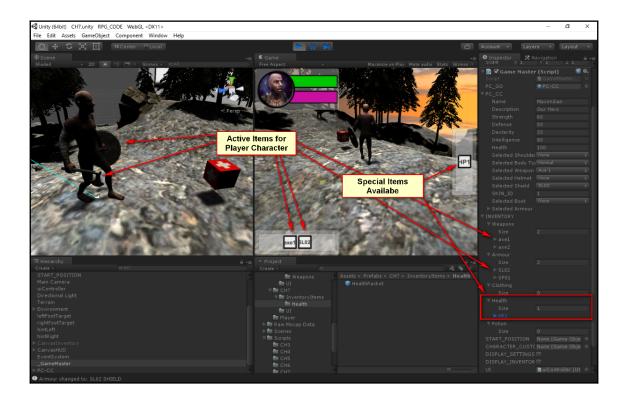


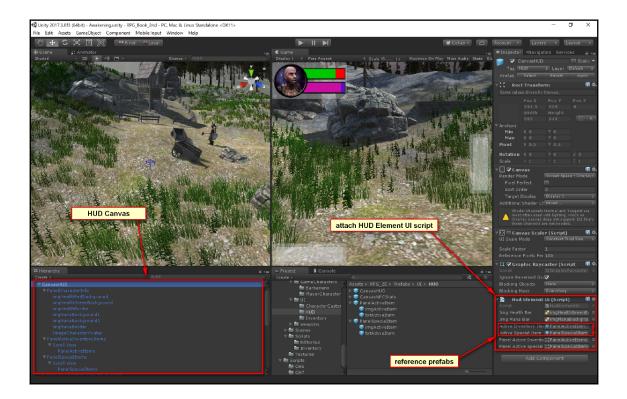


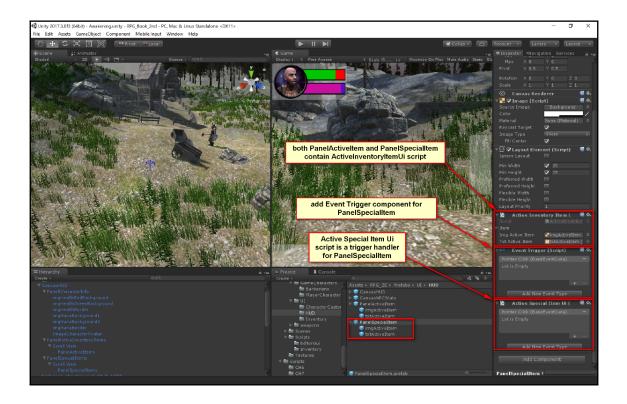


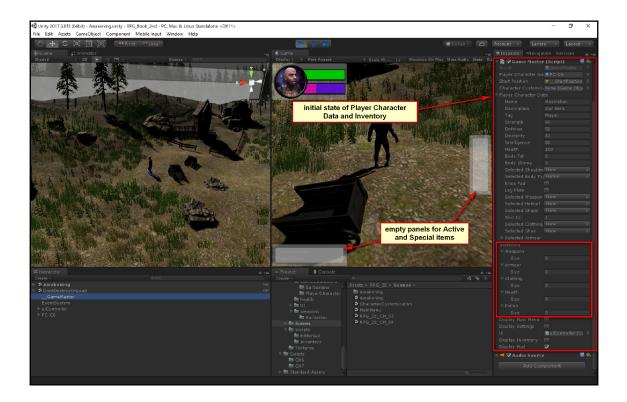


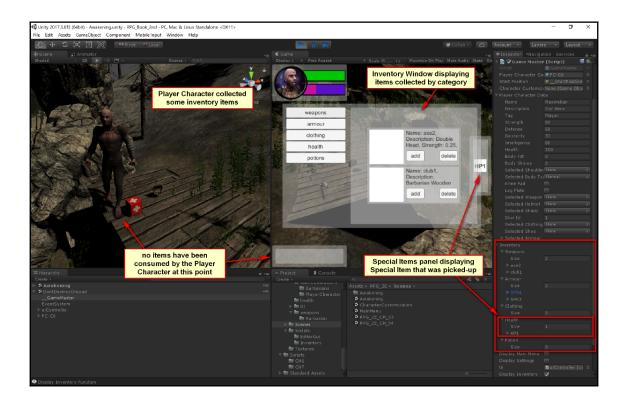


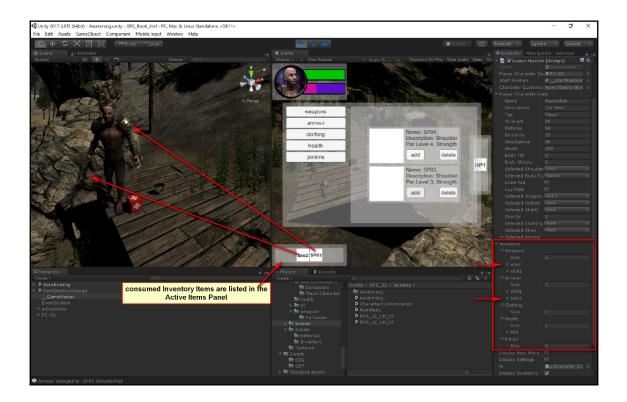


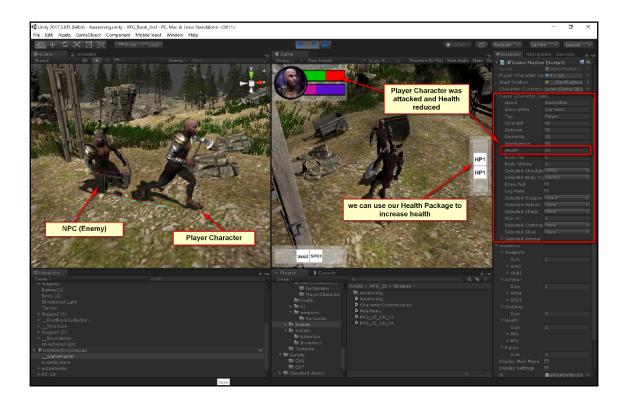


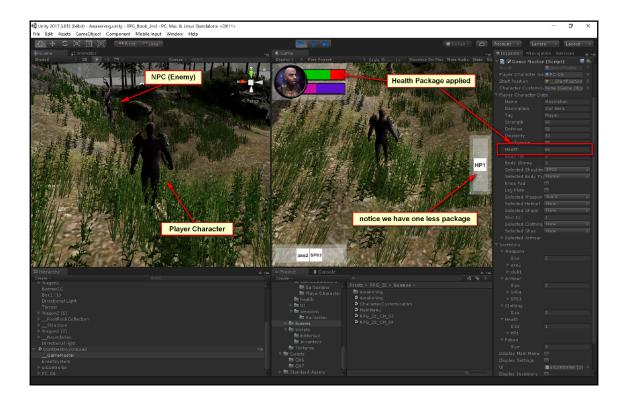


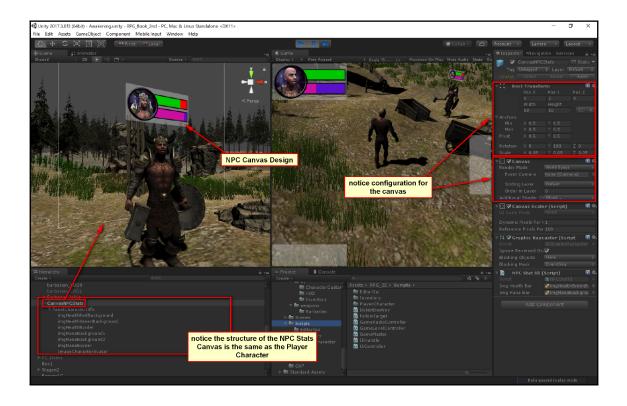


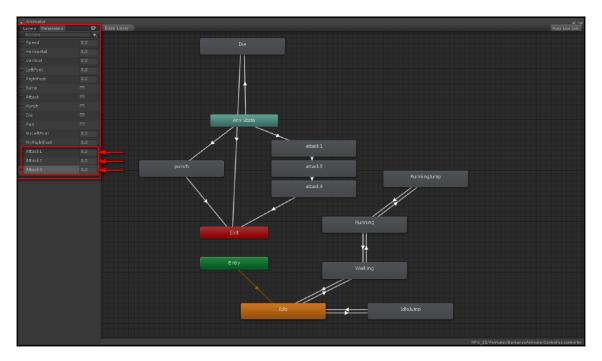






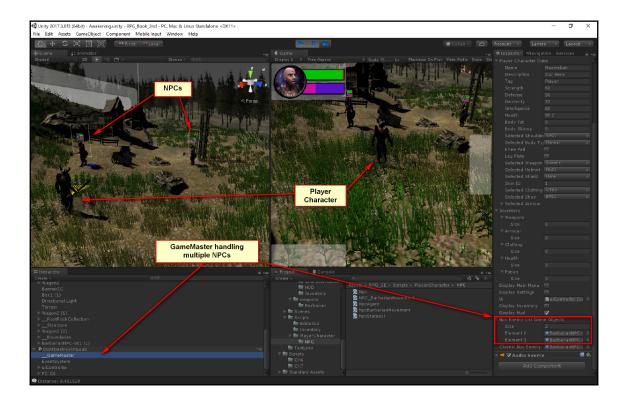






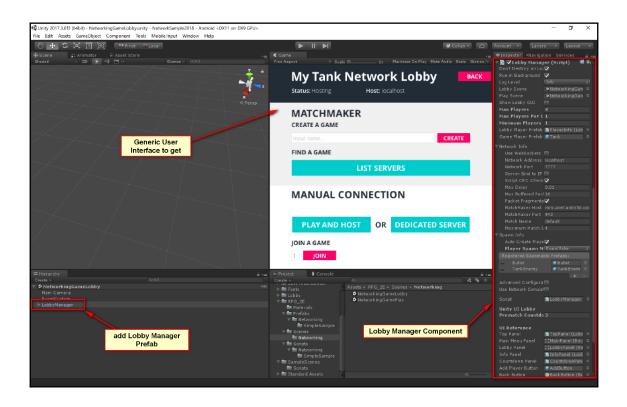
imanaat —	pc. STRENGTH + pc. HEALTH
imapact =	100

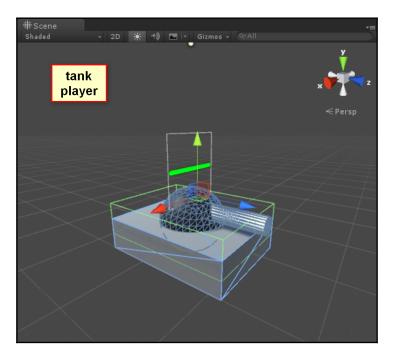


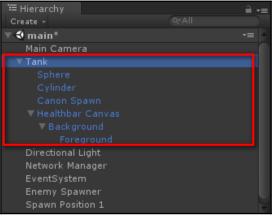


Chapter 8: Multiplayer Setup

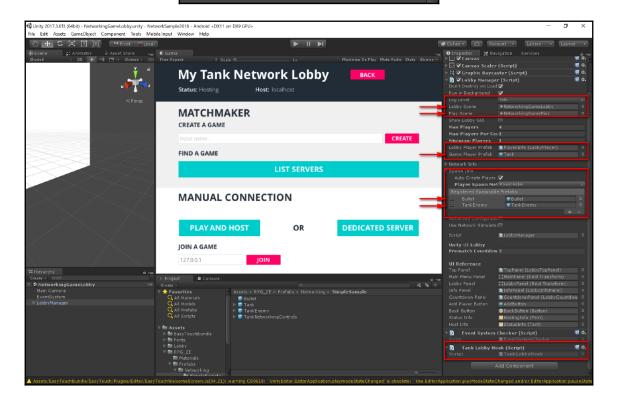
Network Lobby Unity Essentials Unity Technologies ★★★★ (1205) FREE Import Import Import	
Version: 1.8 (Oct 12, 2017) Size: 906.3 kB Originally released: 16 July 2015 Package has been submitted using Unity 5.1.1, 5.2. range of these versions of Unity.	Support E-mail Support Website Visit Publisher's Website , 5.3.1, 5.3.4, 5.4.0, 5.5.0, 5.6.0, 2017.1.0, and 2017.2.0 to improve compatibility within the

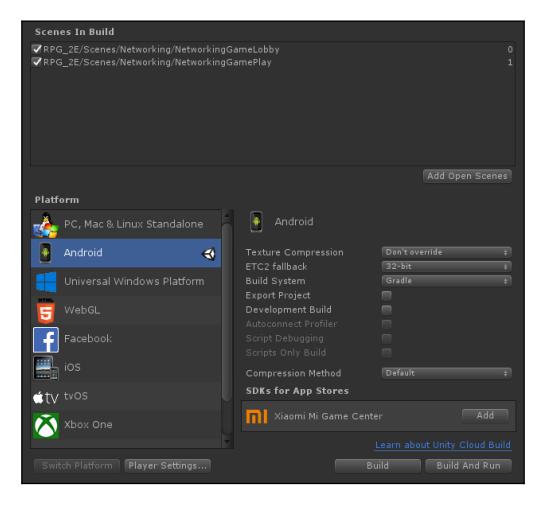






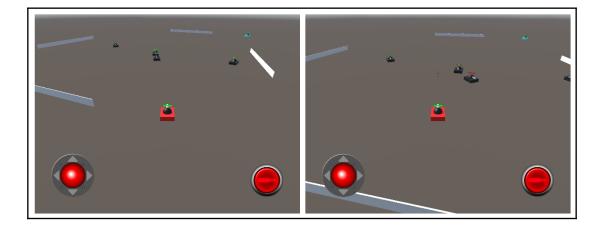
🔻 各 🗹 Network Transform (Sci 👘 📓 🌣
Network Send Rate 9
Transform Sync Mod Sync Transform +
Movement:
Movement Thresh 0.001
Snap Threshold 5
Interpolate Mover 1
Rotation:
Rotation Axis 🛛 Y (Top-Down 2D) 💠
Interpolate Rotati 15
Compress Rotatio High +
Sync Angular Velc

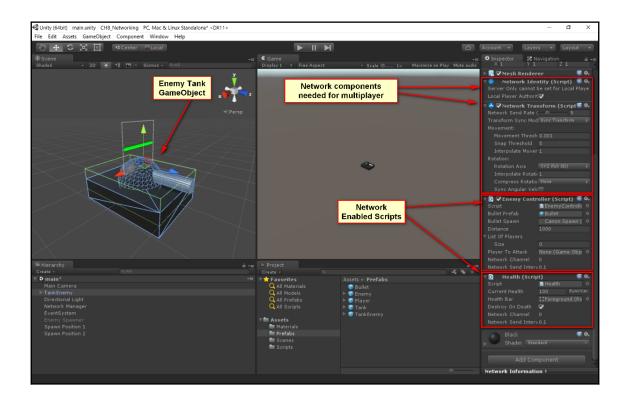


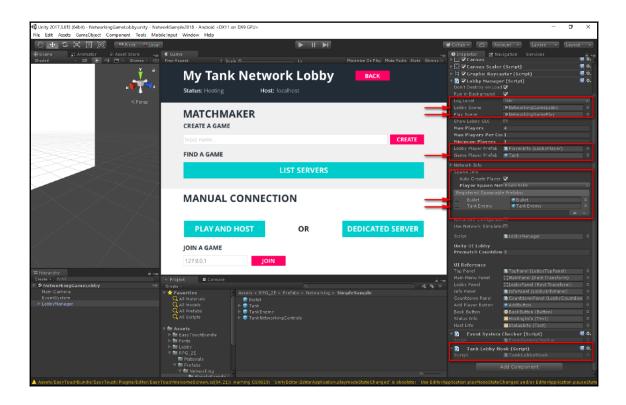


			ly Tank Netwo	Iocalhost	t k
MATCHMAKER CREATE A GAME		Â	Player1		
FromTablet		CREATE			
FIND A GAME					
LIST	SERVERS				
MANUAL CONNECTION	N				
PLAY AND HOST	OR DEDICATED	SERVER			
JOIN A GAME					
127.0.0.1 JOIN					

My Tank Network L Status: Offine Host: None	obby васк	annan ann an		Host: localhost		
SERVER NAME	SLOTS	•	Player1			X
		*	Player2		JOIN	X
From ablet	1/4	JOIN				
		_				
PREVIOUS		NEXT				







	- 🗆 X	🚭 TankNetworkDemo2018	- 🗆 X
My Tank Network Lobby Status: Hosting Host: localhost	BACK	My Tank Network Lobby Status: Client Host: Iccalhost	BACK
Player1	JOIN 🗶	Player1	
Player2		Player2	
Player3		Player3	
Player 1 - Hosts and Created Game Room	×	Player 2 and 3 have already joined the Game Room	×
My Tank Network Lobby	ВАСК	My Tank Network Lobby	ВАСК
Status: Client Host: localhost		Status: Offline Host: None	
Status: Client Host: localhost		Status: Offline Host: None SERVER NAME	SLOTS
			SLOTS
Player1		SERVER NAME Player 4 is searching for	SLOTS
Player1		SERVER NAME	SLOTS

