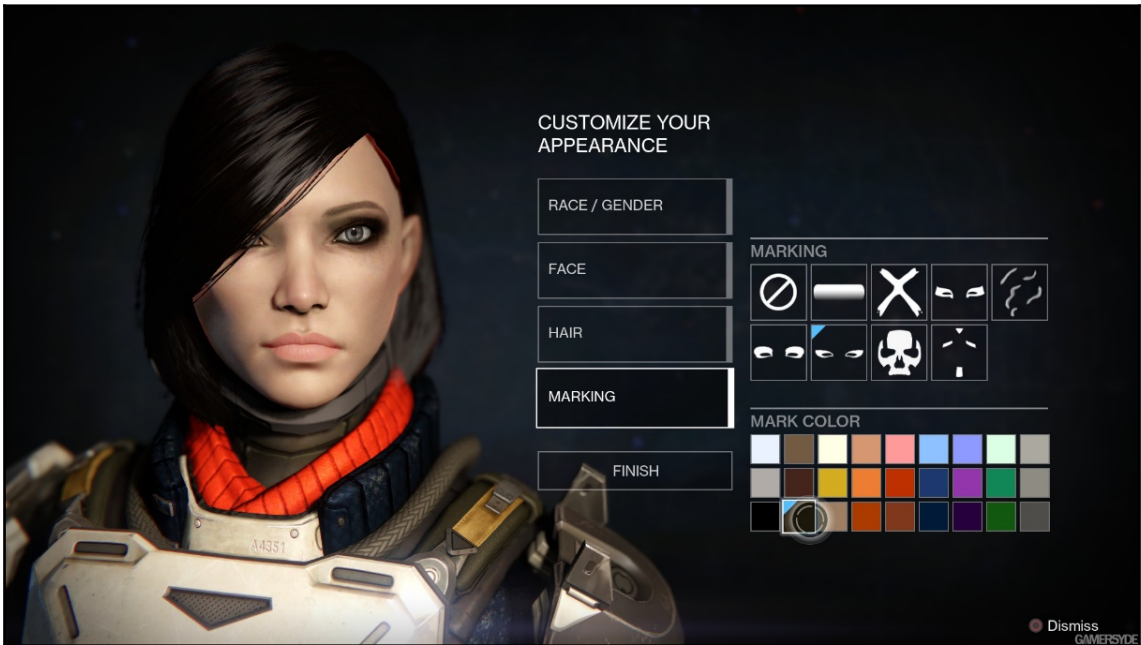


# Chapter 1: What is an RPG?





### Level Up

Select a parameter to boost

Dork

|              |     |
|--------------|-----|
| Level        | 9   |
| Souls        | 406 |
| ReqSouls     | 811 |
| Vitality     | 12  |
| Attunement   | 11  |
| Endurance    | 12  |
| Strength     | 12  |
| Dexterity    | 11  |
| Resistance   | 11  |
| Intelligence | 11  |
| Faith        | 11  |
| Humanity     | 0   |

ACCEPT

|               |      |      |
|---------------|------|------|
| HP            | 594  | 616  |
| Stamina       | 93   | 95   |
| Equip Load    | 51.0 | 52.0 |
| R Weapon 1    | 95   | 98   |
| R Weapon 2    | 20   | 20   |
| L Weapon 1    | 53   | 53   |
| L Weapon 2    | 20   | 20   |
| Physical Def. | 24   | 28   |
| VS strike     | 24   | 28   |
| VS slash      | 24   | 28   |
| VS thrust     | 24   | 28   |
| Magic DEF     | 25   | 28   |
| Flame DEF     | 25   | 28   |
| Lightning DEF | 22   | 27   |

|                  |     |     |
|------------------|-----|-----|
| Poise            | 0   | 0   |
| Bleed Resist     | 44  | 48  |
| Poison Resist    | 36  | 36  |
| Curse Resist     | 30  | 30  |
| Item Discovery   | 100 | 100 |
| Attunement Slots | 1   | 1   |

⏏:Select ⏏:Change ⏏:Enter ⏏:Exit ⏏:Initialize ⏏:BACK:Explanation

① Energy gauge

② Magic / battle skill gauge

③ Stamina gauge

④ Battle skill icon

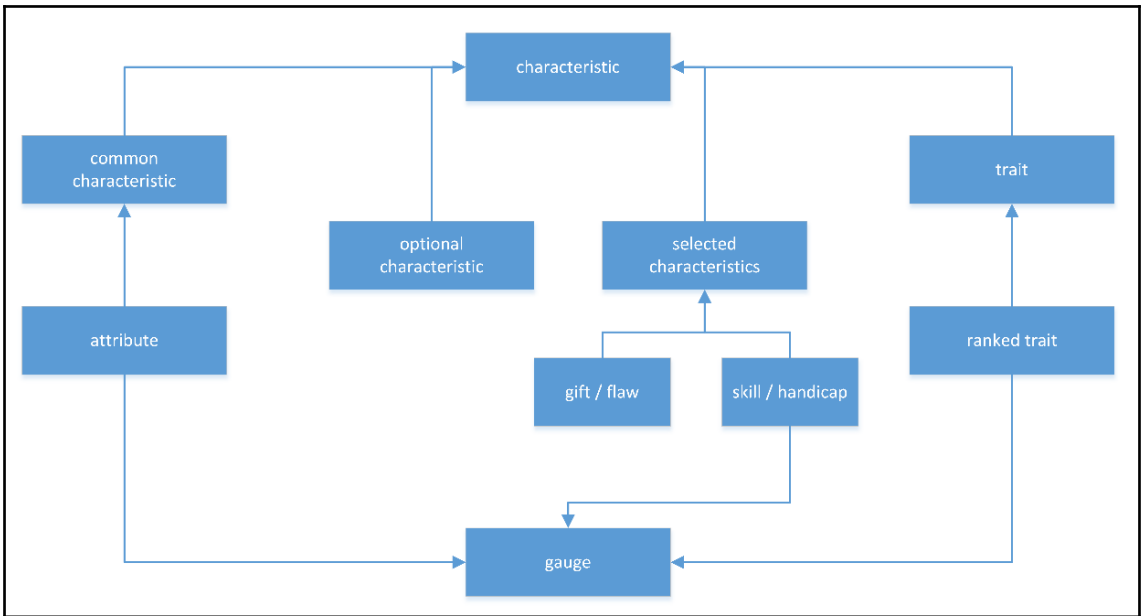
⑤ Equipment slots

- Left-hand weapon slot
- Magic slot
- Right-hand weapon slot
- Item slot

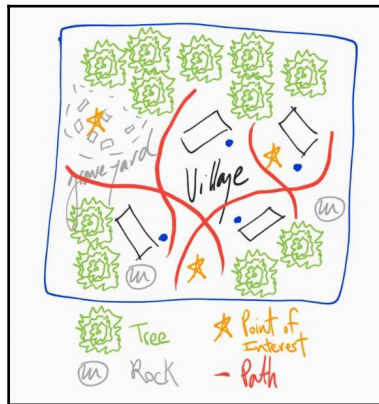
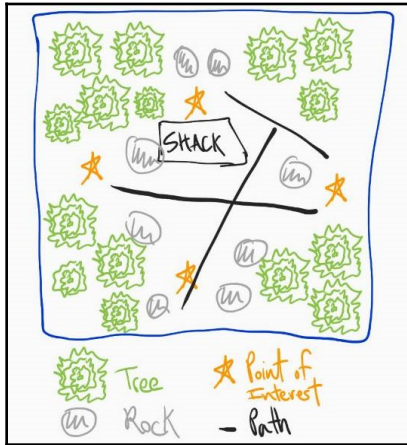
⑥ Souls possessed

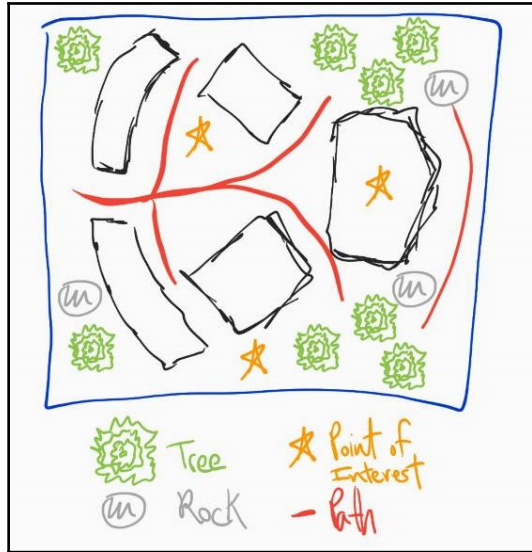
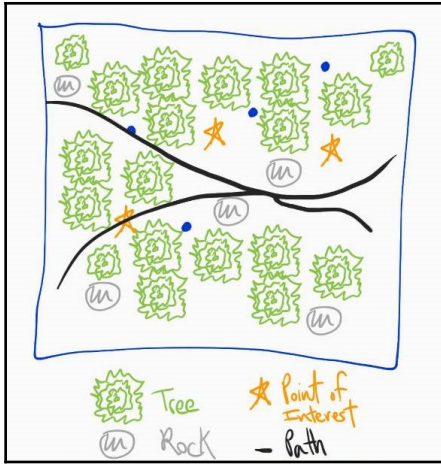




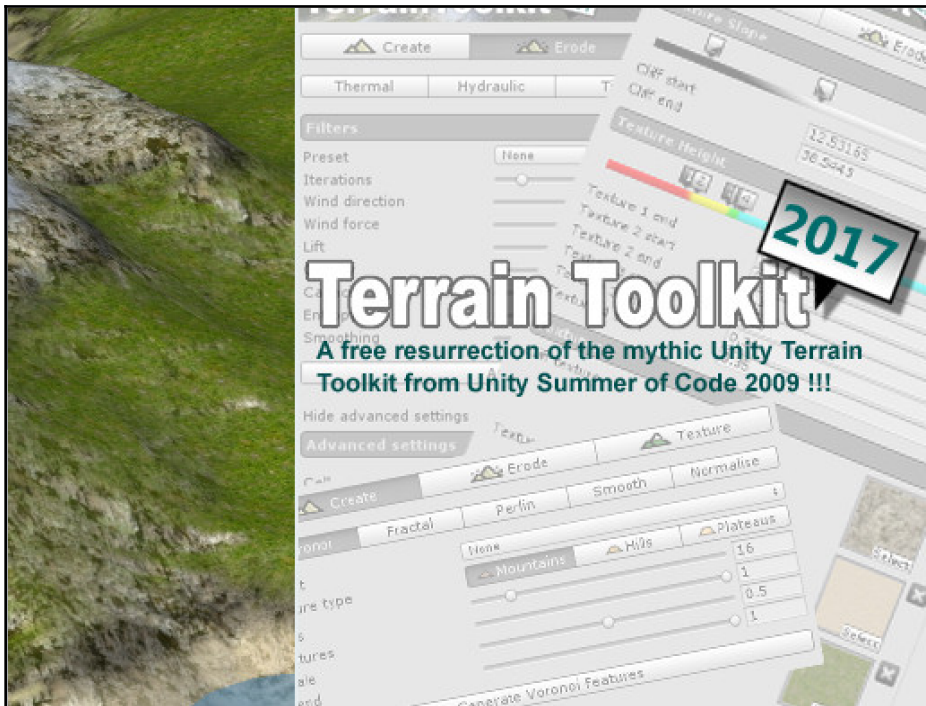


# Chapter 2: Planning the Game











# ORC

Fantasy Horde

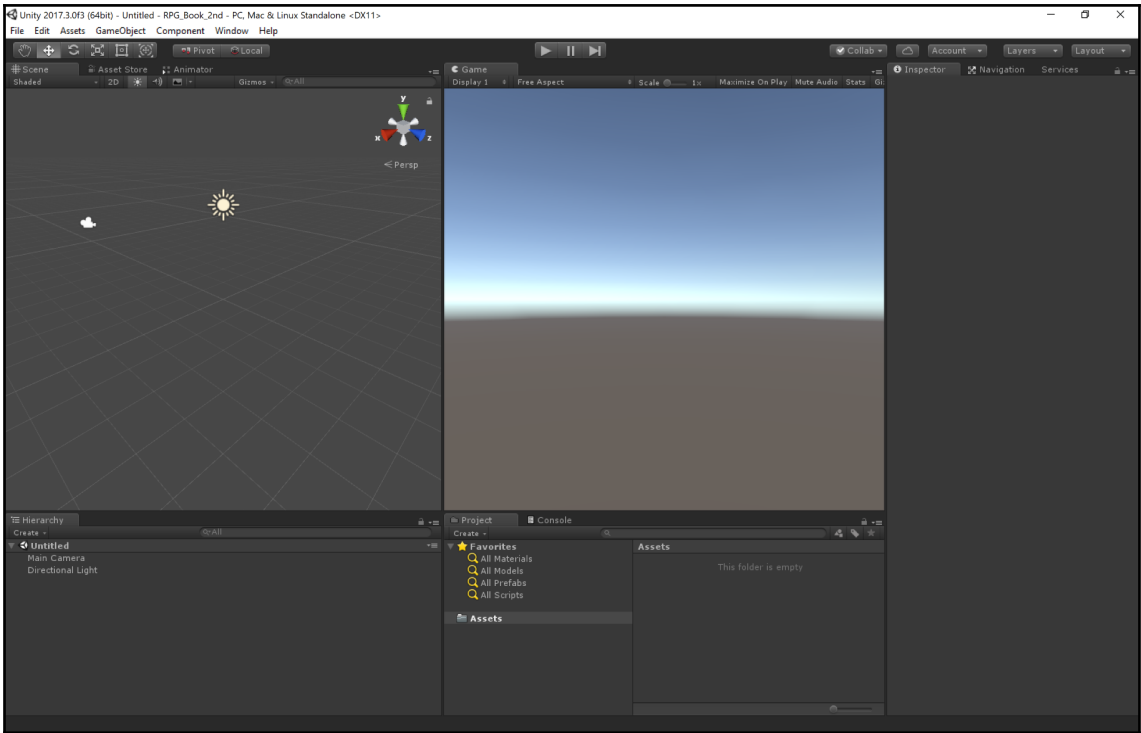
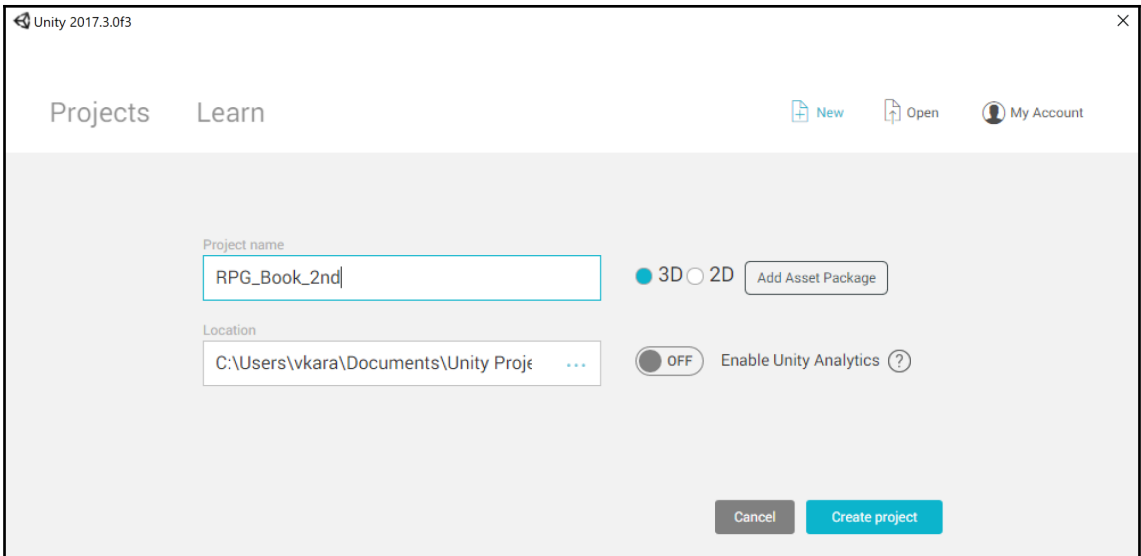




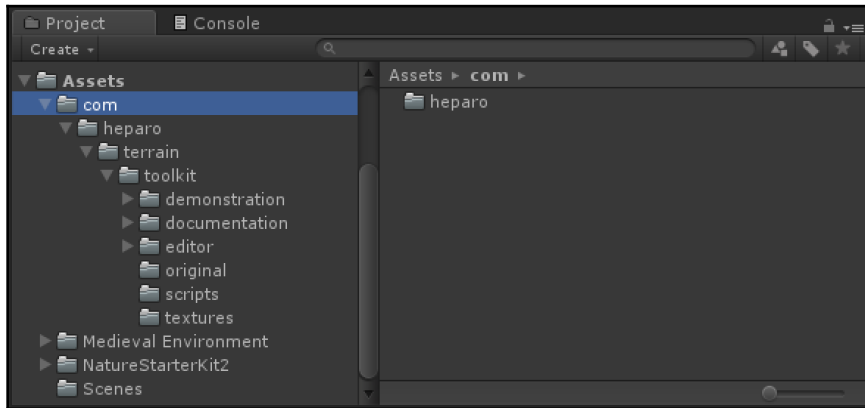
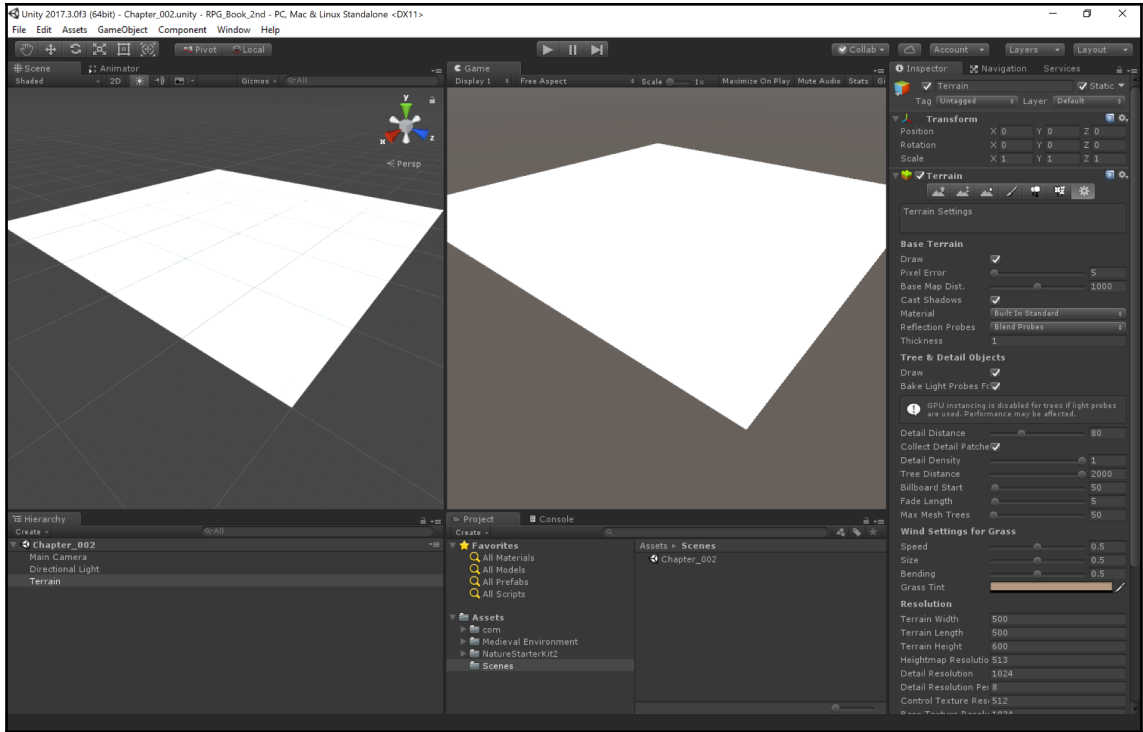
# Top Free Packages

Top Free Packages 🔍 🐦 f 🌐

See the top free packages for the last 30 days

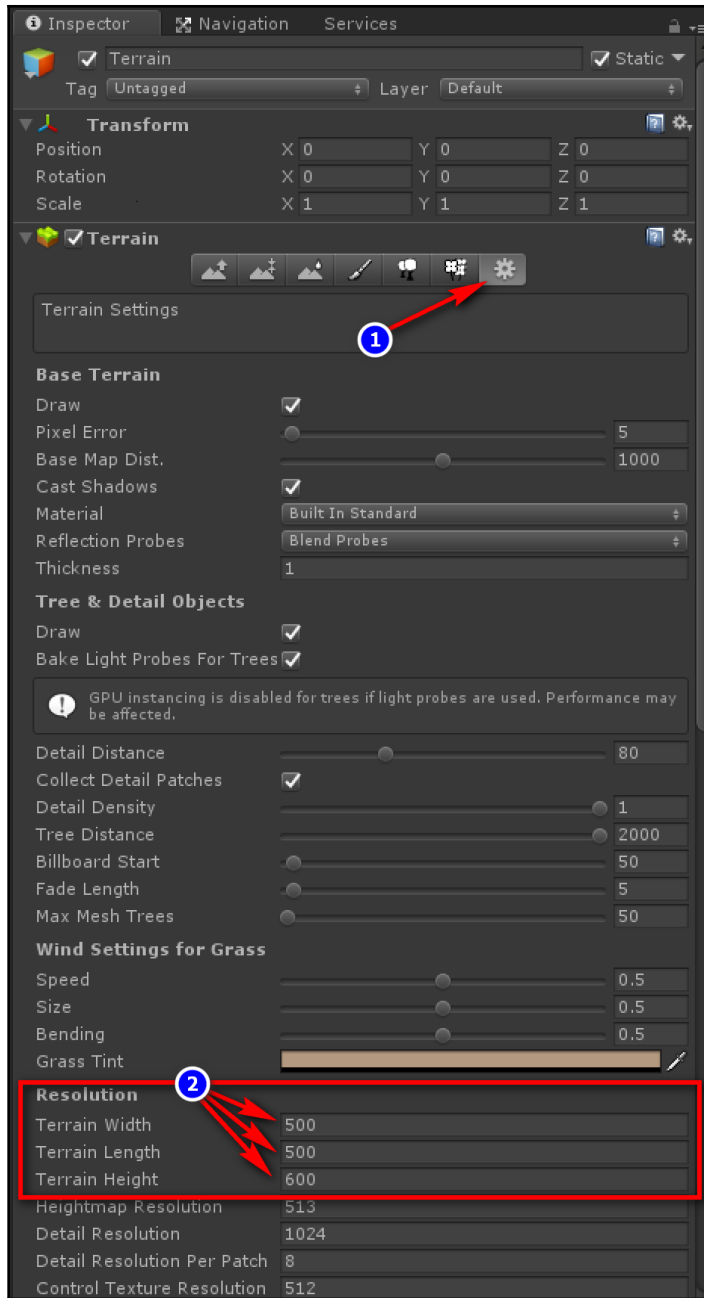


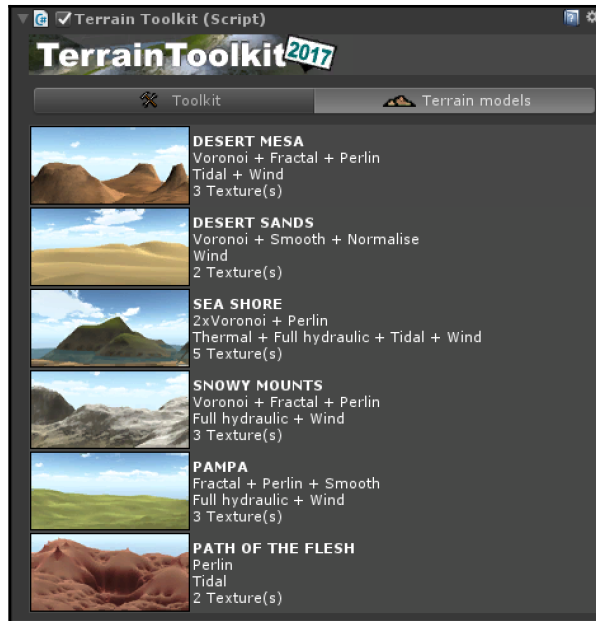


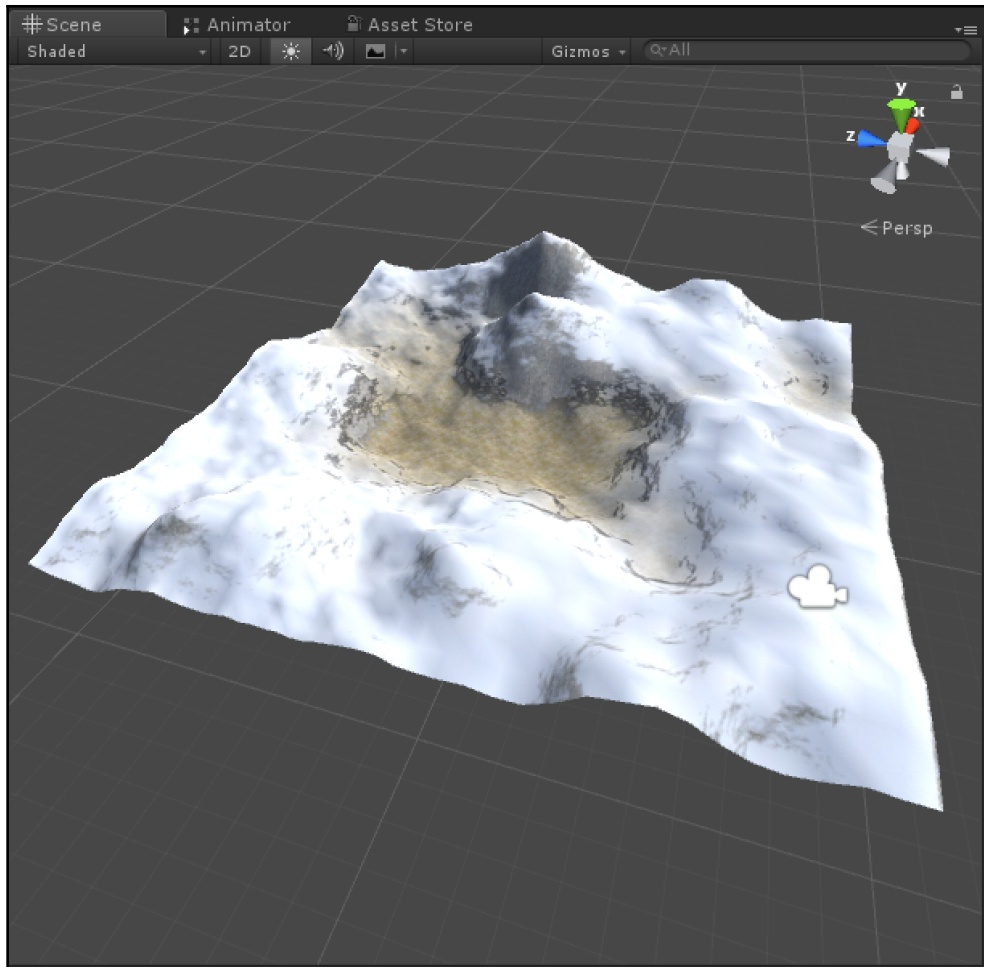


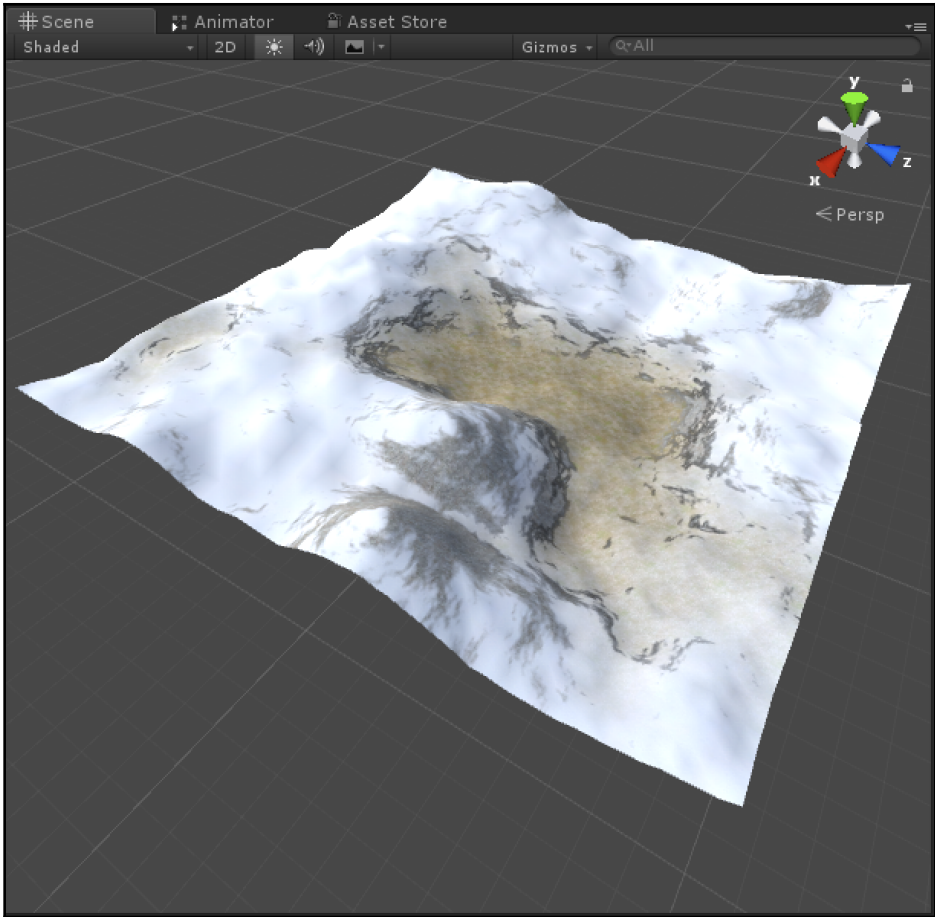




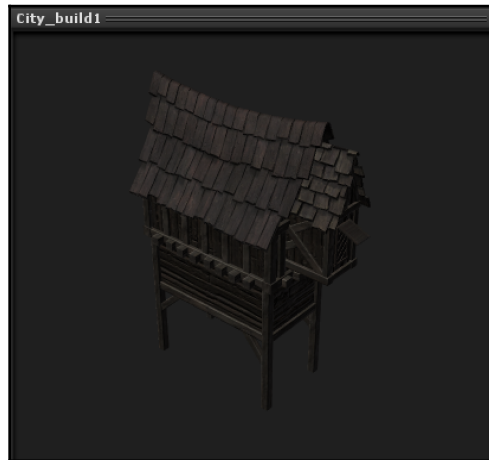
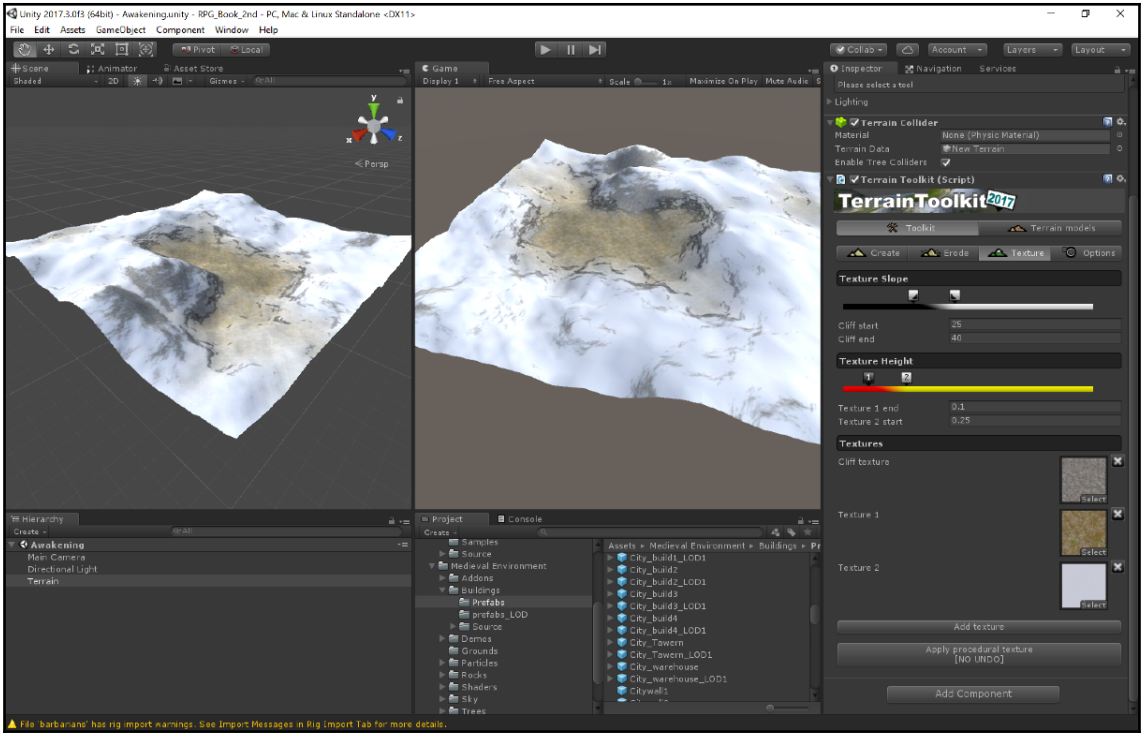


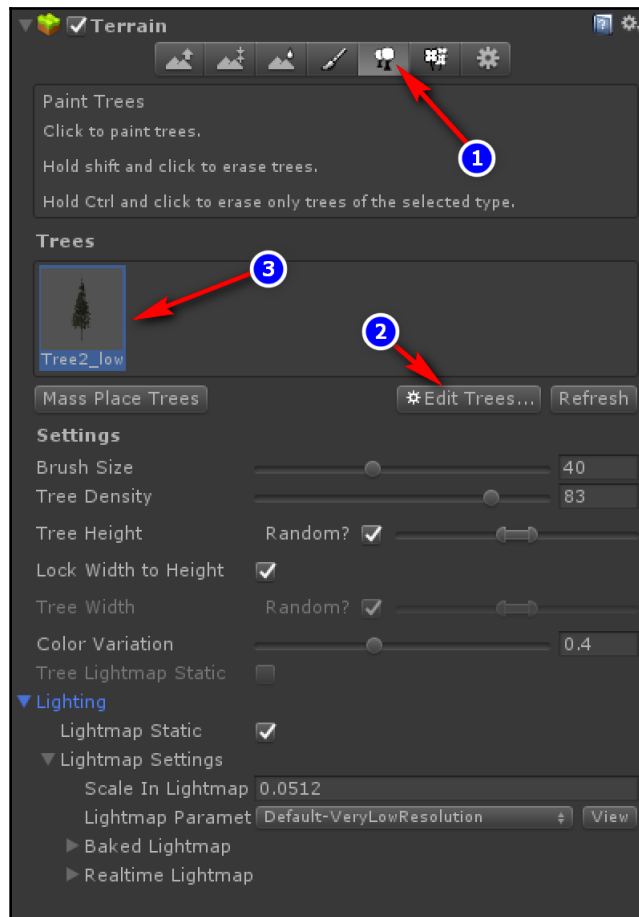
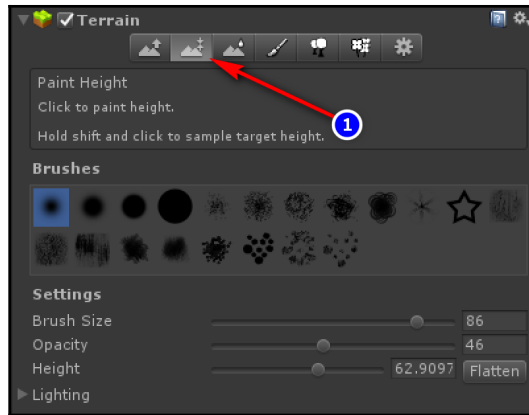


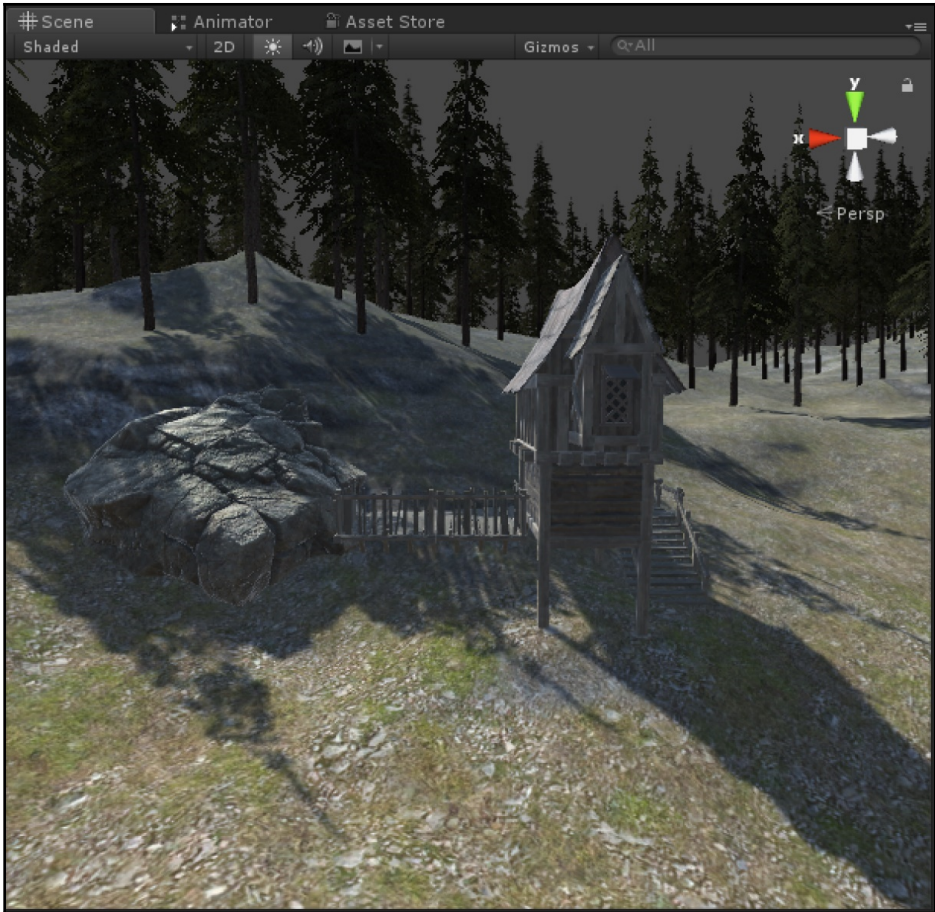




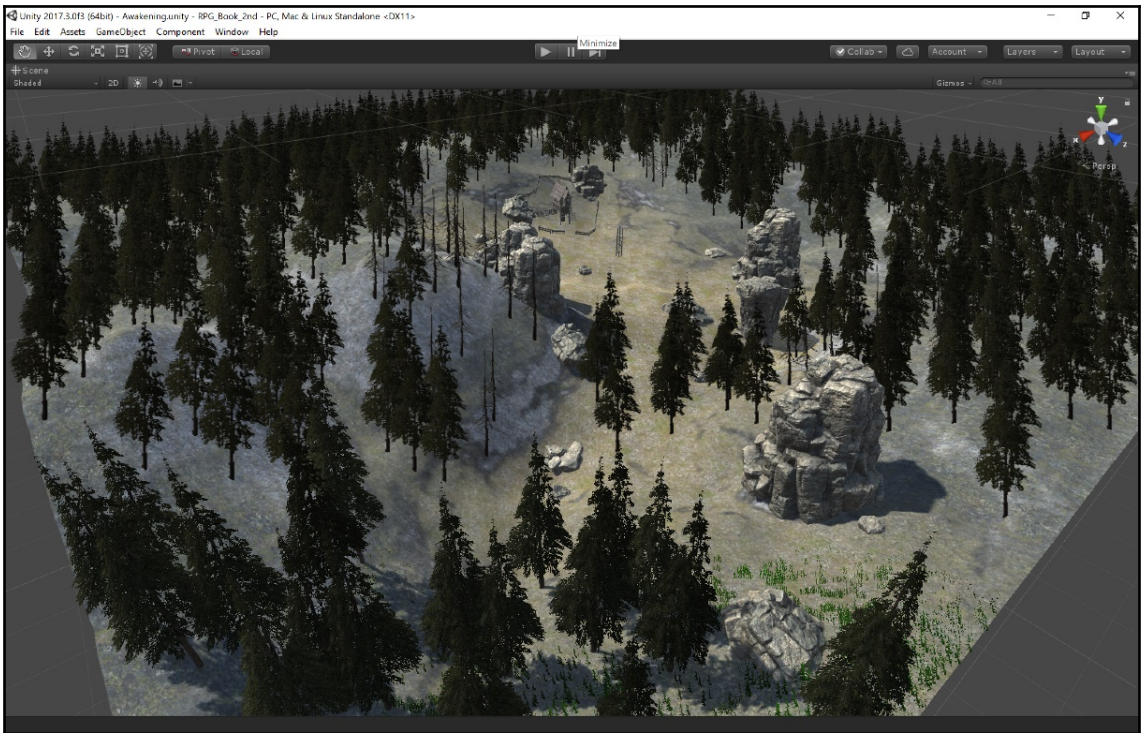
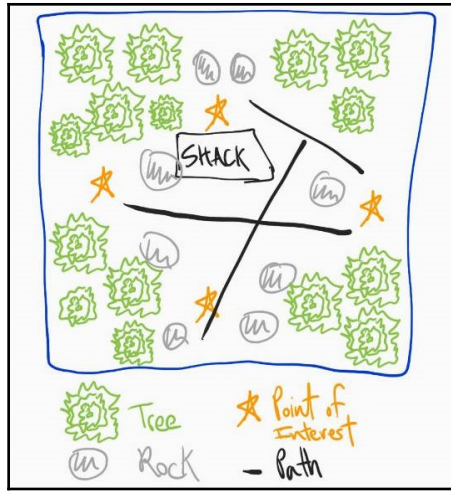


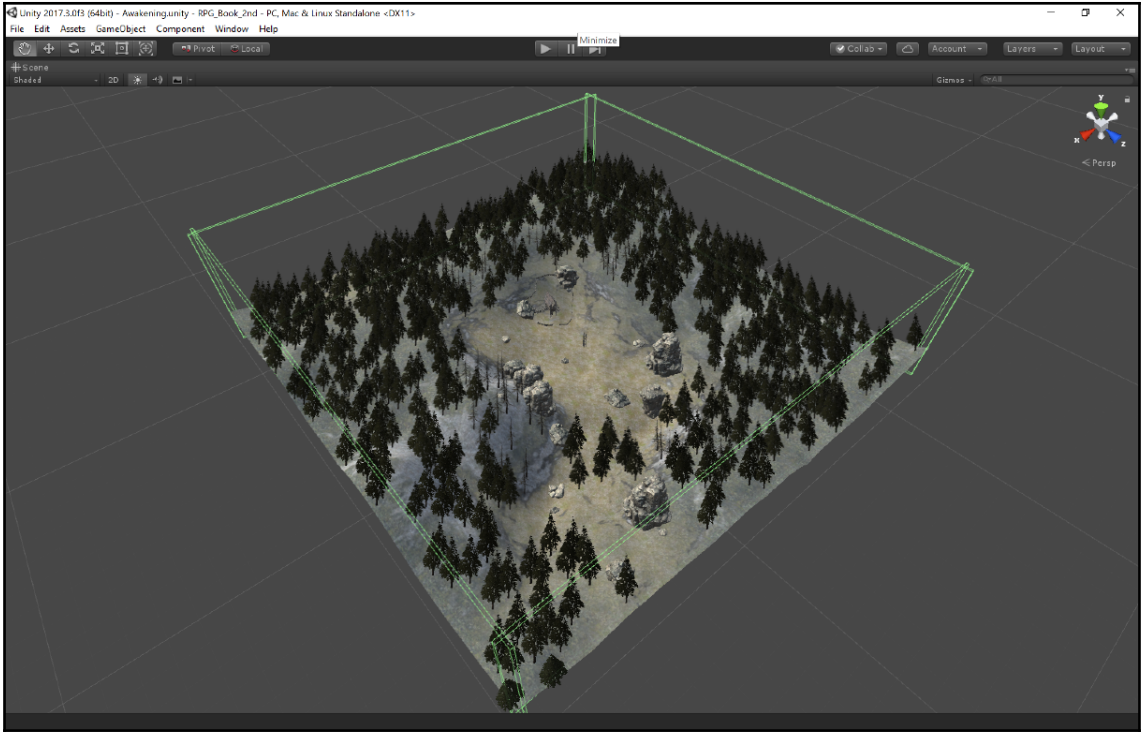




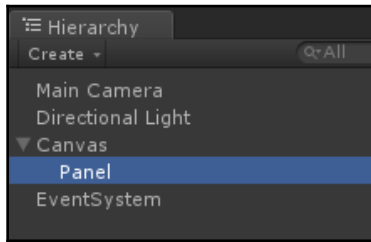
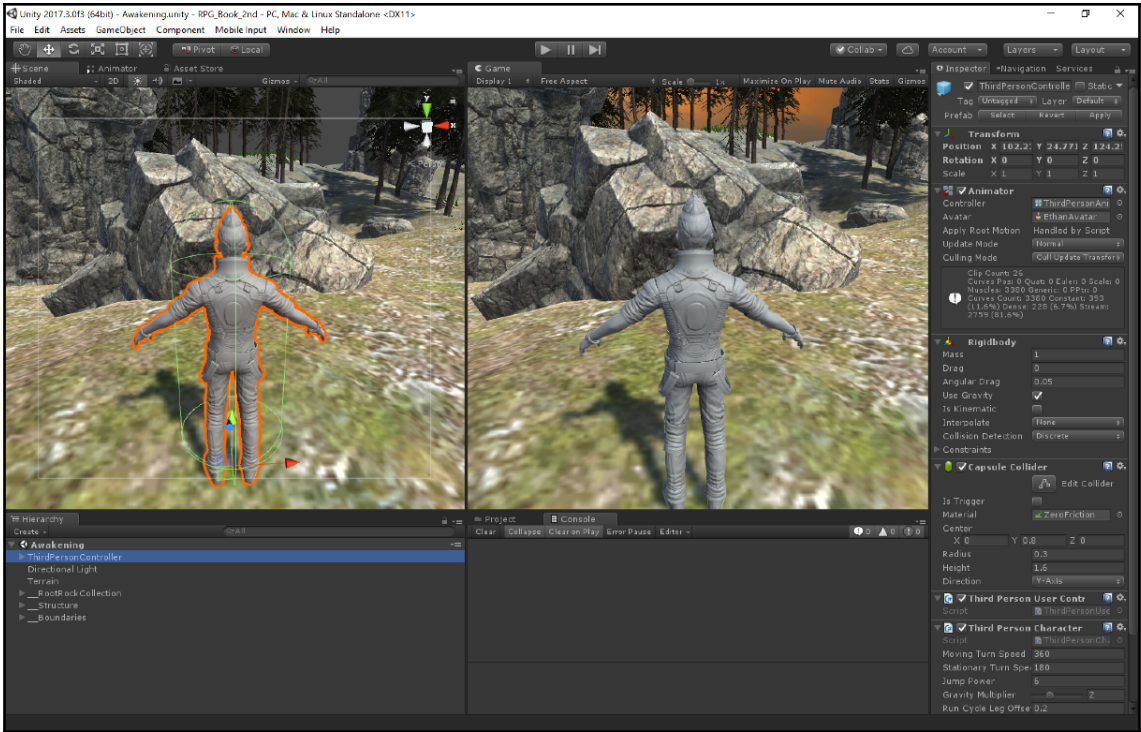


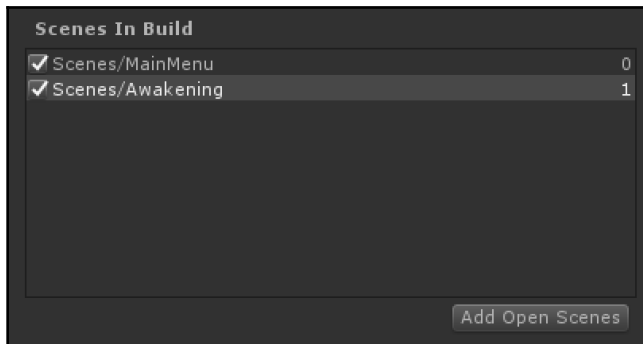
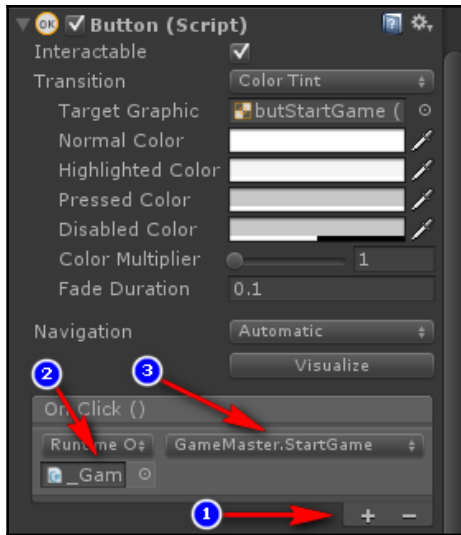












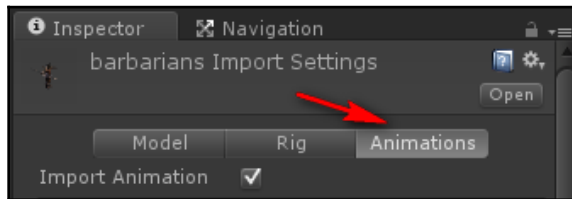
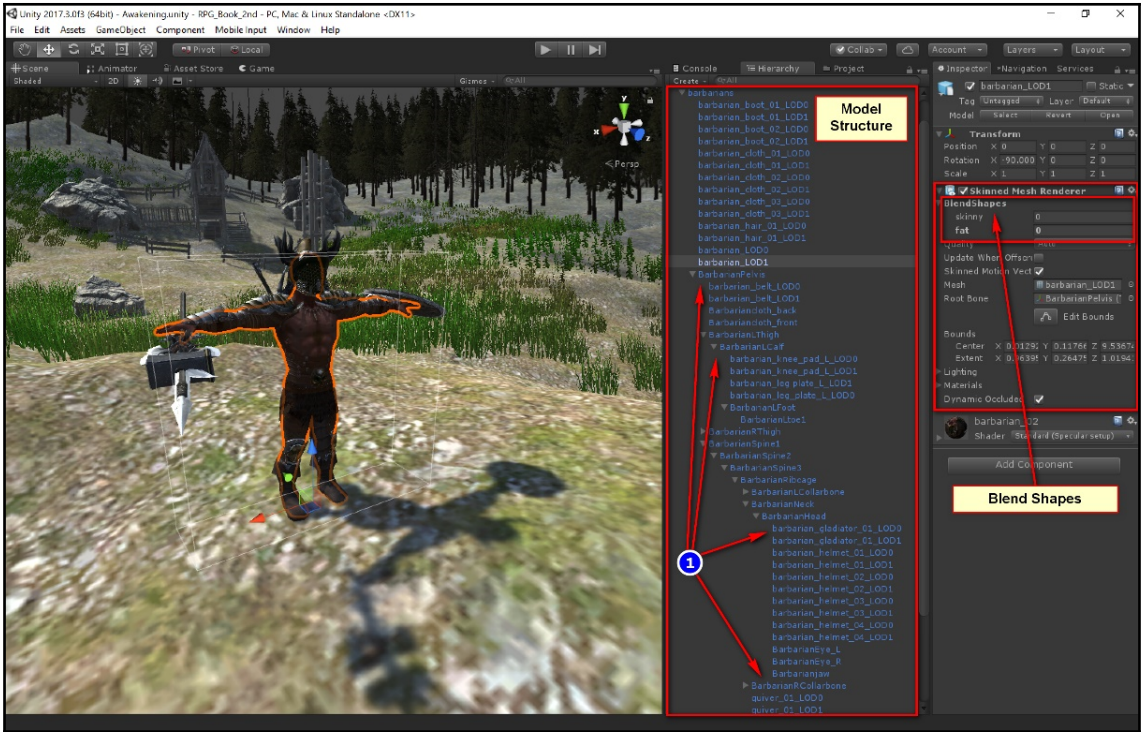
# Chapter 3: RPG Character Design

| Clips               | Start  | End    |
|---------------------|--------|--------|
| idle                | 5.0    | 120.0  |
| idle break 1        | 120.0  | 190.0  |
| idle break 2        | 190.0  | 290.0  |
| salute              | 290.0  | 340.0  |
| walk                | 385.0  | 415.0  |
| run                 | 420.0  | 445.0  |
| run fast            | 455.0  | 478.0  |
| crouch              | 485.0  | 499.0  |
| crouch walk         | 500.0  | 550.0  |
| hit                 | 554.0  | 575.0  |
| jump                | 580.0  | 623.0  |
| falling             | 625.0  | 665.0  |
| die soft            | 668.0  | 740.0  |
| die hard            | 745.0  | 770.0  |
| idle fight          | 775.0  | 820.0  |
| idle break fight    | 820.0  | 870.0  |
| blocking            | 870.0  | 890.0  |
| axe attack          | 890.0  | 910.0  |
| sword attack        | 910.0  | 930.0  |
| sword double attack | 930.0  | 960.0  |
| arch attack         | 960.0  | 1015.0 |
| prepare spear       | 1015.0 | 1025.0 |
| spear attack        | 1025.0 | 1045.0 |
| casting A           | 1060.0 | 1090.0 |
| casting B           | 1090.0 | 1115.0 |



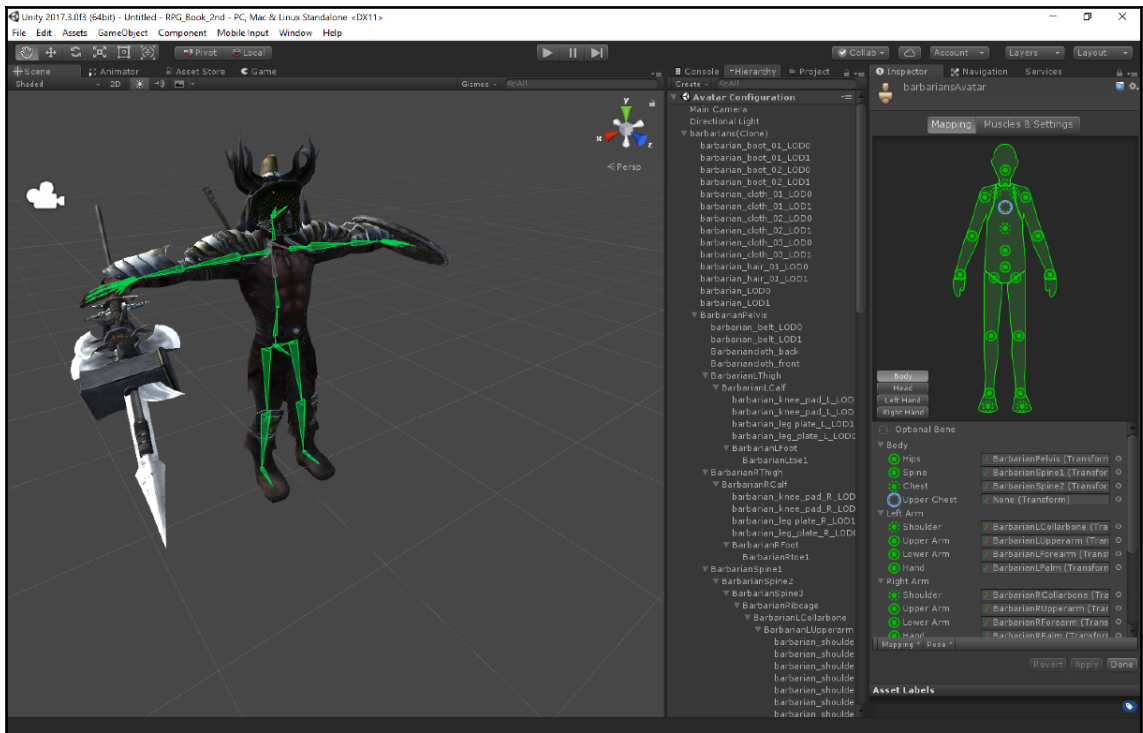
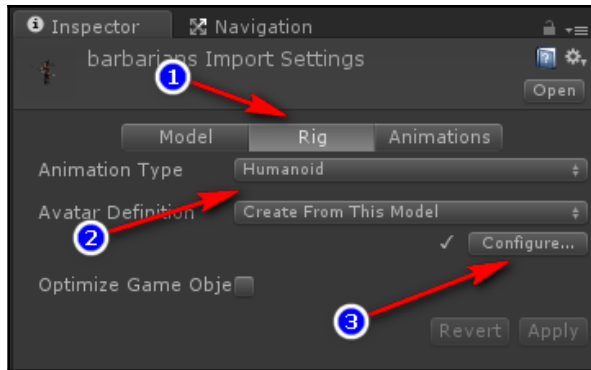


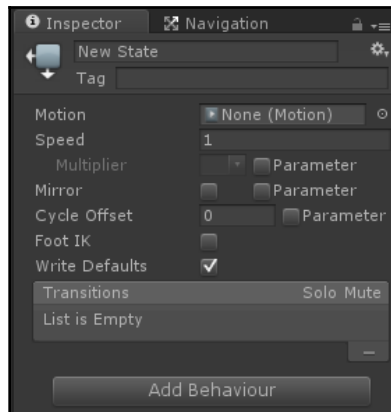
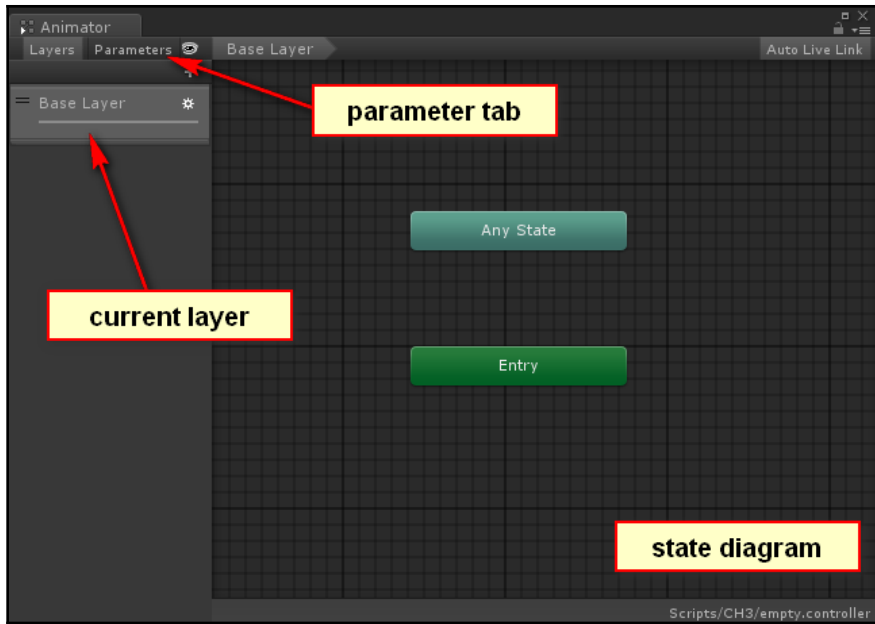


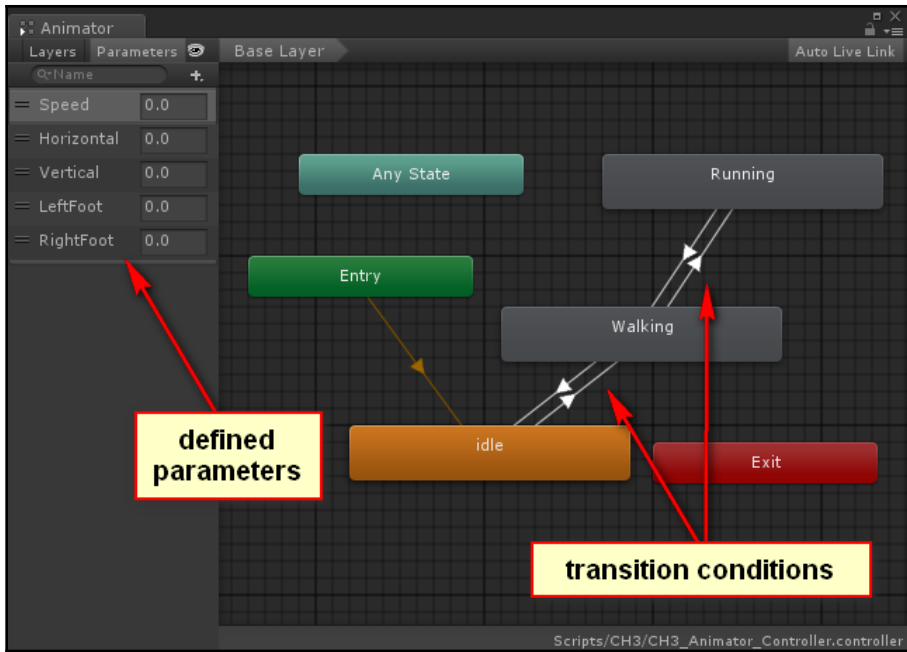


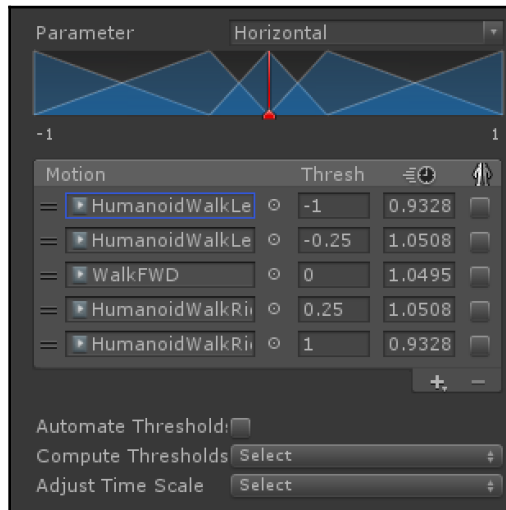
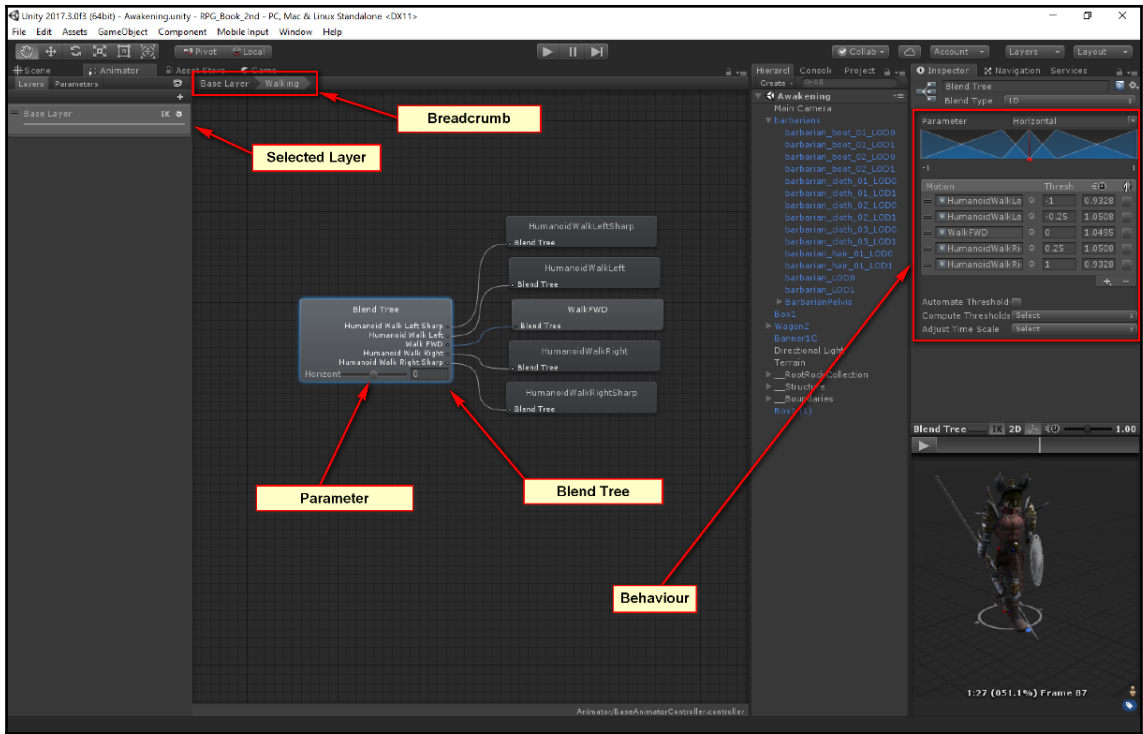
| Clips              | Start | End   |
|--------------------|-------|-------|
| idle               | 5.0   | 120.0 |
| idle break         | 120.0 | 190.0 |
| talk               | 190.0 | 290.0 |
| salute             | 290.0 | 340.0 |
| crouch             | 340.0 | 365.0 |
| die1               | 370.0 | 440.0 |
| die2               | 450.0 | 480.0 |
| idle to fight idle | 490.0 | 510.0 |
| fight idle         | 510.0 | 560.0 |
| fight idle break   | 560.0 | 600.0 |
| hit                | 600.0 | 620.0 |
| ...                | ...   | ...   |

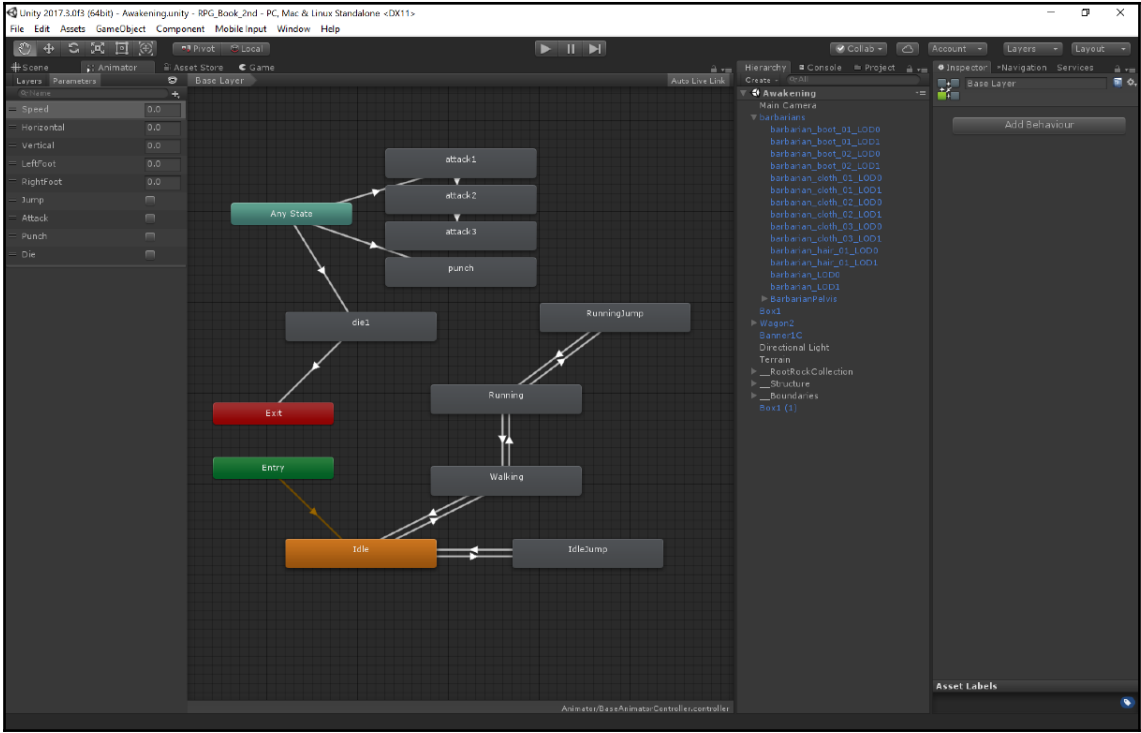
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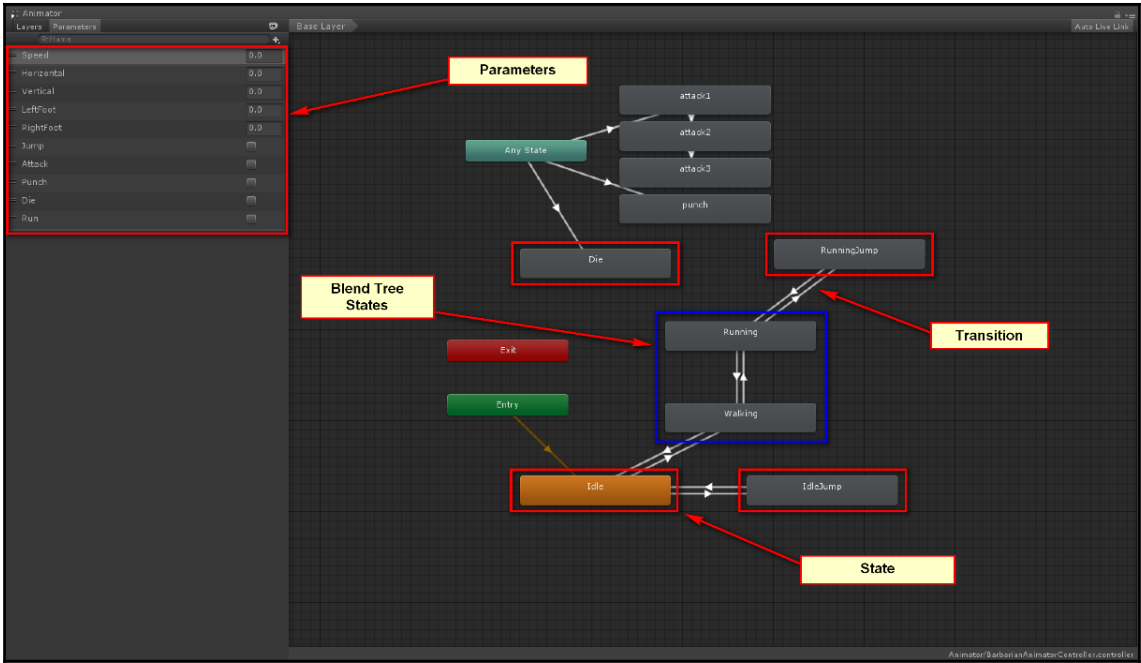




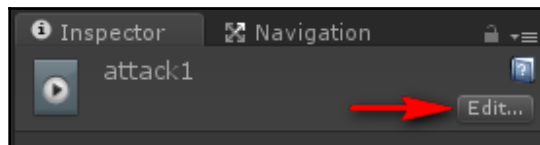
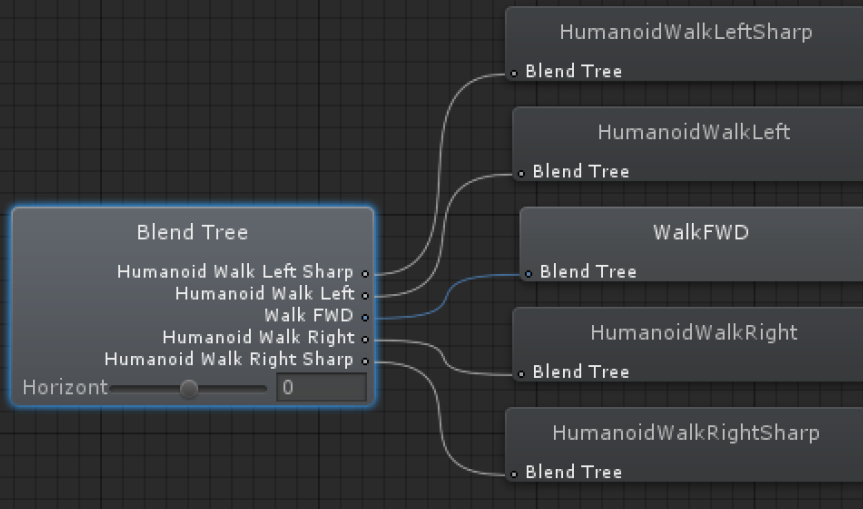








## Blend Tree for Walking





Inspector Navigation  
barbarians Import Settings

Model Rig Animations

Import Animation

Warning(s) found while importing this animation file. Open "Import Messages" foldout below for more details

Bake Animations

Anim. Compression **Optimal**

Rotation Error 0.5

Position Error 0.5

Scale Error 0.5

Rotation error is defined as maximum angle deviation allowed in degrees, for others it is defined as maximum distance delta deviation allowed in percents

| Clips              | Start        | End          |
|--------------------|--------------|--------------|
| idle               | 5.0          | 120.0        |
| idle break         | 120.0        | 190.0        |
| talk               | 190.0        | 290.0        |
| salute             | 290.0        | 340.0        |
| crouch             | 340.0        | 365.0        |
| die1               | 370.0        | 440.0        |
| die2               | 450.0        | 480.0        |
| idle to fight idle | 490.0        | 510.0        |
| fight idle         | 510.0        | 560.0        |
| fight idle break   | 560.0        | 600.0        |
| hit                | 600.0        | 620.0        |
| punch              | 620.0        | 645.0        |
| <b>attack1</b>     | <b>645.0</b> | <b>670.0</b> |
| attack2            | 670.0        | 695.0        |
| attack3            | 695.0        | 725.0        |
| special            | 725.0        | 765.0        |
| block              | 765.0        | 785.0        |
| iump               | 805.0        | 850.0        |

Inspector Navigation

Start 645 End 670

Loop Time  **loop match**

Loop Pose

Cycle Offset 0

Root Transform Rotation

Bake Into Pose  **loop match**

Based Upon Original

Offset 0

Root Transform Position (Y)

Bake Into Pose  **loop match**

Based Upon (at Start) Original

Offset 0

Root Transform Position (XZ)

Bake Into Pose  **loop match**

Based Upon (at Start) Original

Mirror

Additive Reference Pose

Pose Frame 0

Average Velocity: (0.000, 0.000, 0.000)  
Average Angular Y Speed: 0.0 deg/s

Curves

Events

Mask

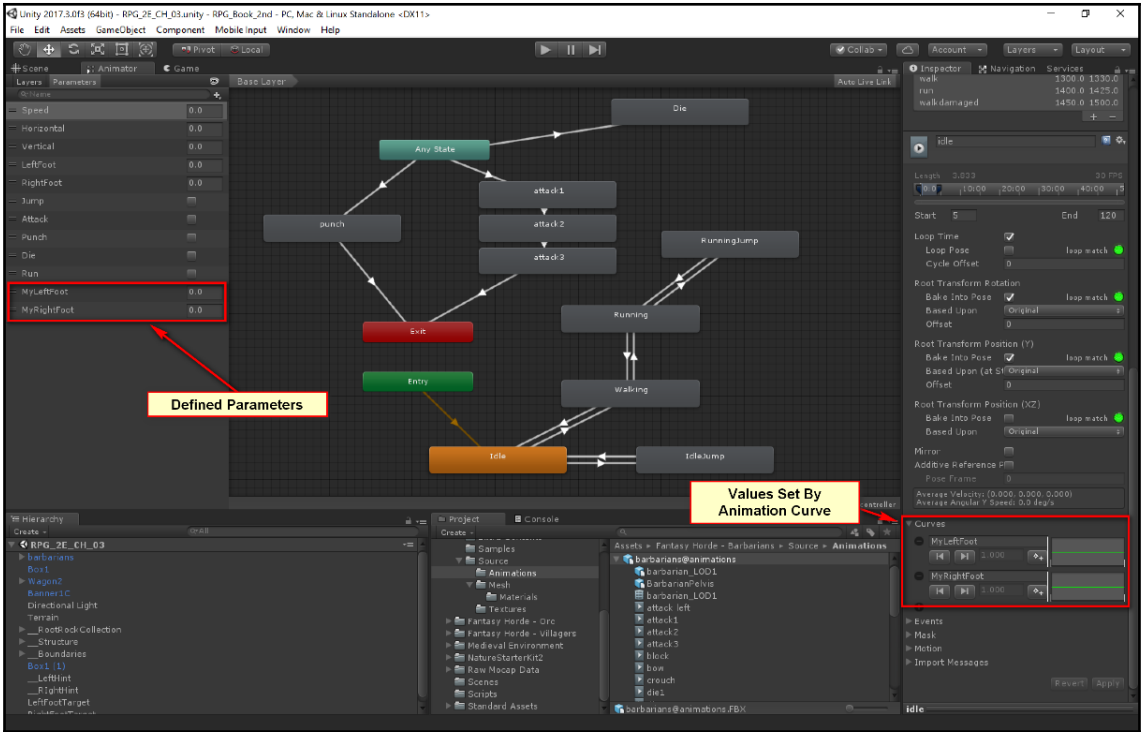
Mask does not match hierarchy. Animation might not import correctly **Fix Mask**

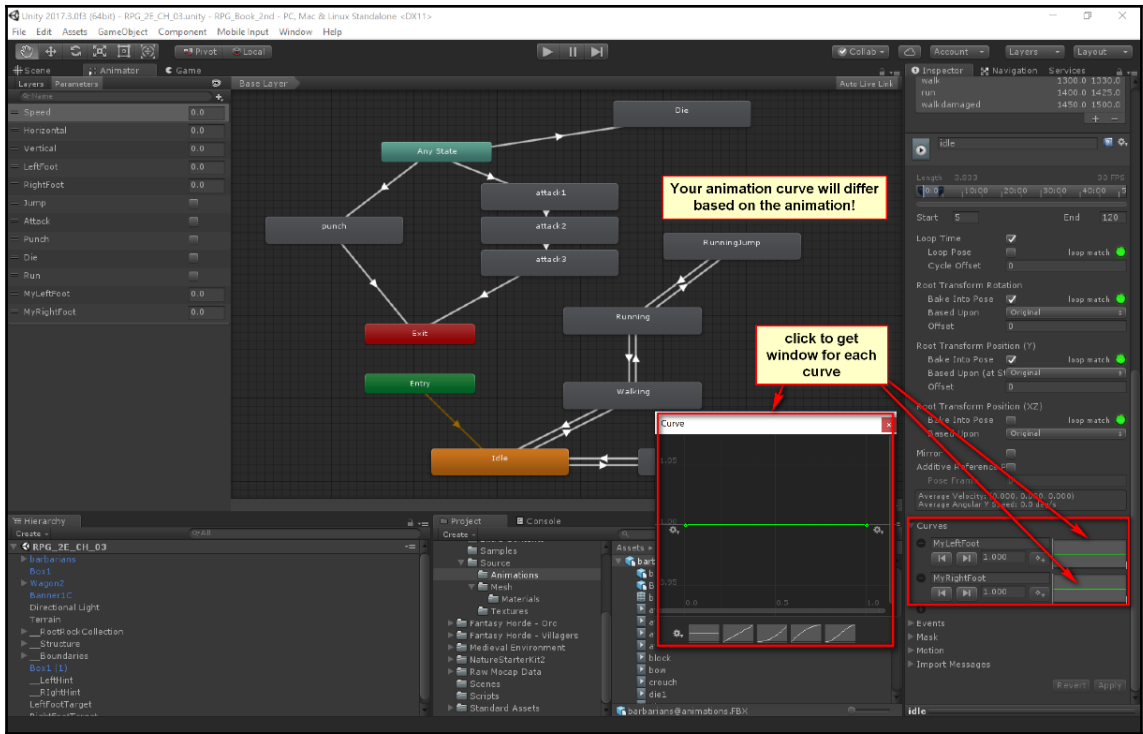
Motion

Import Messages

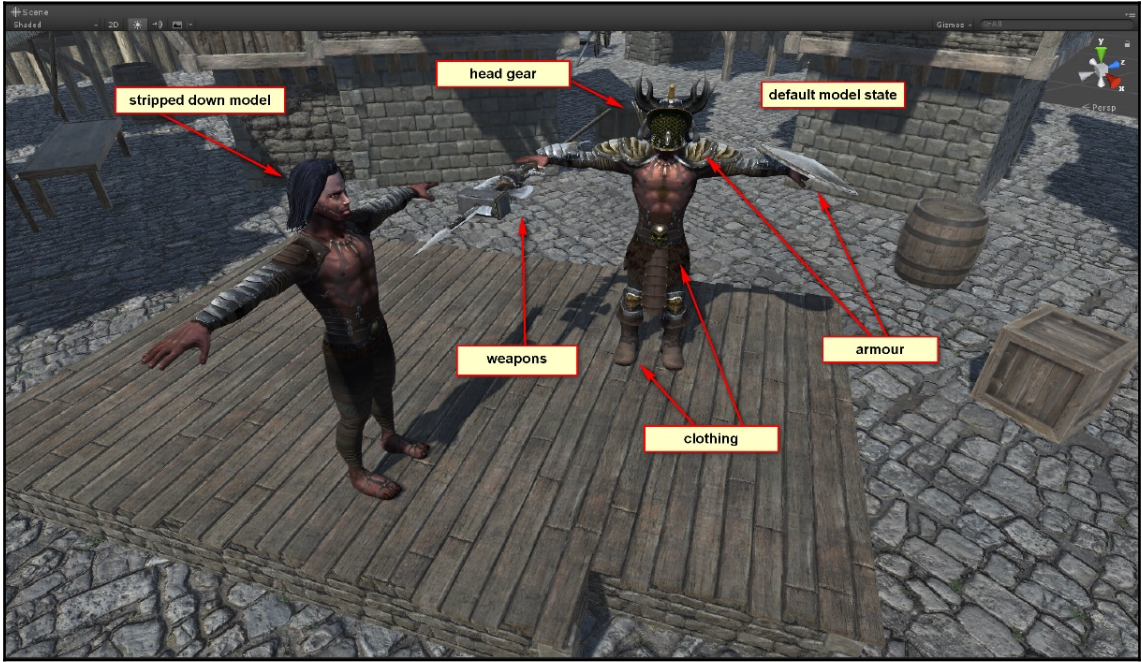
Revert Apply



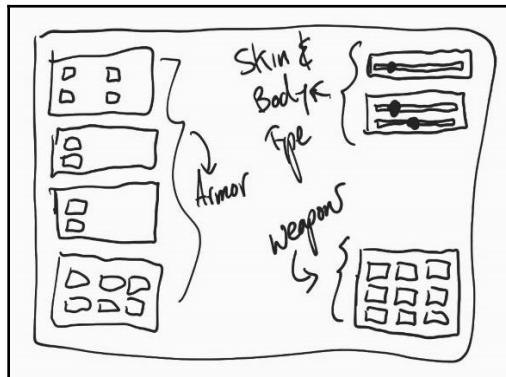
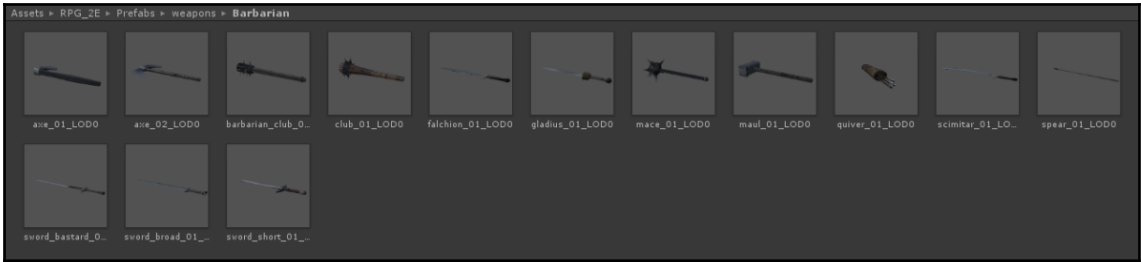
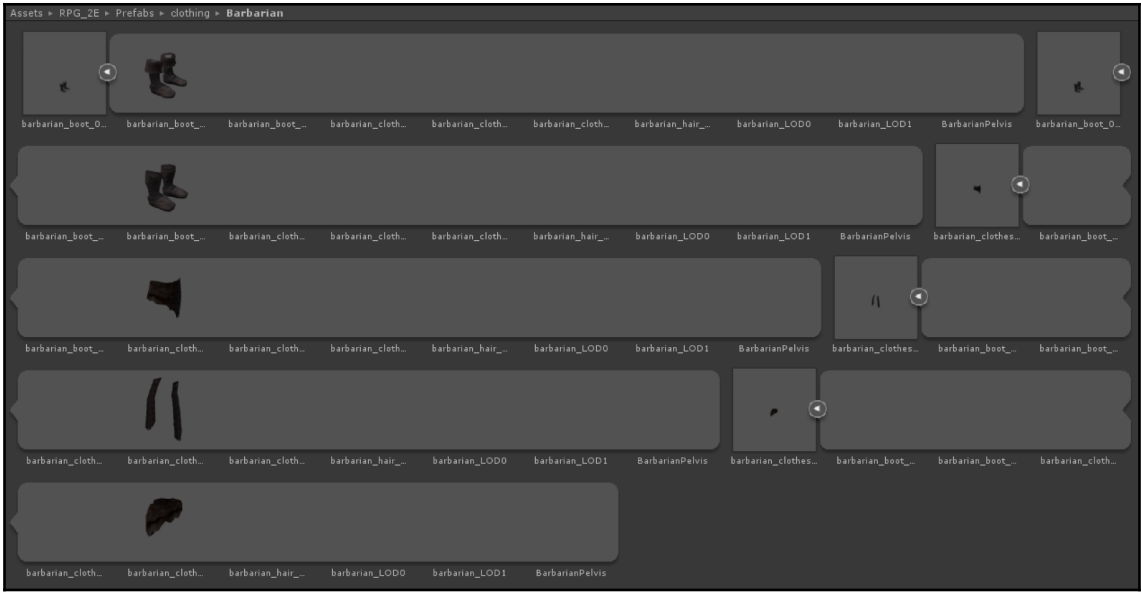




# Chapter 4: The Game Mechanics

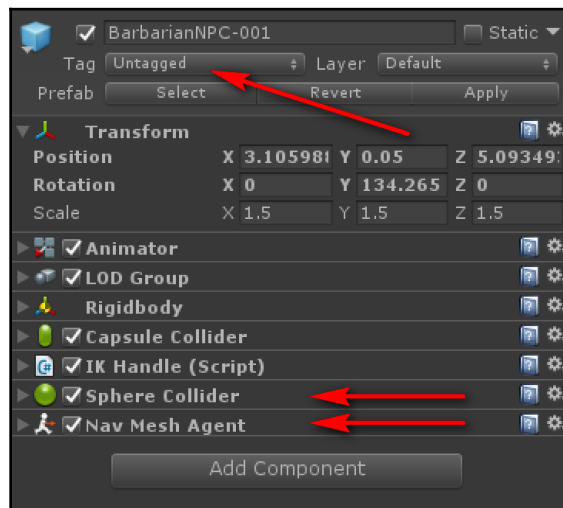
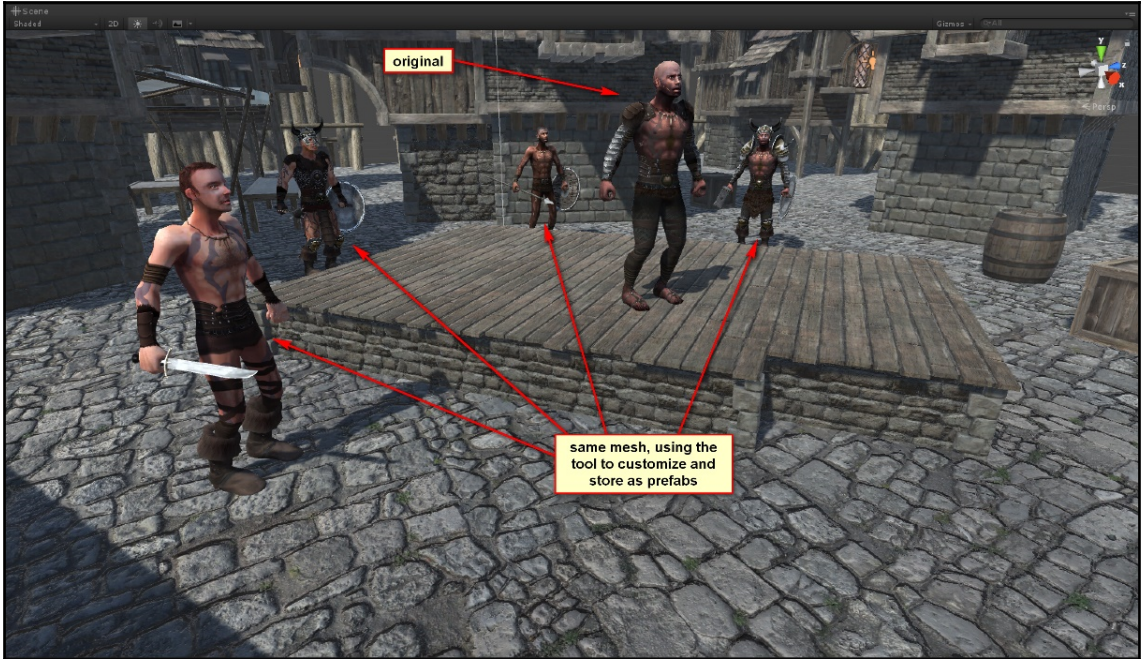
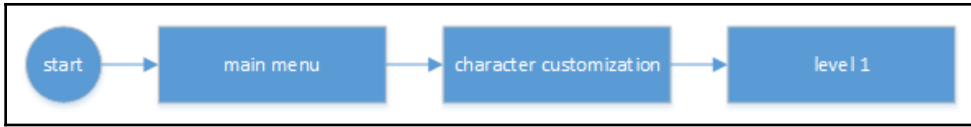


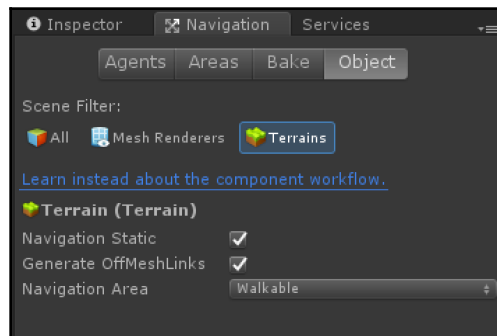
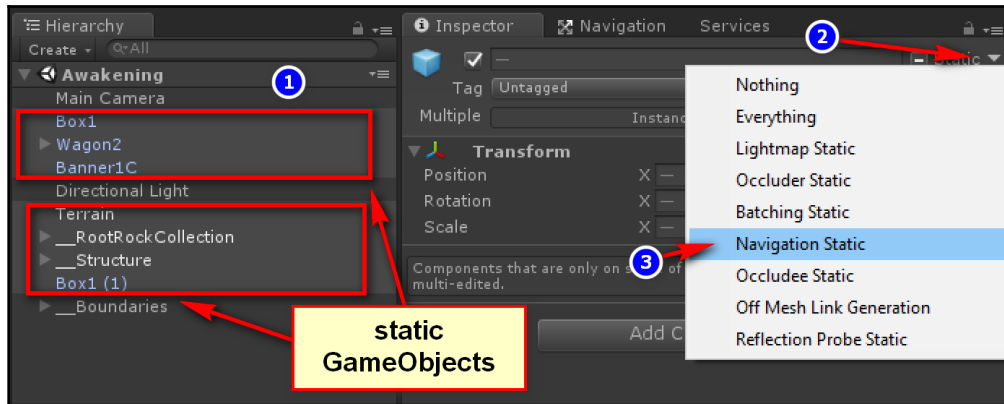
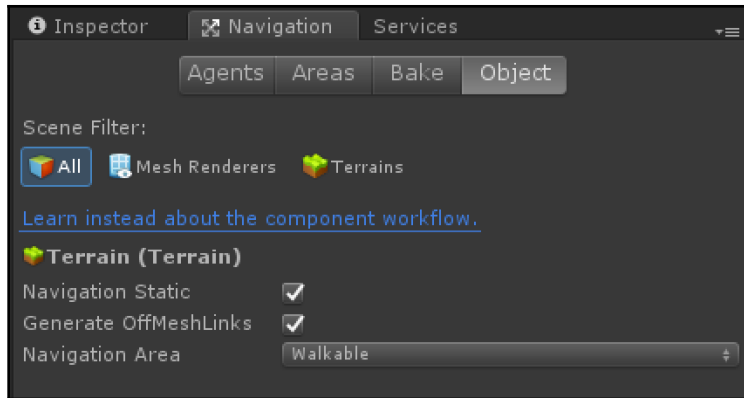










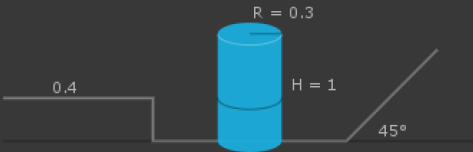


Inspector Navigation Services

Agents Areas Bake Object

[Learn instead about the component workflow.](#)

### Baked Agent Size



Agent Radius  $\rightarrow$  0.3

Agent Height  $\rightarrow$  1

Max Slope  45

Step Height 0.4

### Generated Off Mesh Links

Drop Height 0

Jump Distance 0

Advanced

Manual Voxel Size

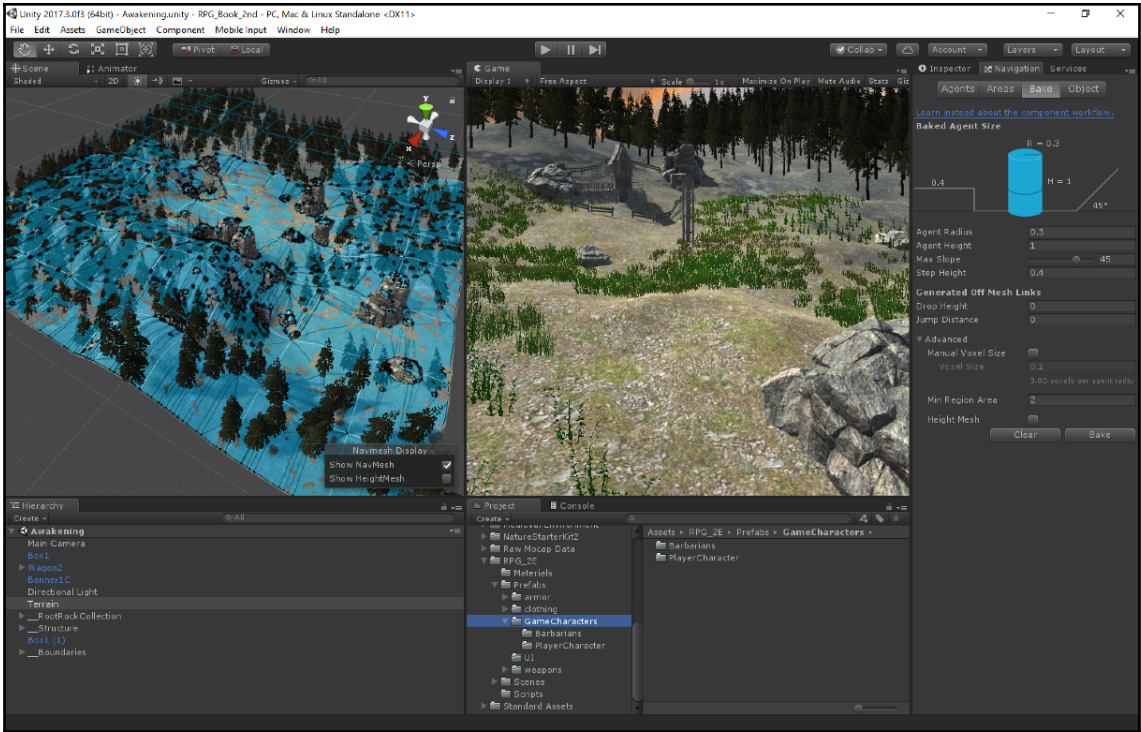
Voxel Size 0.1

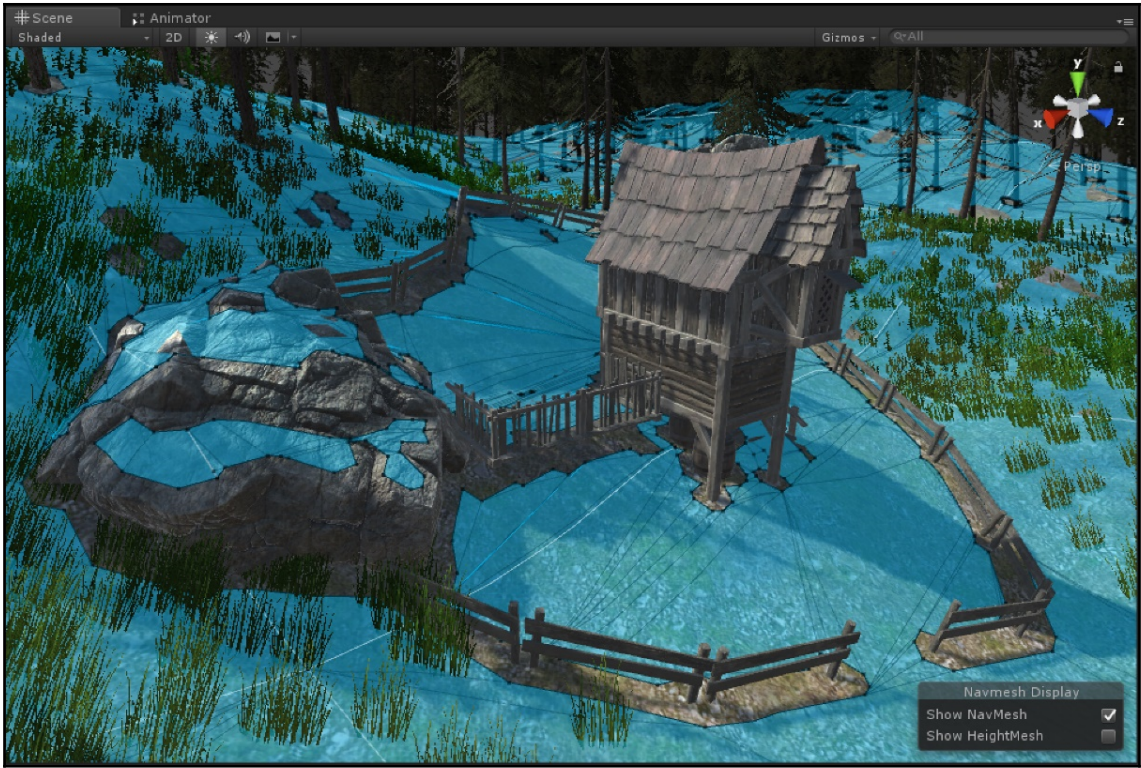
3.00 voxels per agent radius

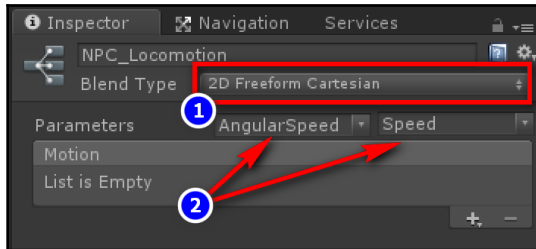
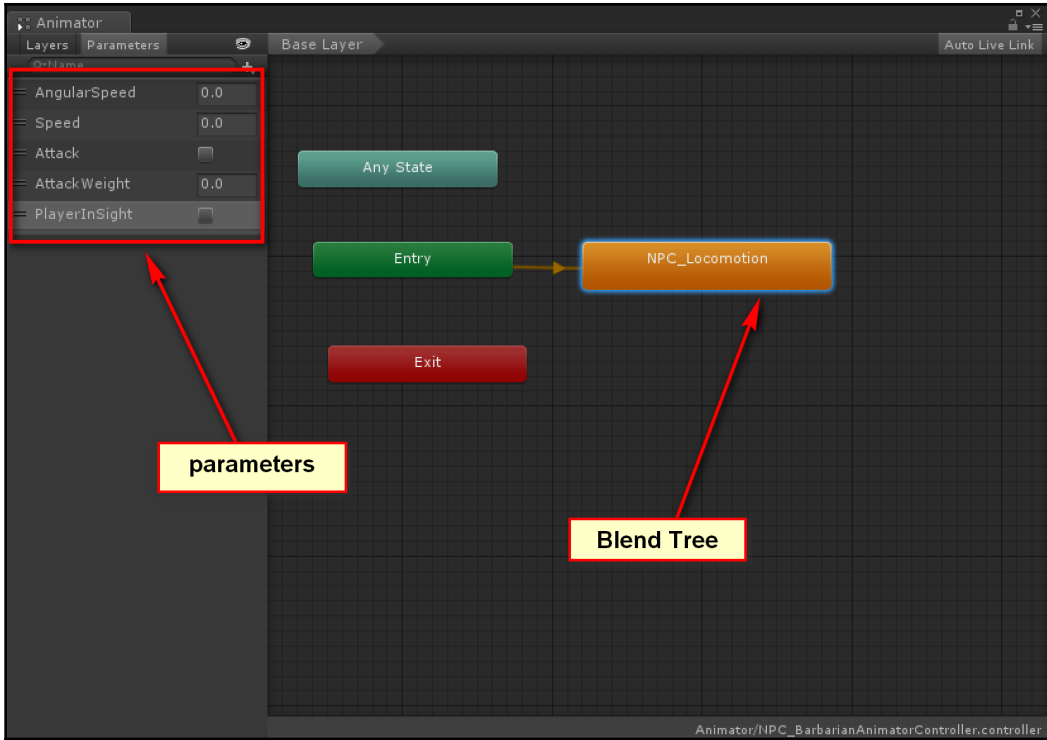
Min Region Area 2

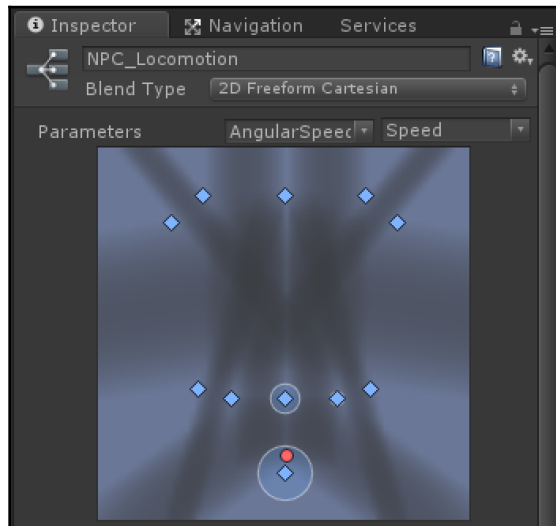
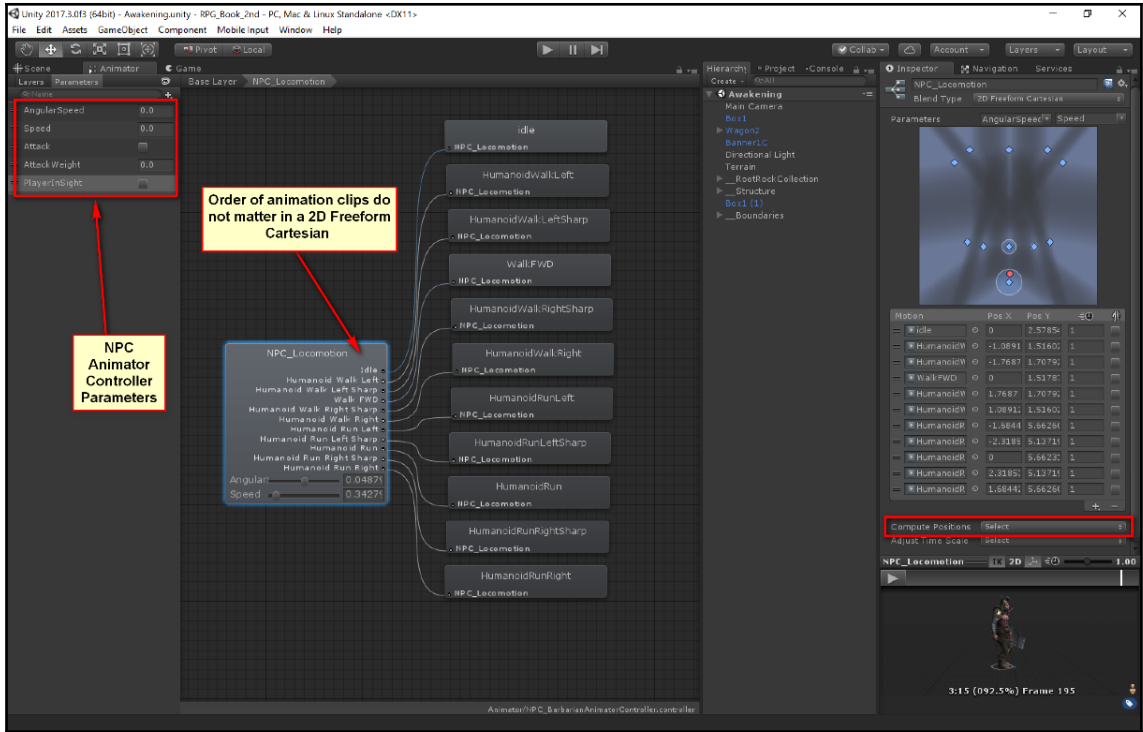
Height Mesh

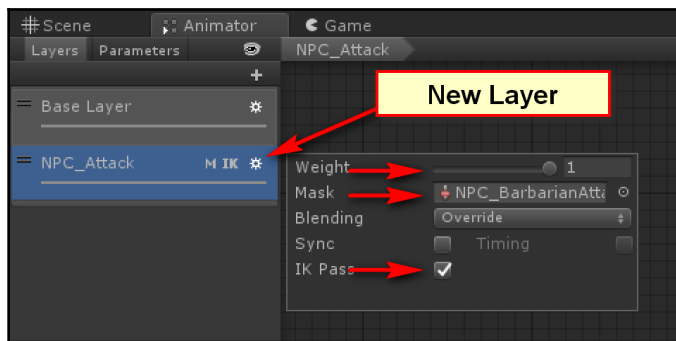
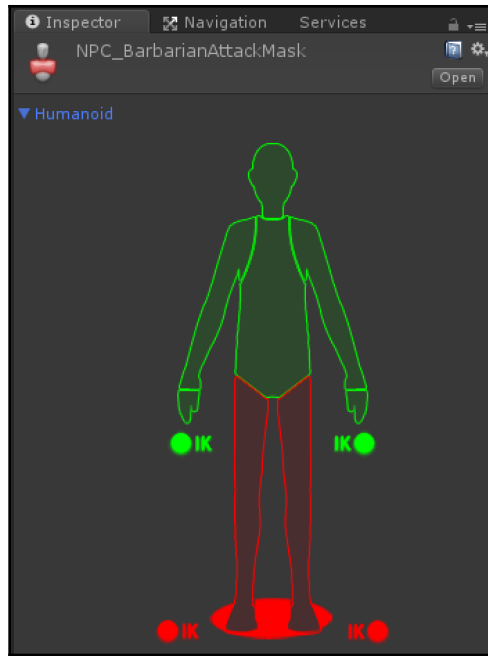
Clear Bake



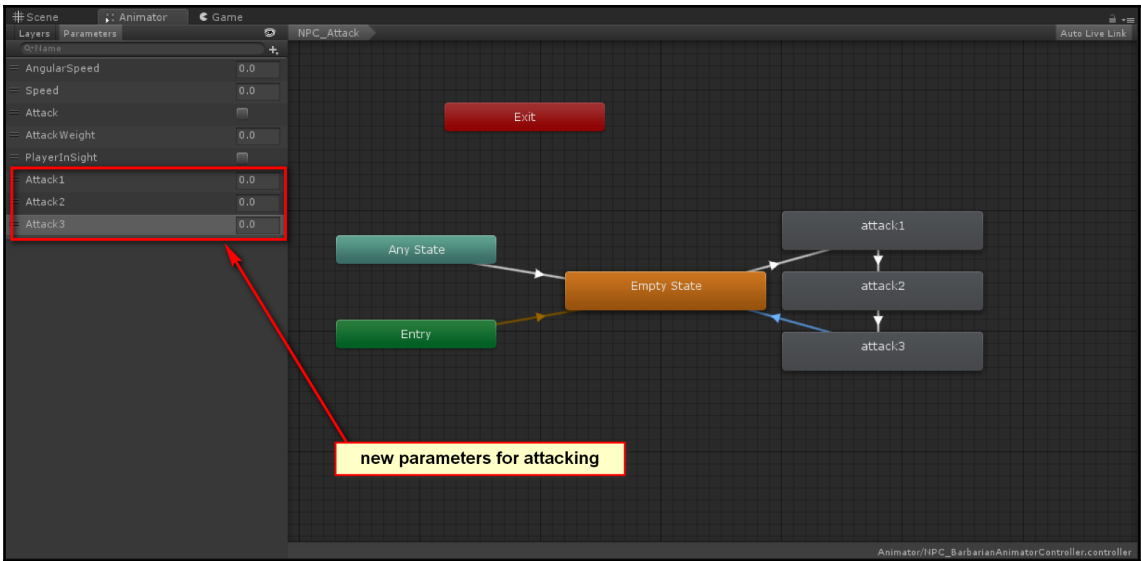


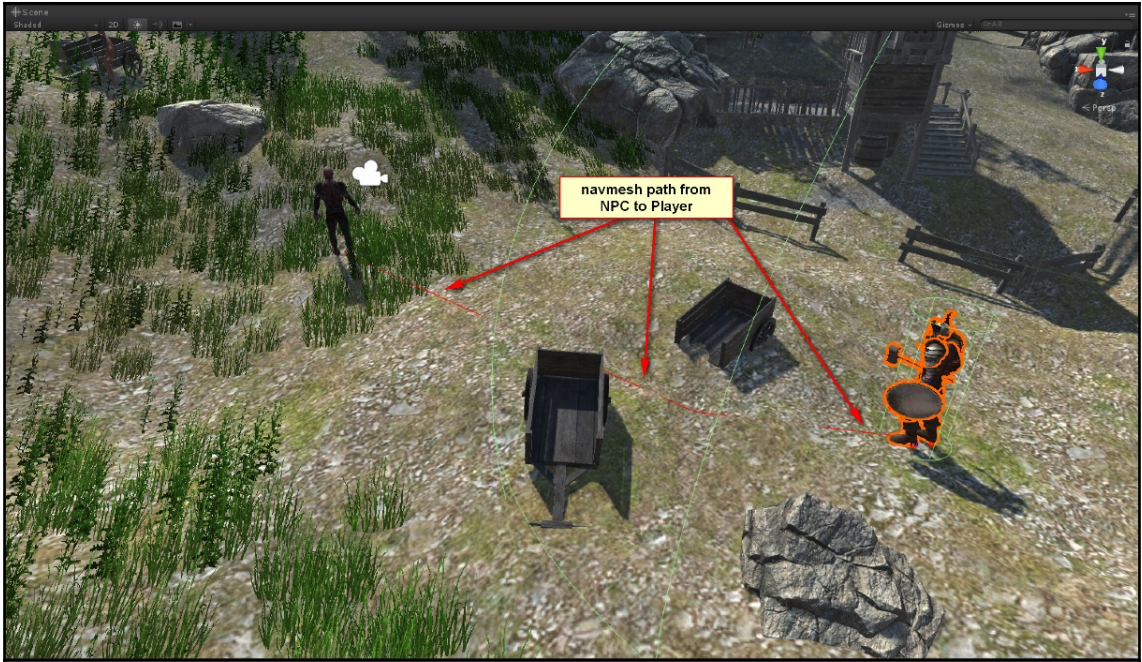


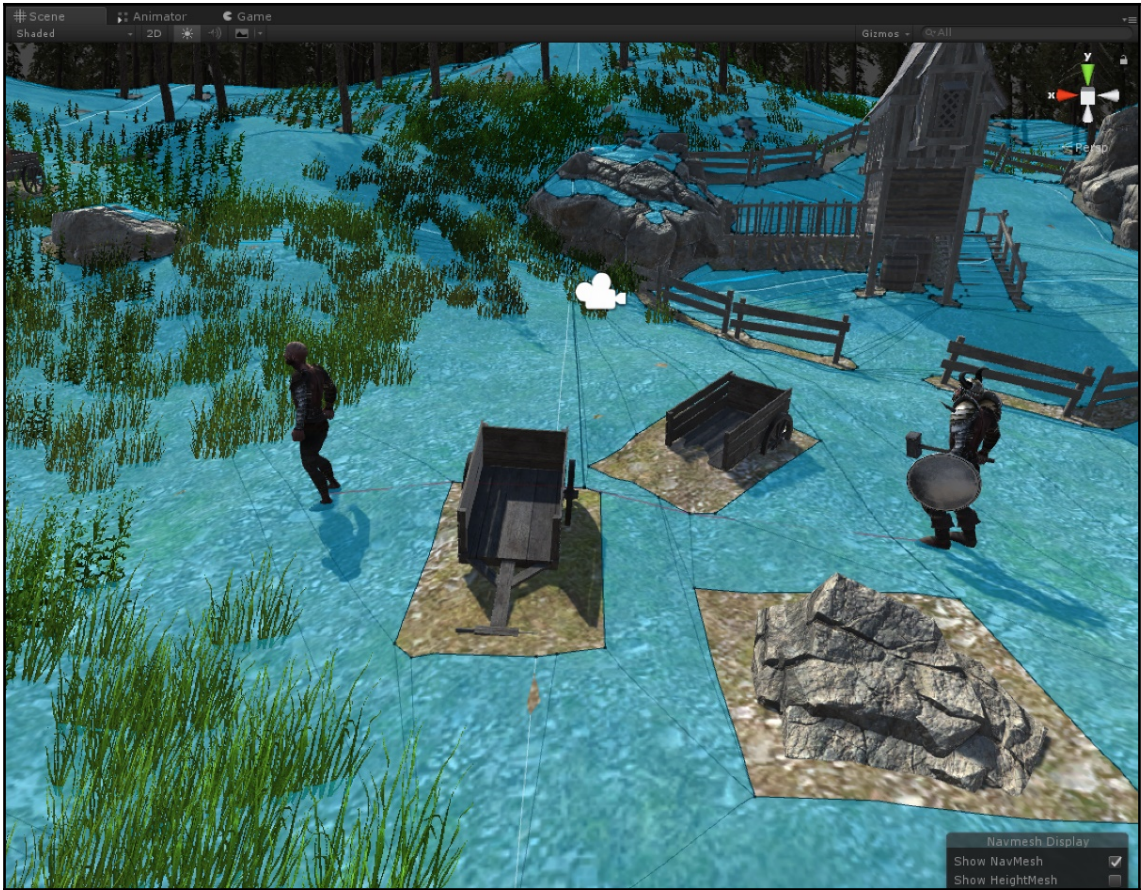


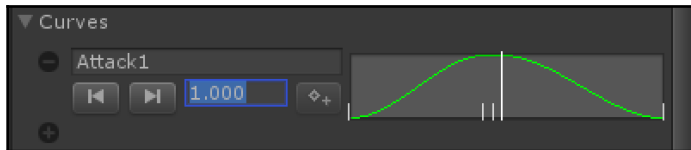
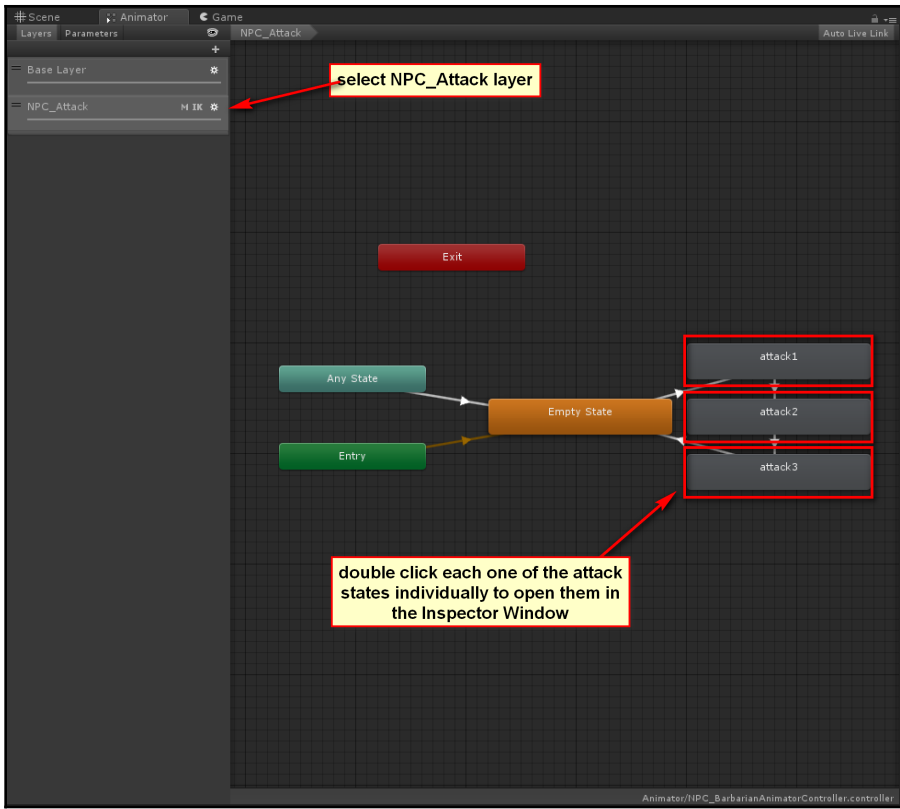


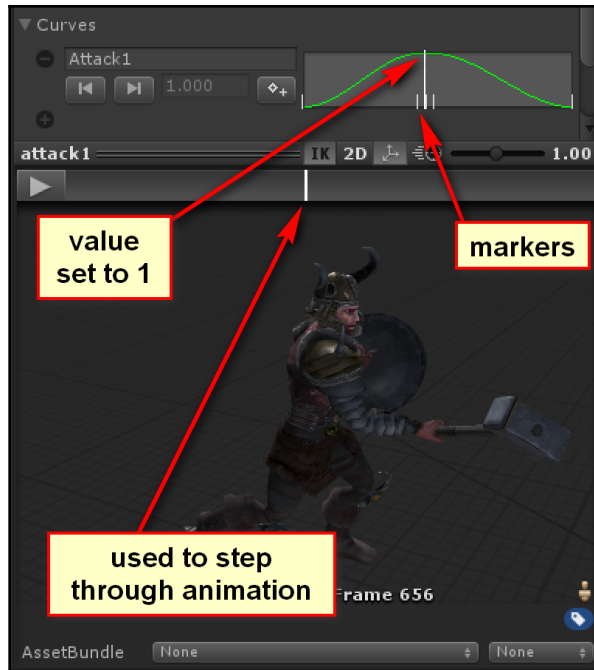


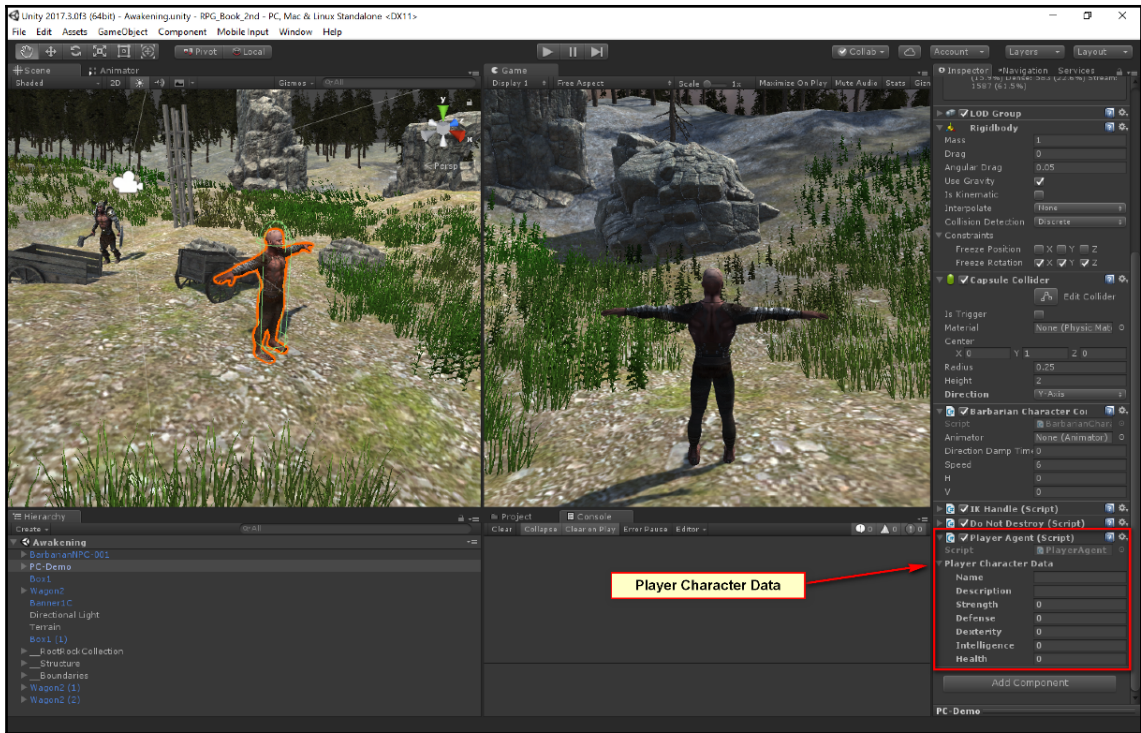






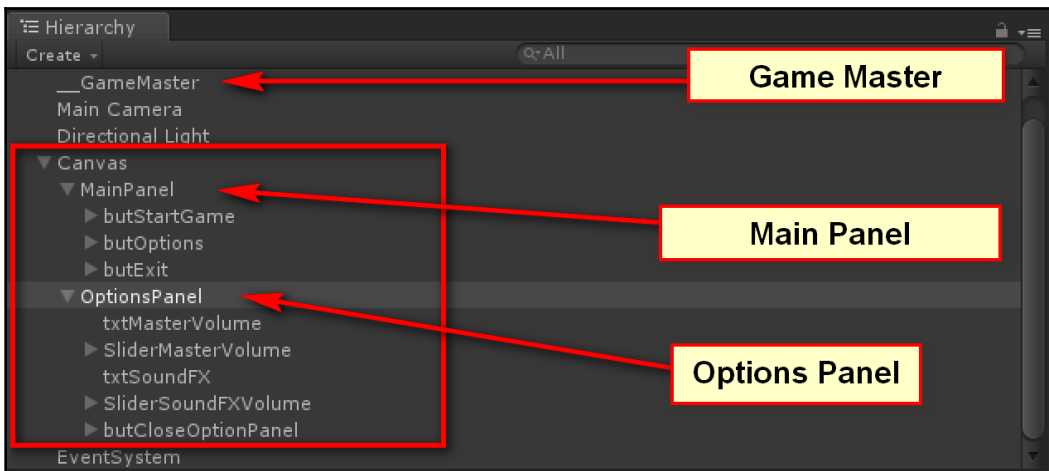
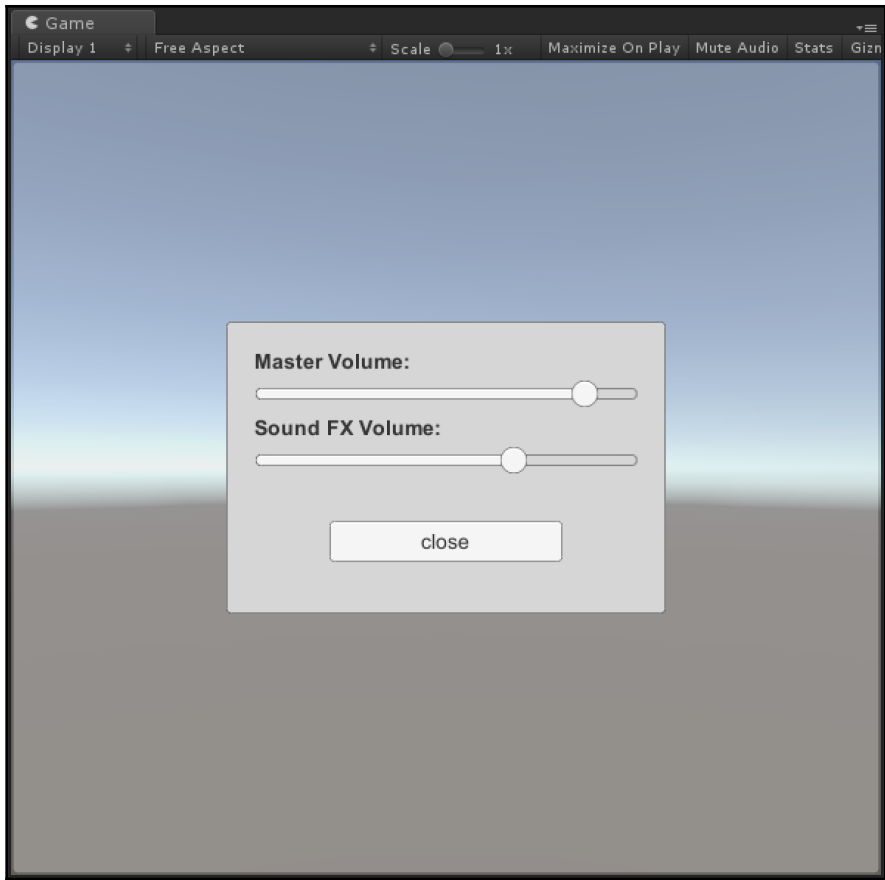




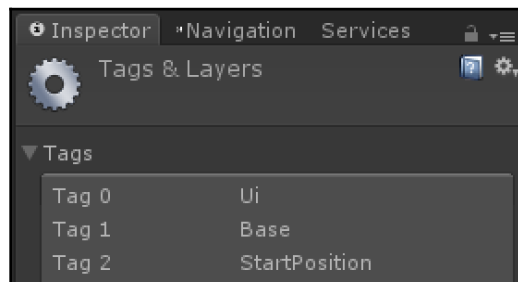
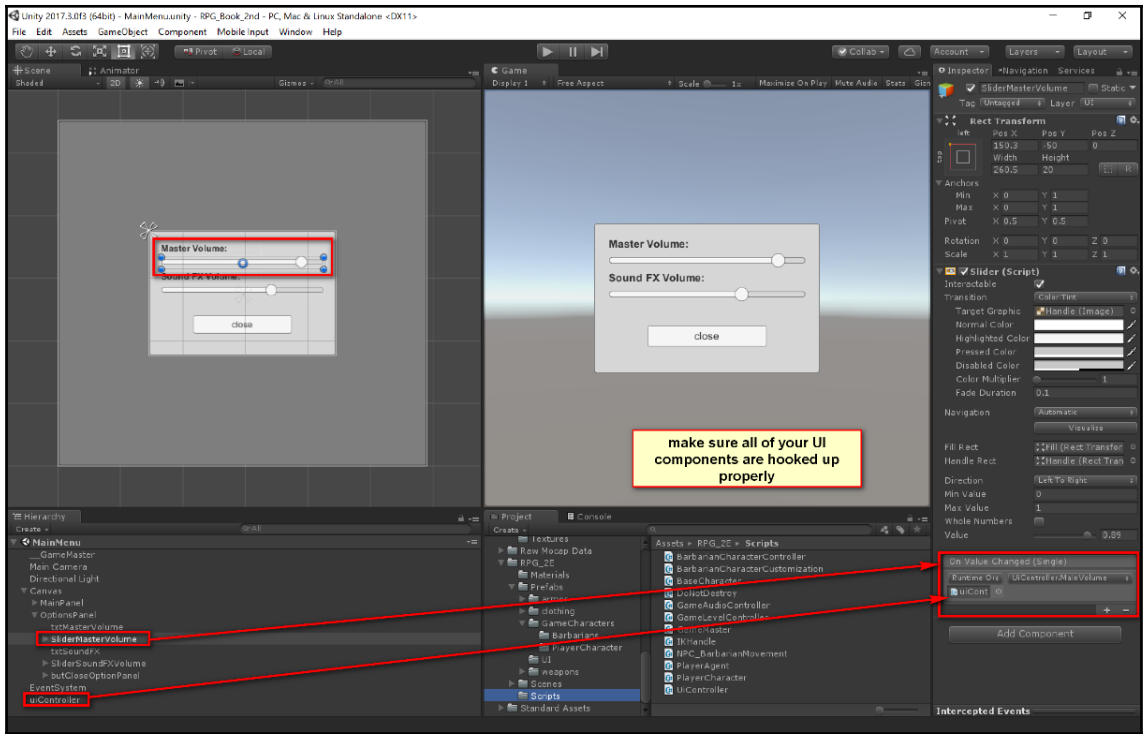


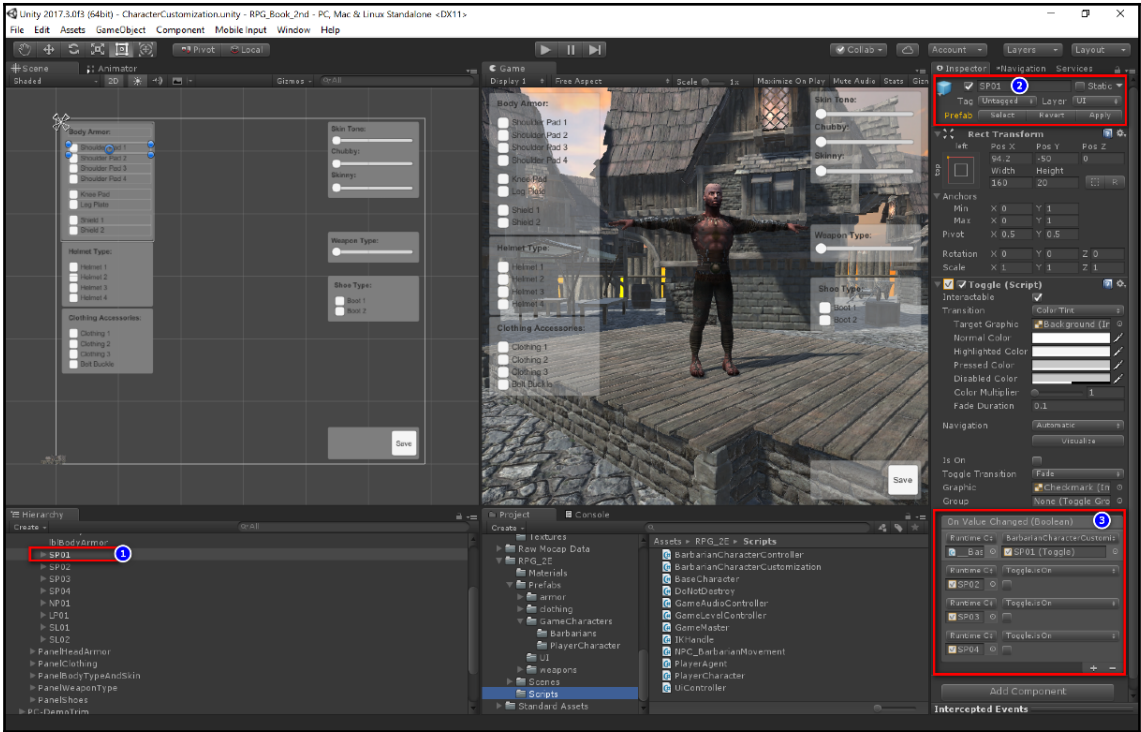
## Chapter 5: GameMaster and Game Mechanics

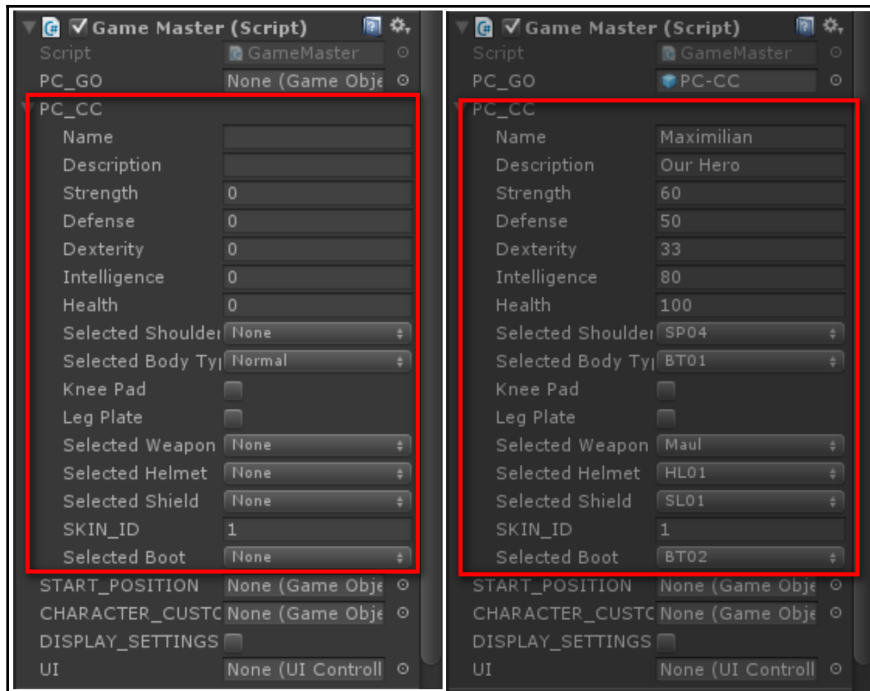




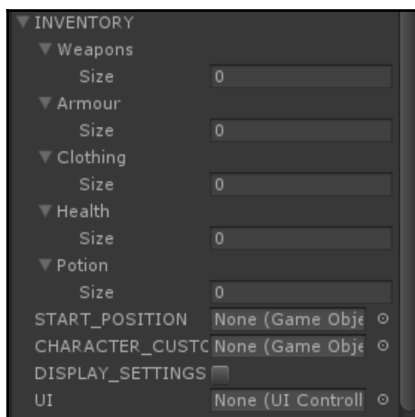


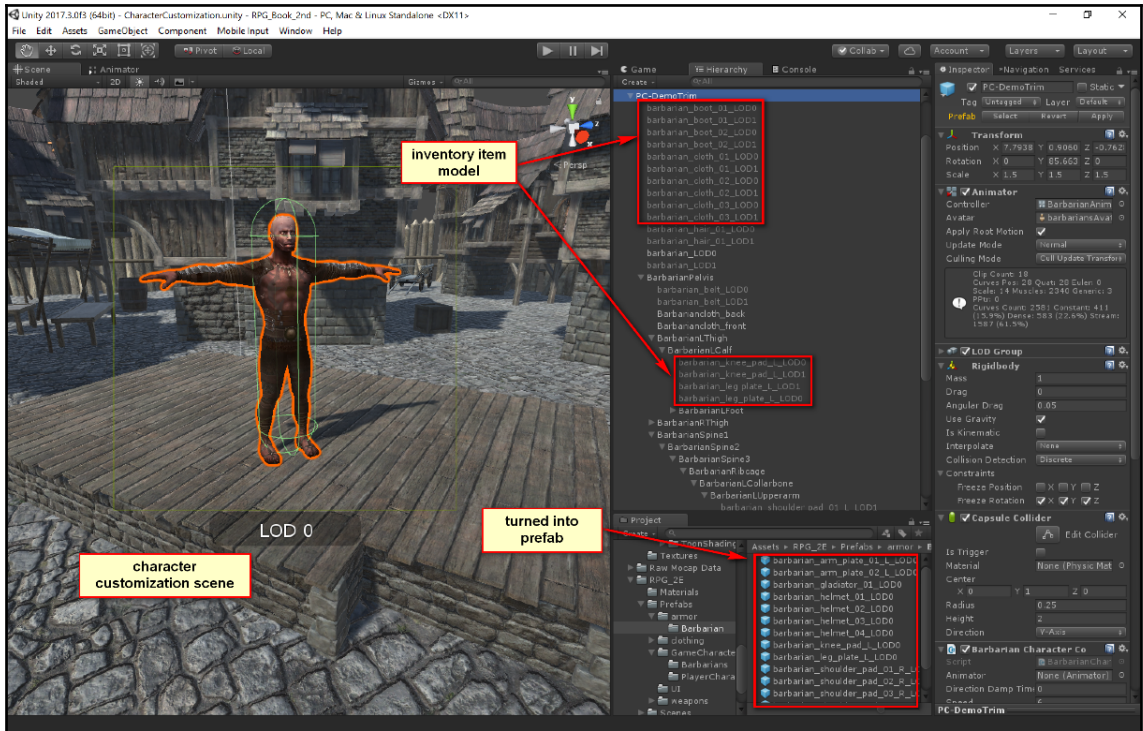
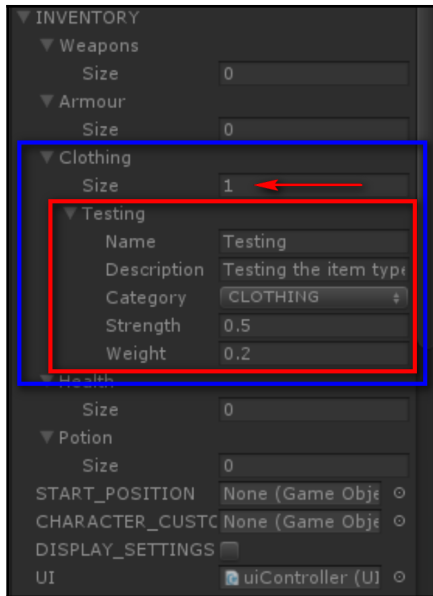




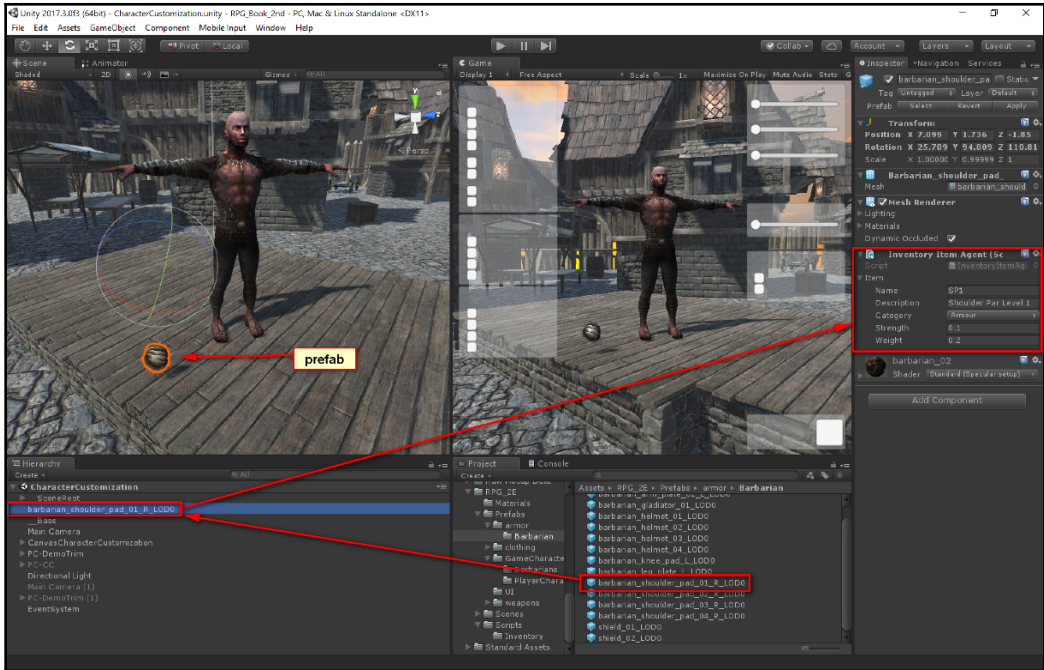


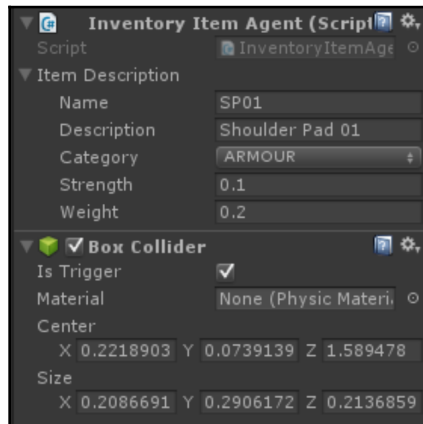
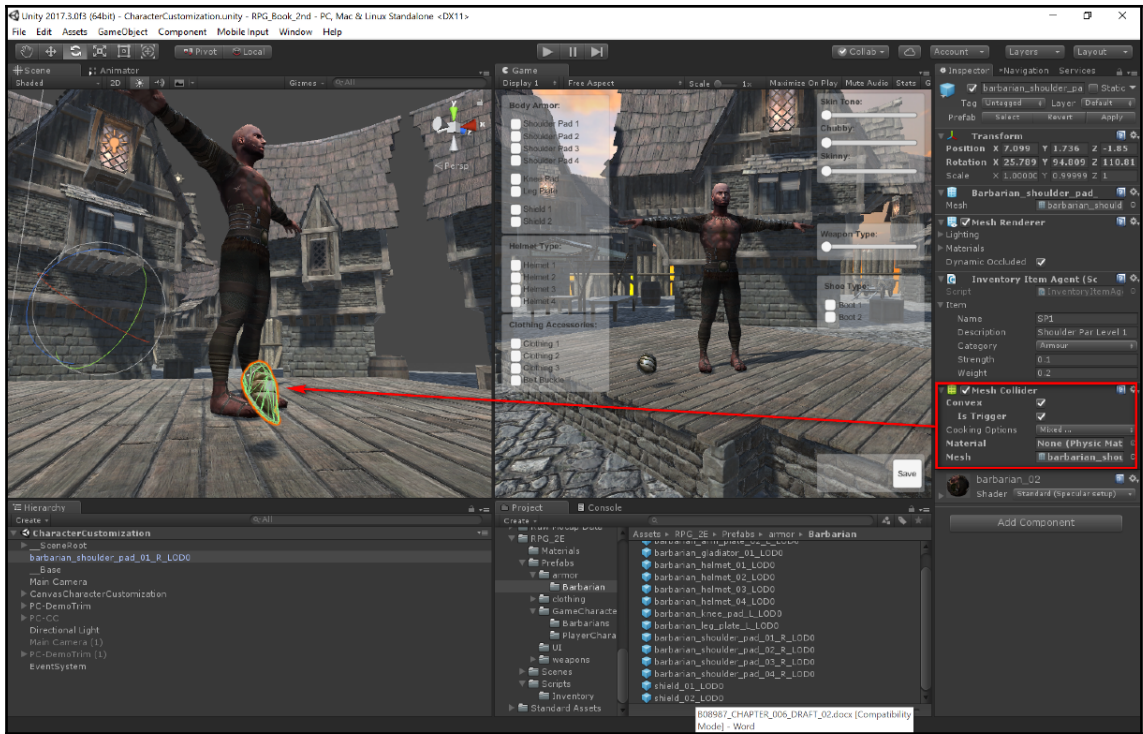
## Chapter 6: Inventory System







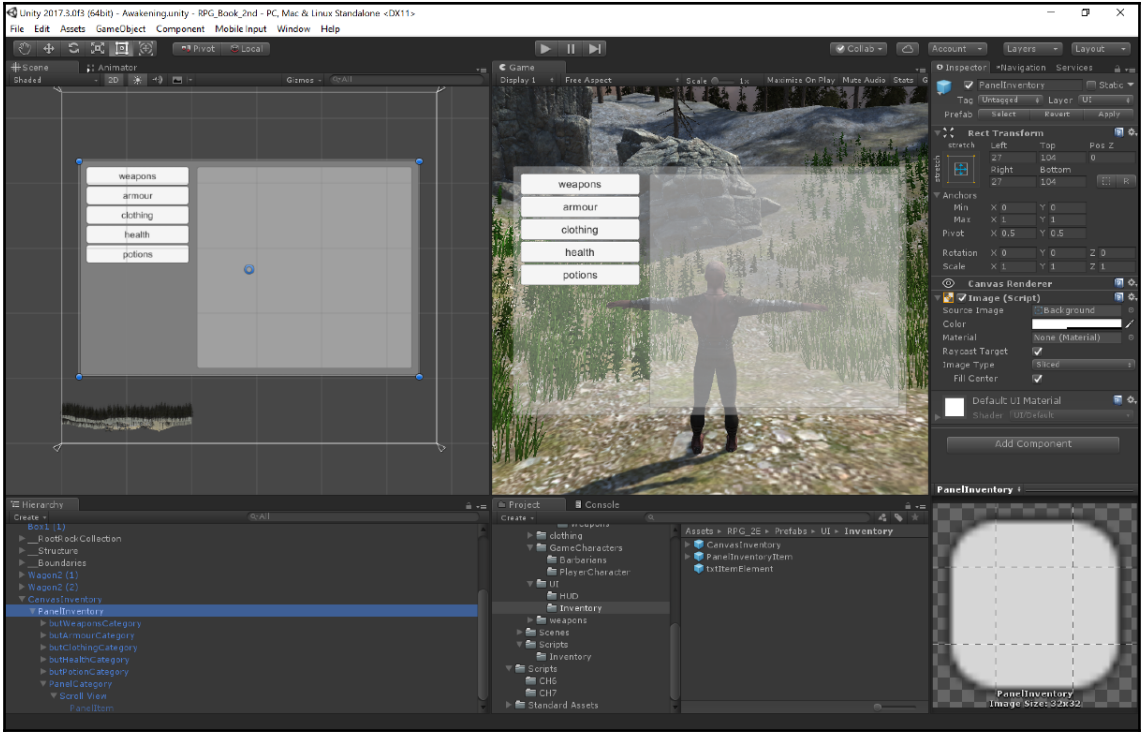


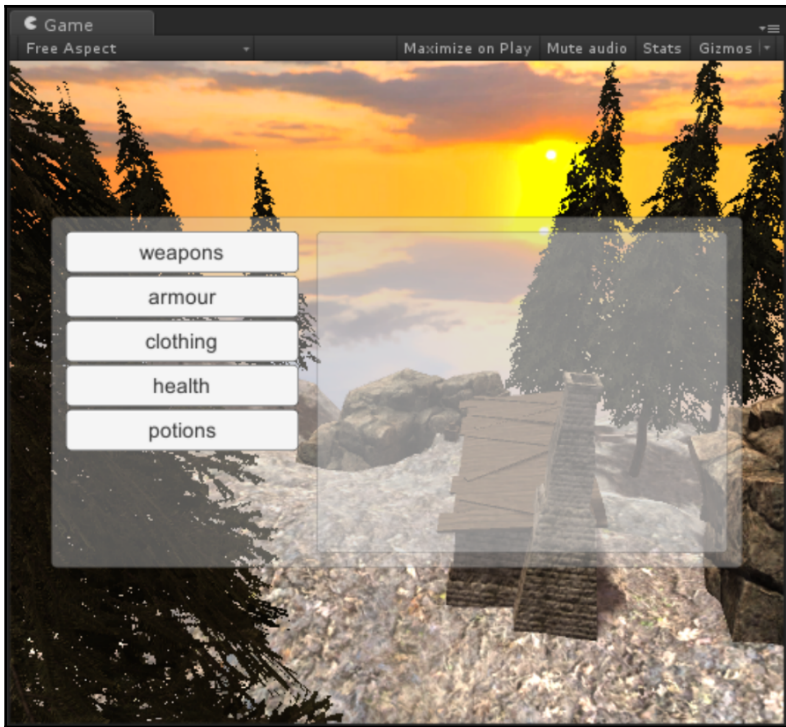


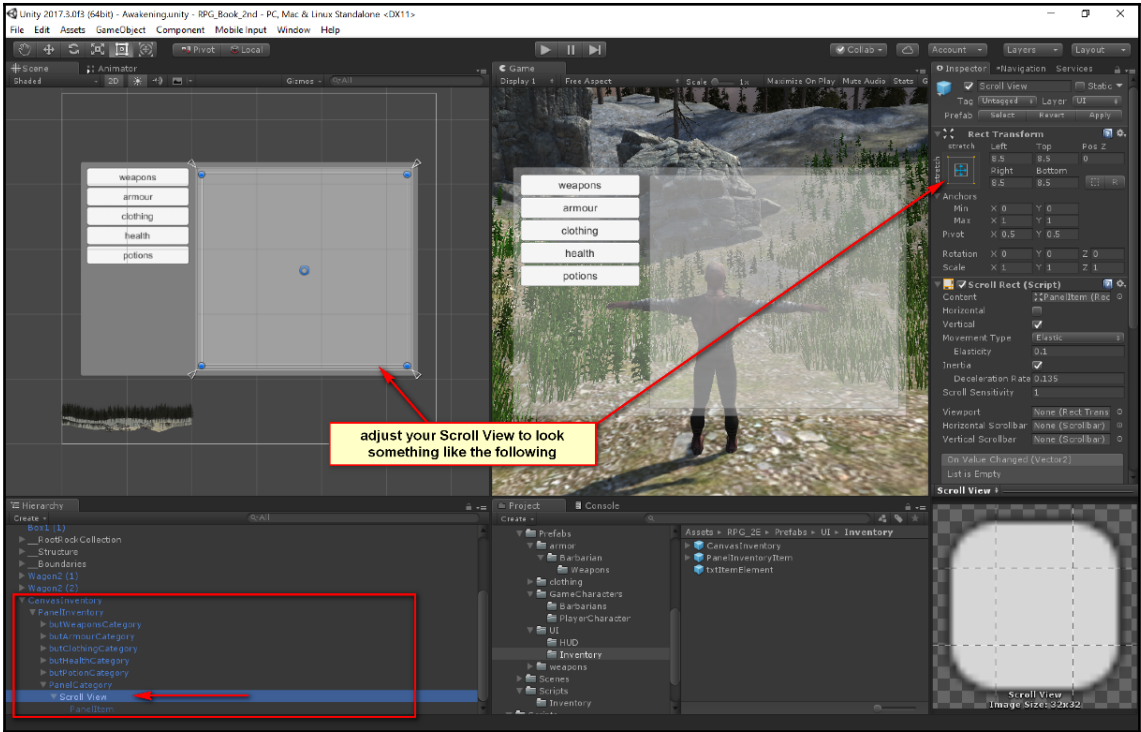


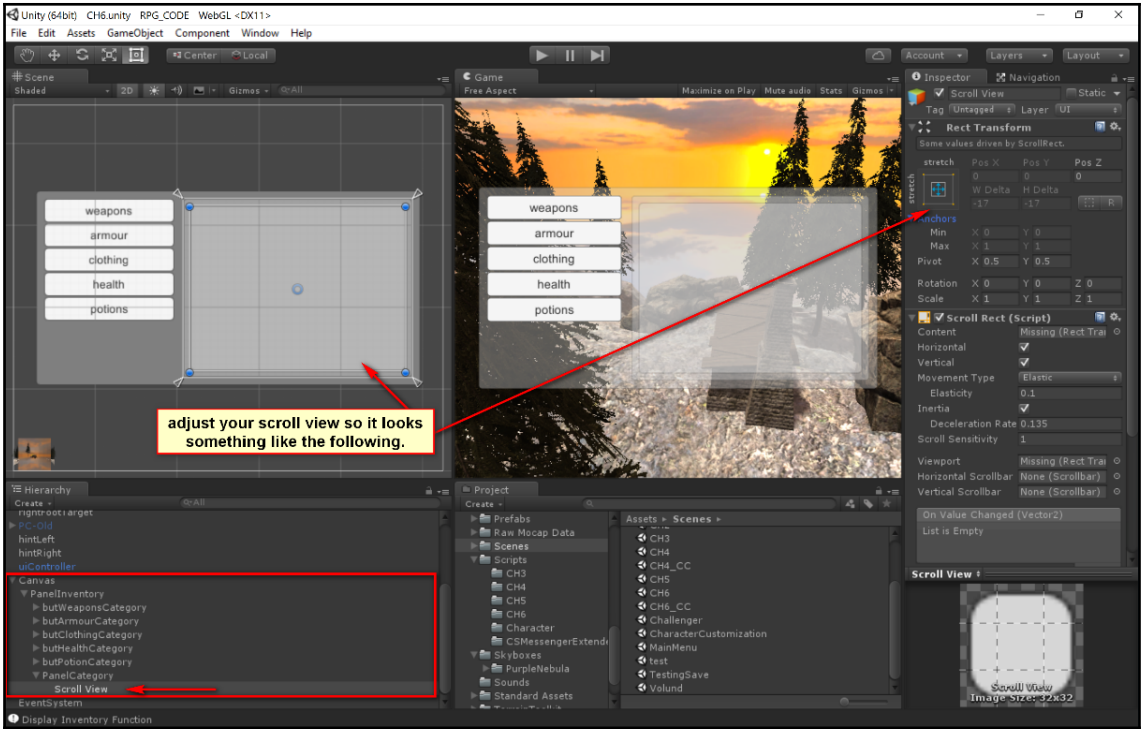
|          |  |
|----------|--|
| weapons  | <div style="border: 1px solid gray; padding: 5px; display: flex; align-items: center;"><div style="border: 1px solid gray; width: 40px; height: 20px; margin-right: 10px;"></div><div style="flex-grow: 1;">Item Description &amp; etc...</div><div style="border: 1px solid gray; padding: 2px 10px; margin-left: 10px;">add</div><div style="border: 1px solid gray; padding: 2px 10px; margin-left: 10px;">remove</div></div> |
| armour   |  |
| clothing |  |
| health   |  |
| potions  |  |

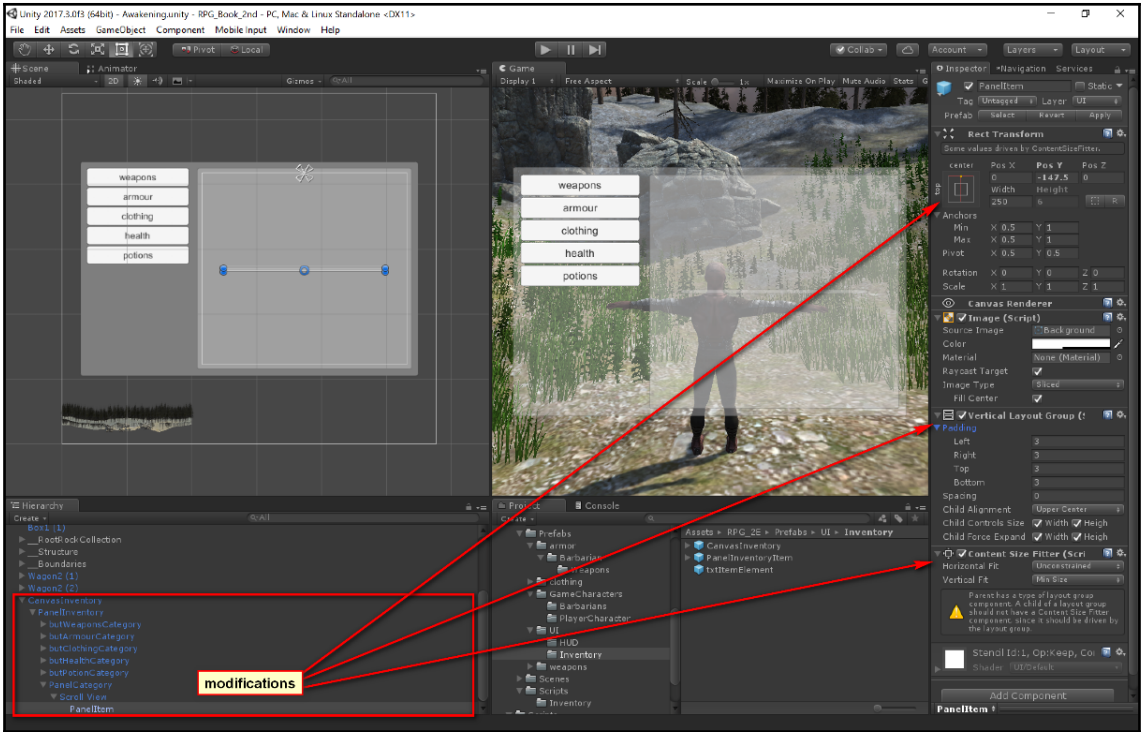


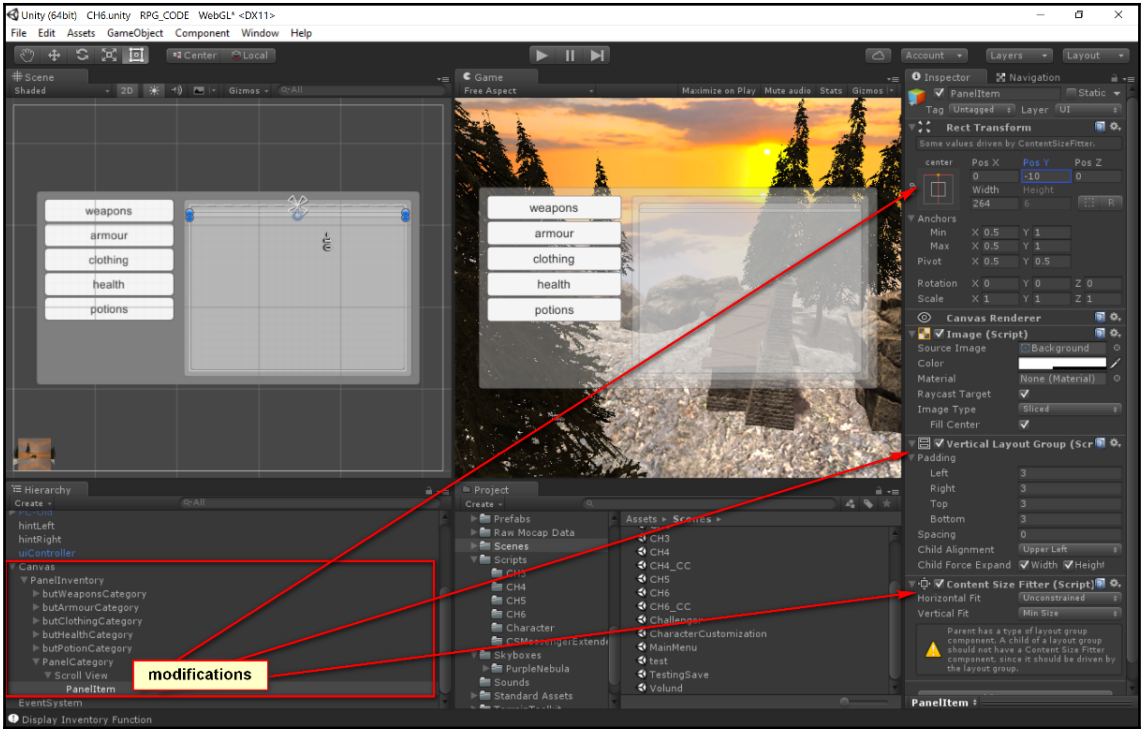


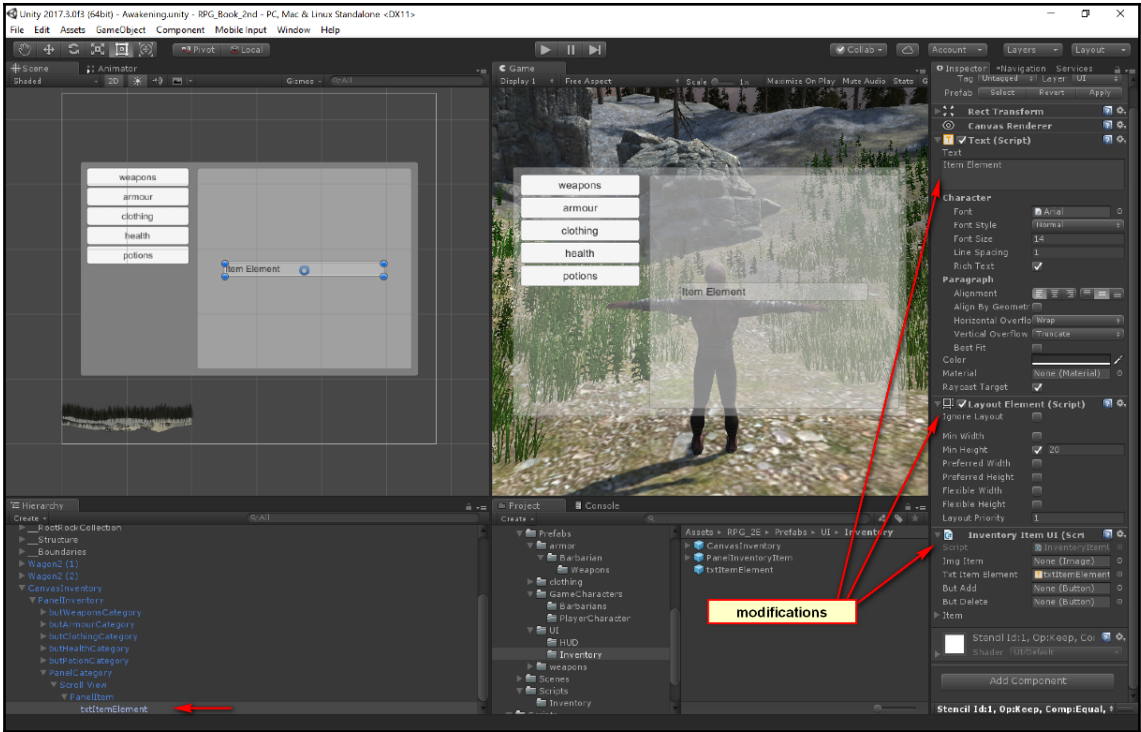


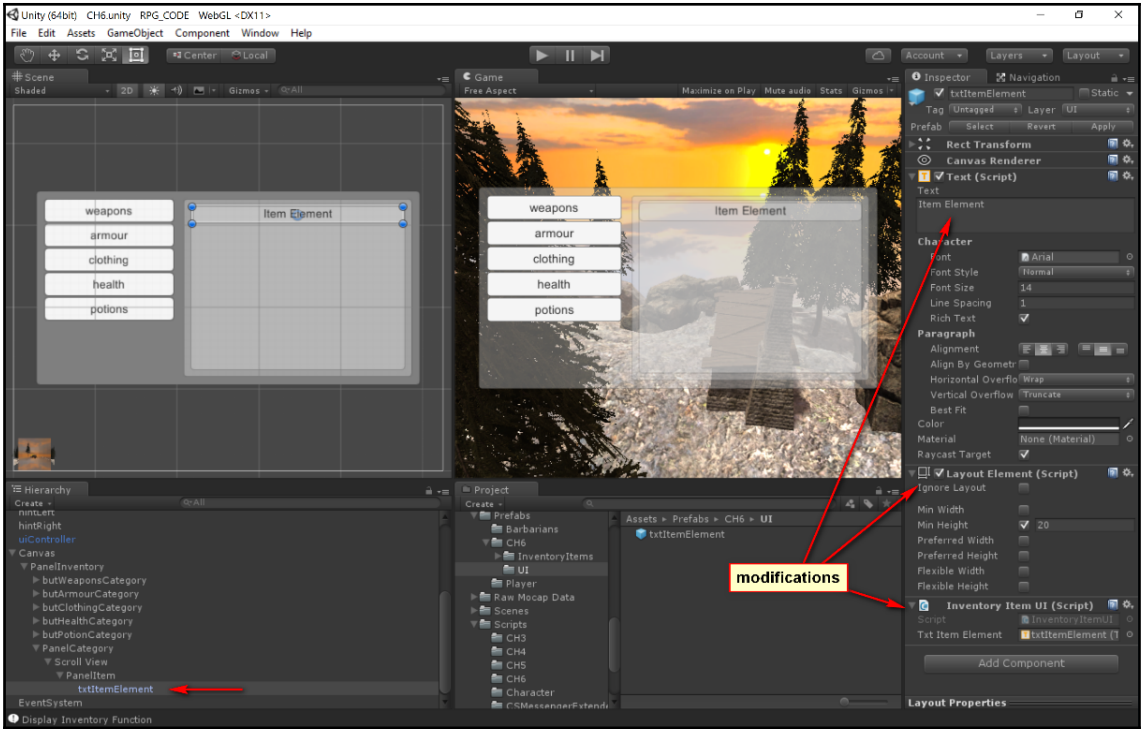




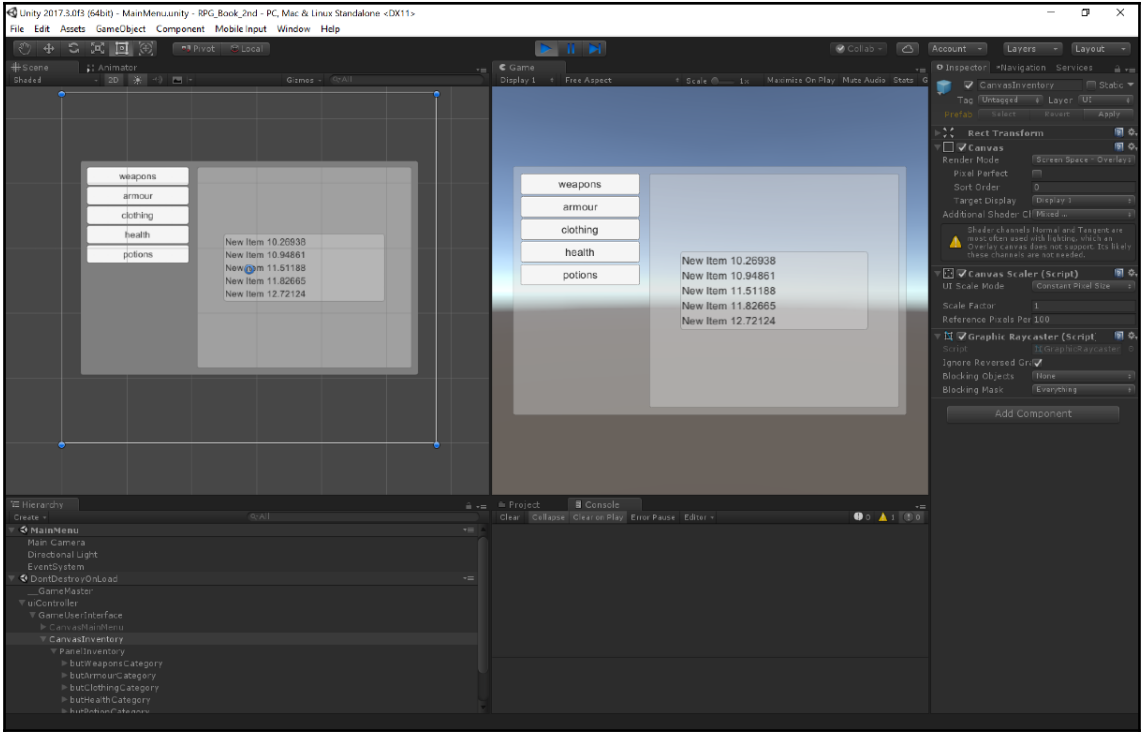


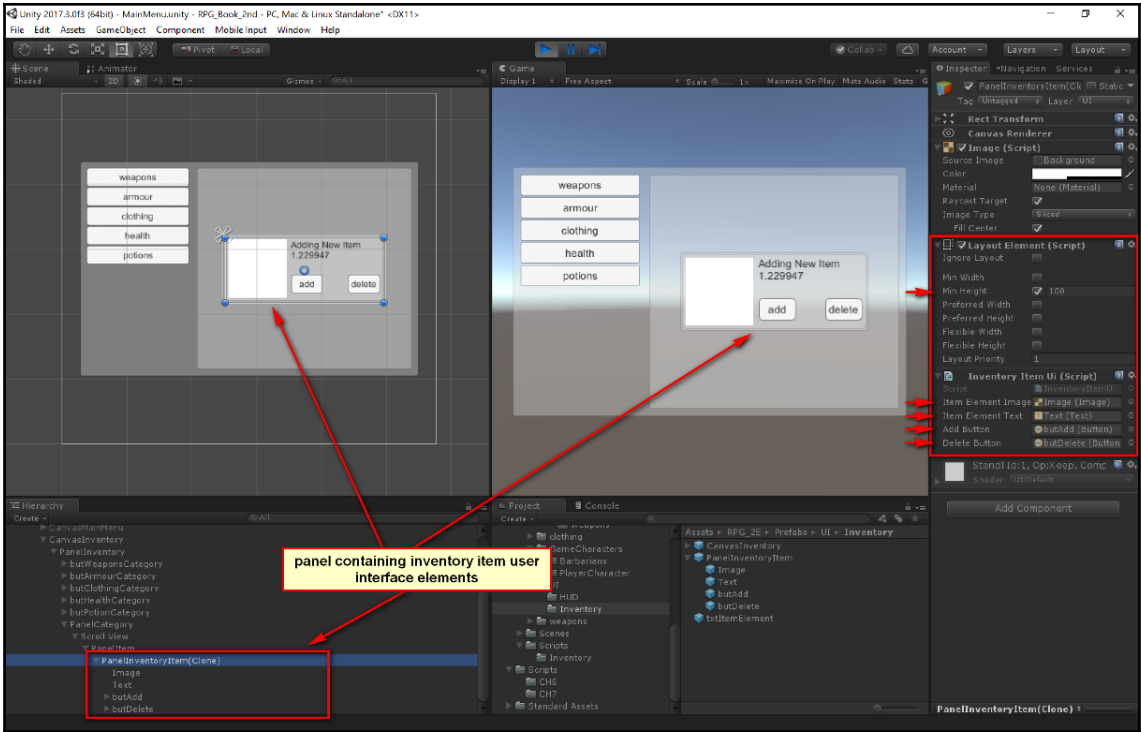




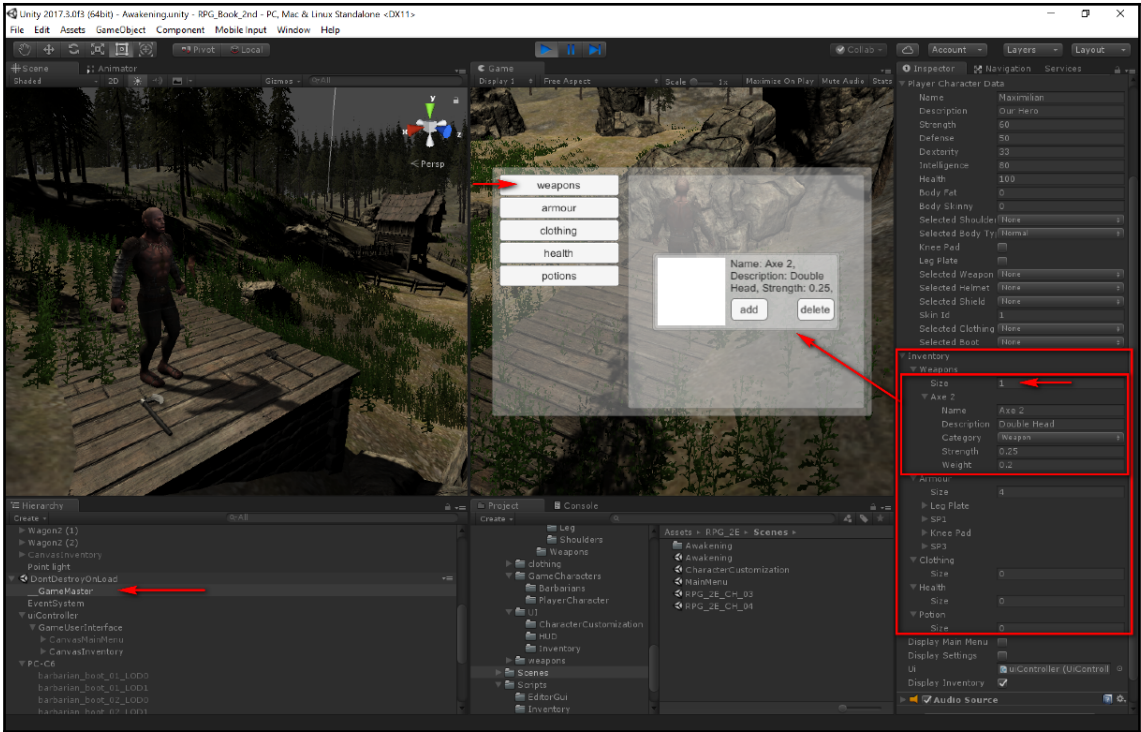


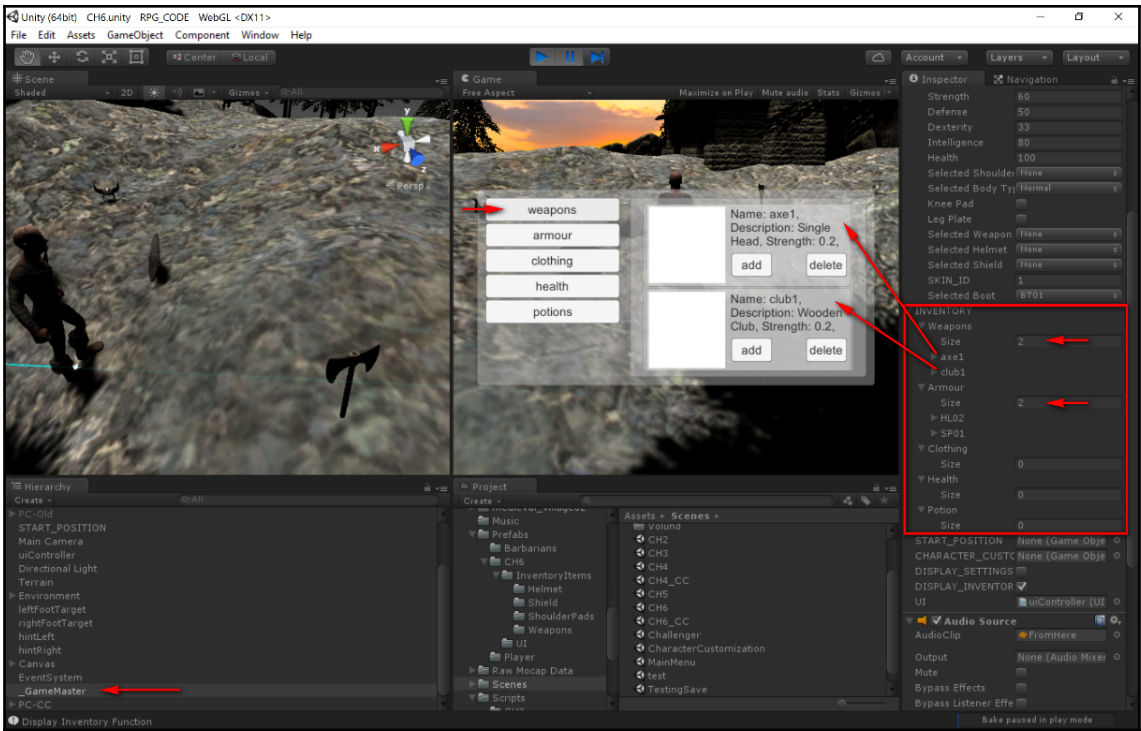


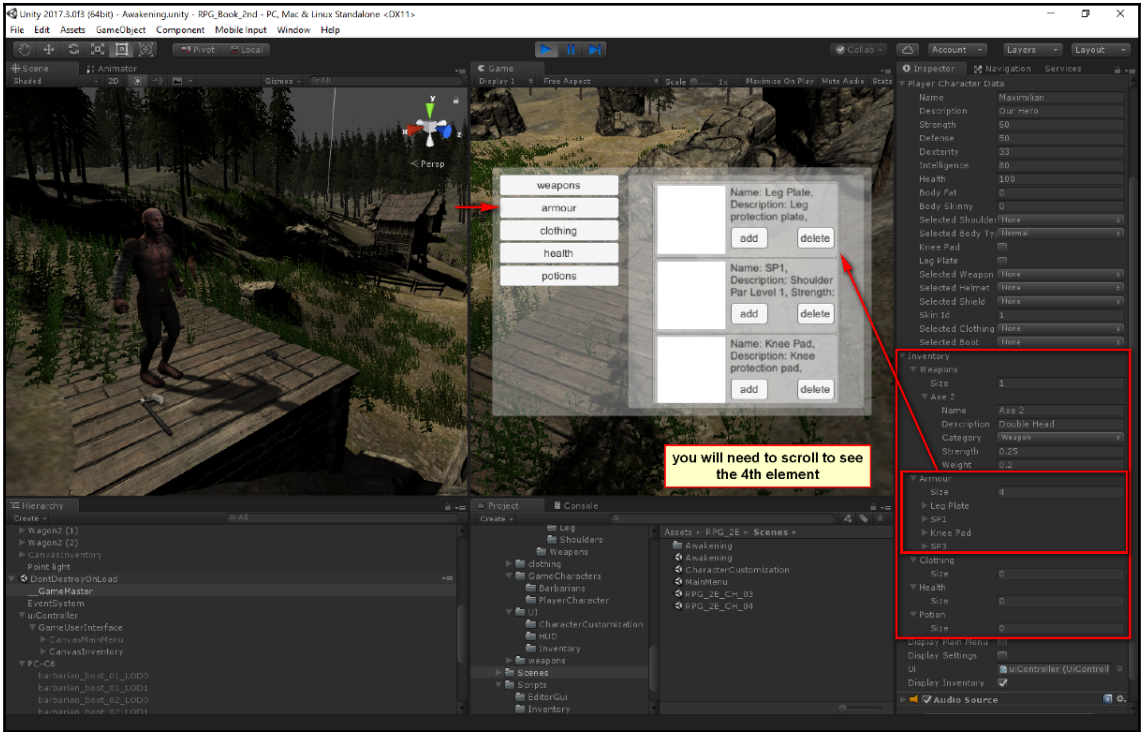


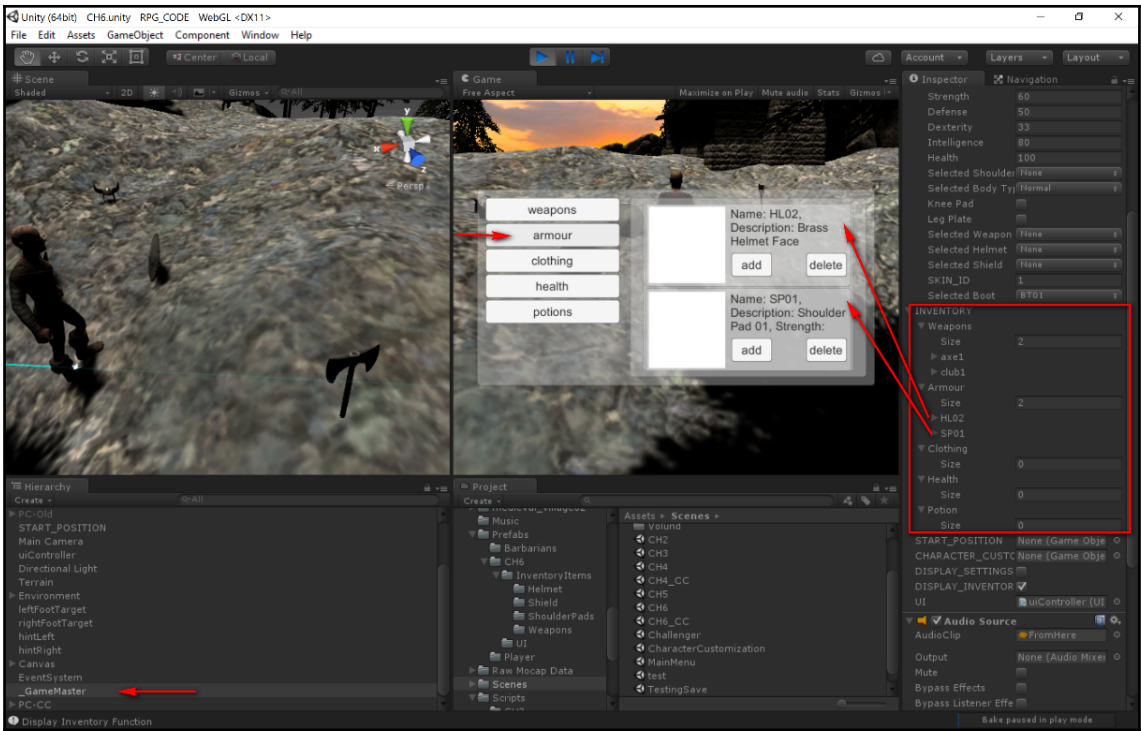


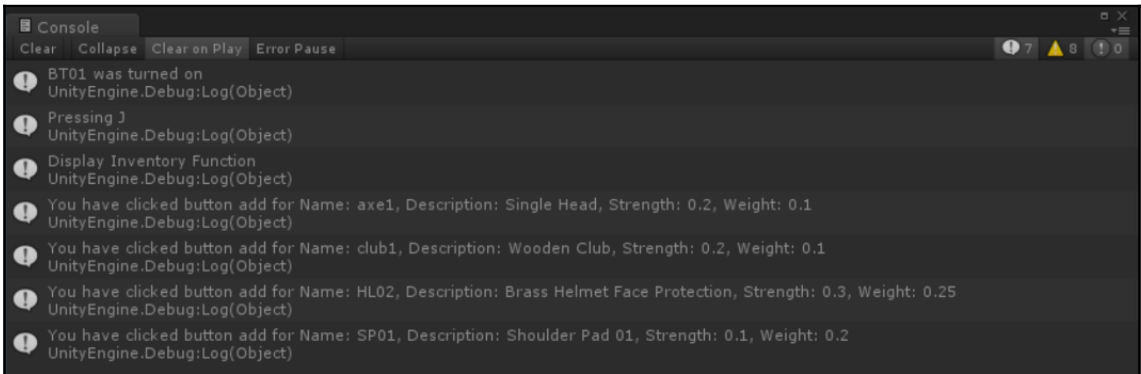
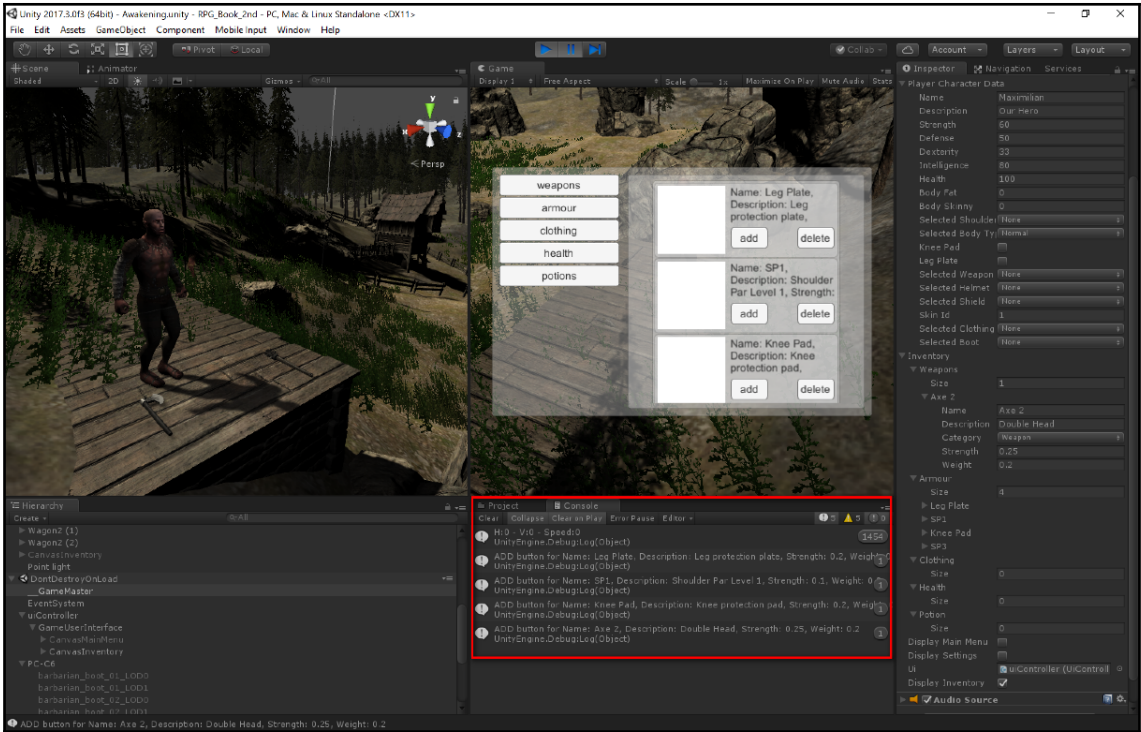




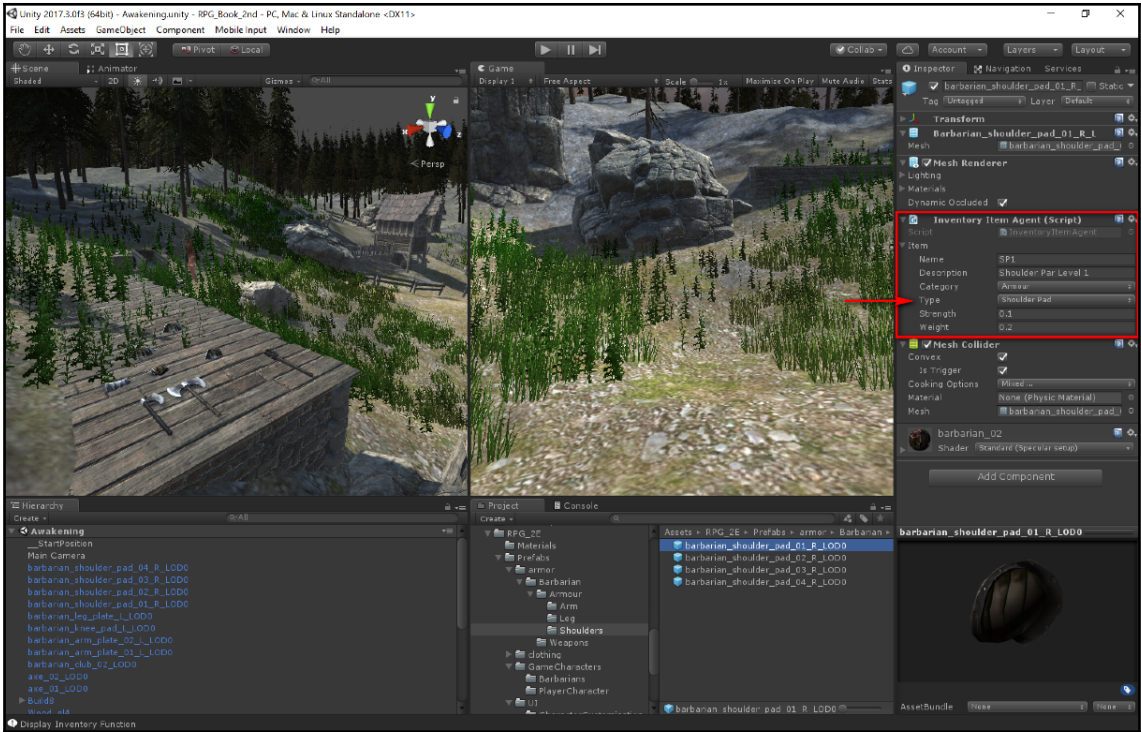


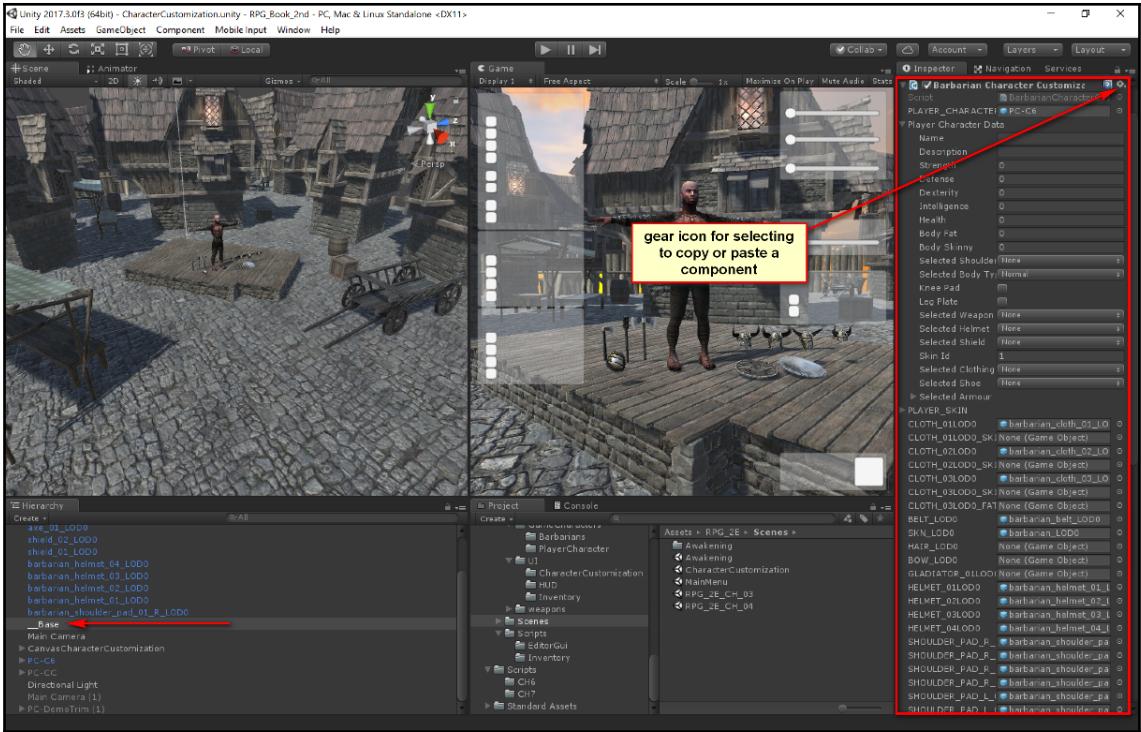


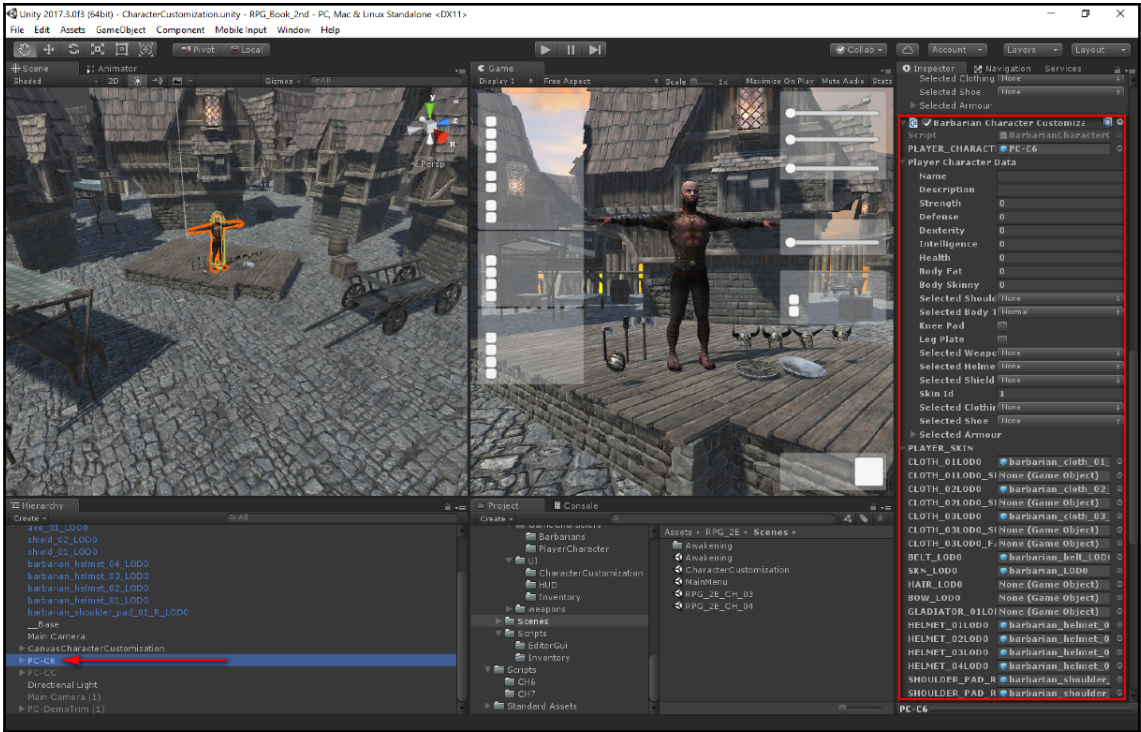


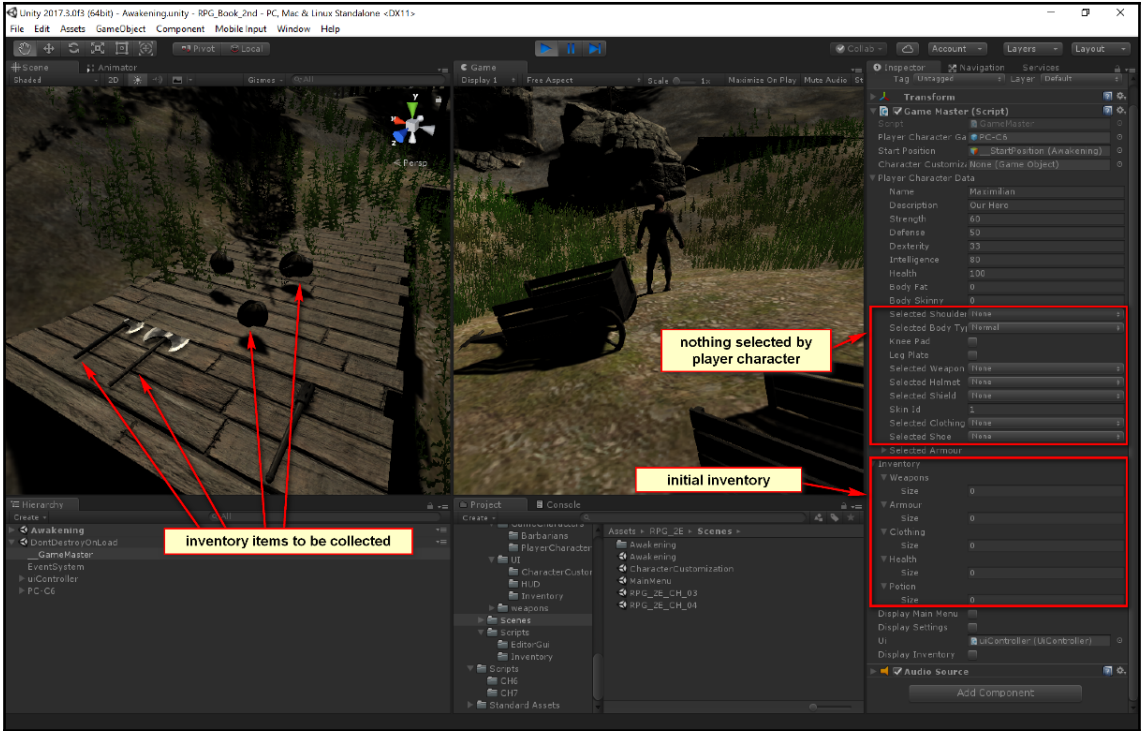


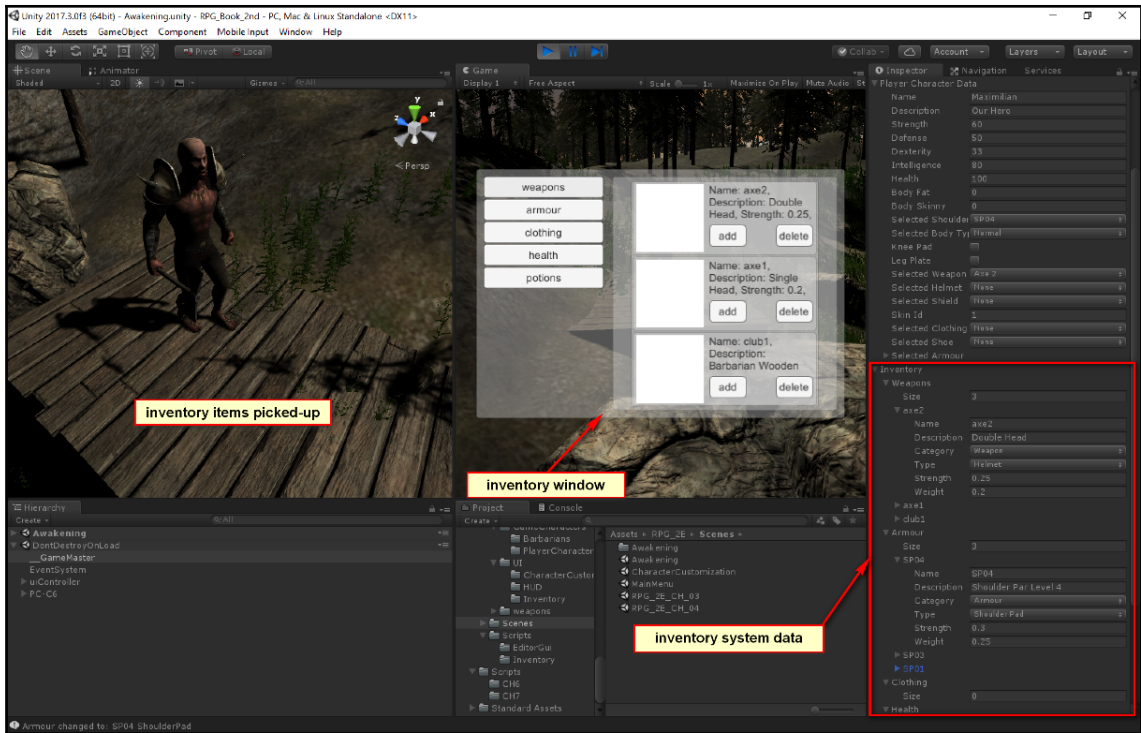




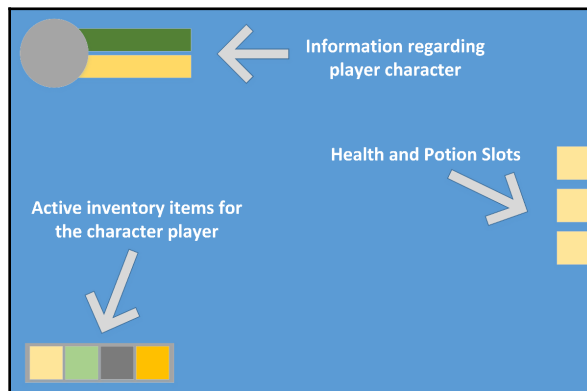


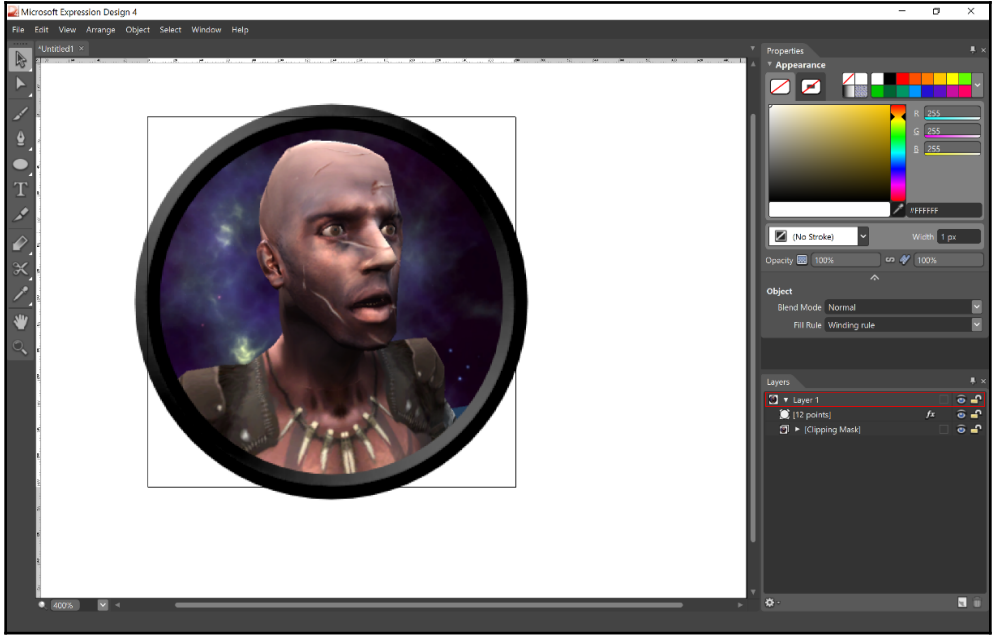
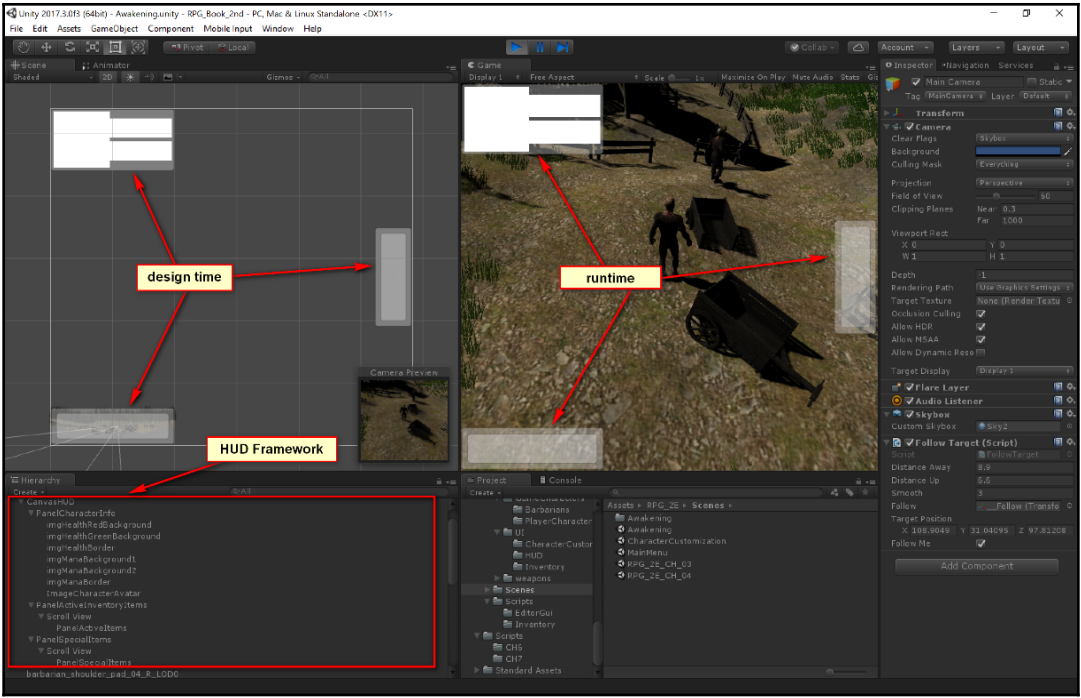


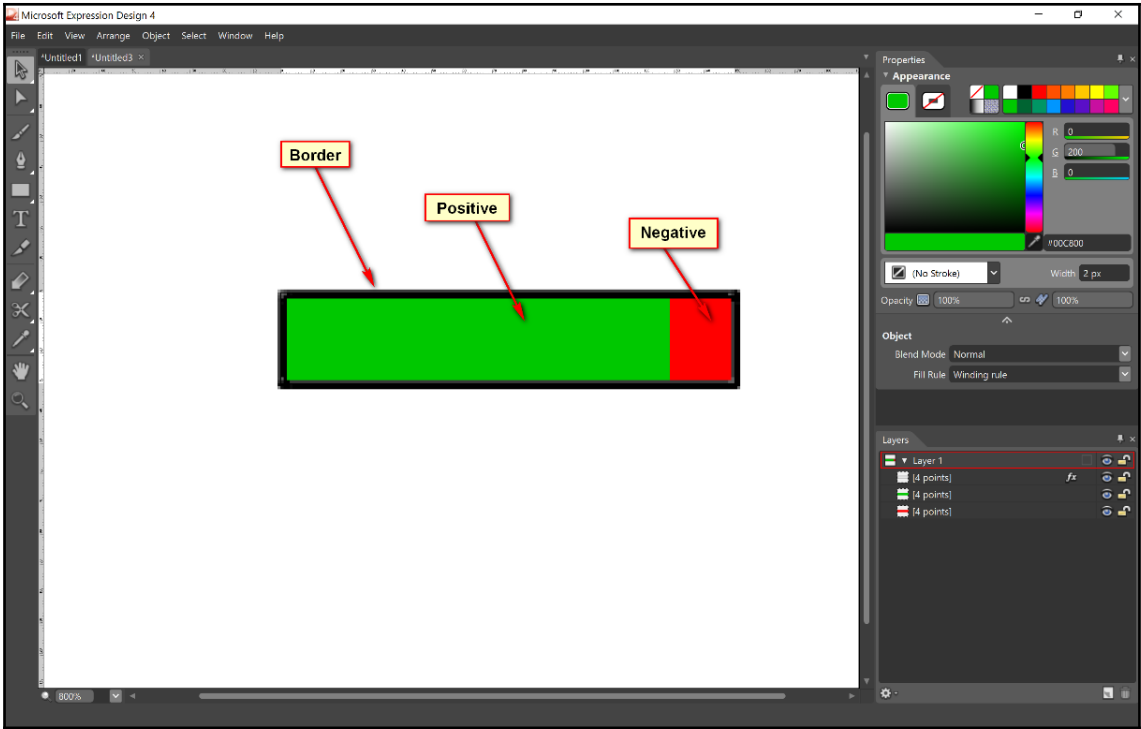




## Chapter 7: User Interface and System Feedback







The image shows the Unity 2017.3.0f3 interface with several annotations. The main scene is a 3D environment with a character on a path. Two yellow callout boxes with red arrows point to the Inspector window on the right. The first box contains the text "change the Texture Type and Max Size, then click Apply" and points to the "Texture Type" and "Max Size" settings. The second box contains the text "UI Textures" and points to a file named "B04507.CHAPTER.007.FIG.003a.png" in the Hierarchy panel. The Inspector window shows the following settings:

- Texture Type: **Sprite (2D and UI)**
- Texture Name: **Texture\_001**
- Texture Source: **Texture**
- Sprite Mode: **Single**
- Packing Tag: **None**
- Pixels Per Unit: **100**
- Mesh Type: **Height**
- Extrude Edges: **1**
- Pivot: **Center**

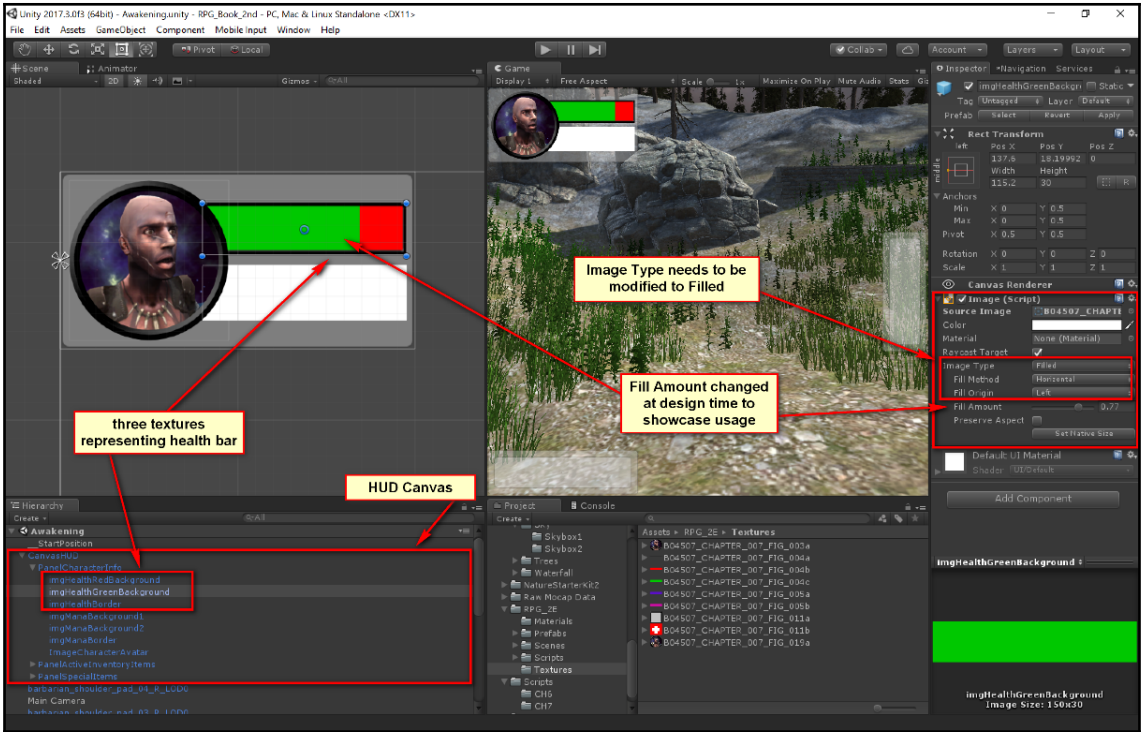
Advanced settings include:  
Alpha Source: **Input Texture Alpha**  
Alpha Is Transparent: **checked**  
Non Power of 2: **None**  
Read/Write Enable: **unchecked**  
Generate Mip Maps: **unchecked**

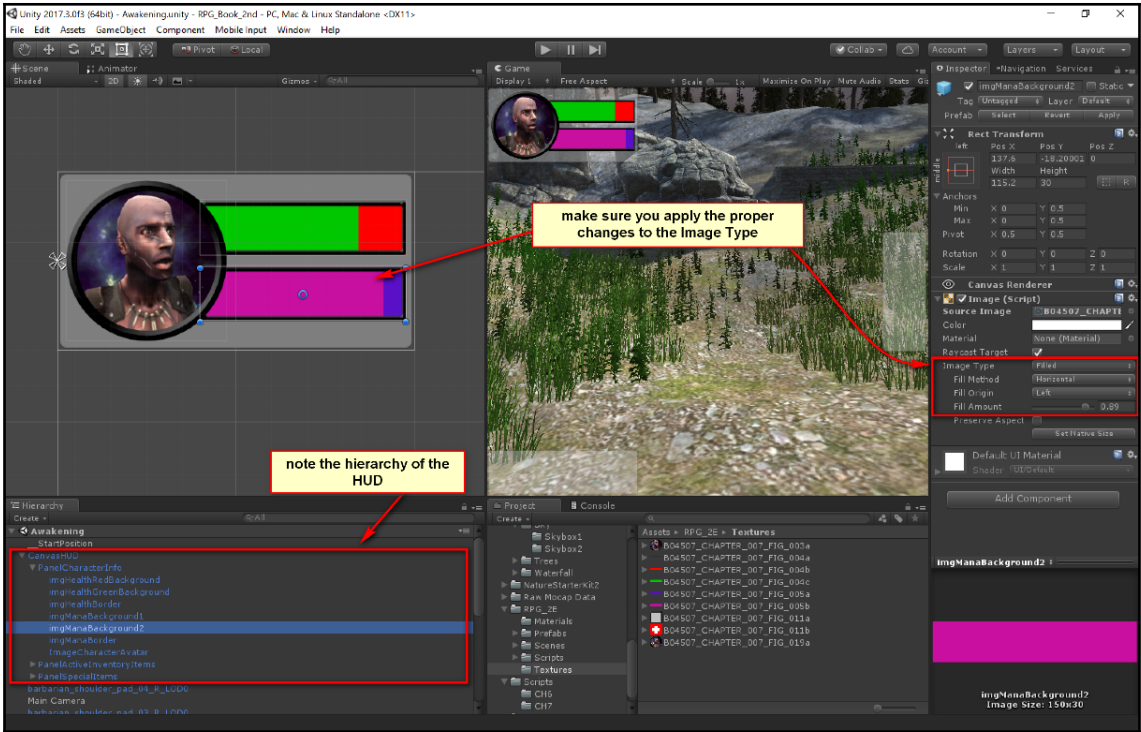
Wrap Mode: **Clamp**  
Filter Mode: **Bilinear**  
Aniso Level: **1**

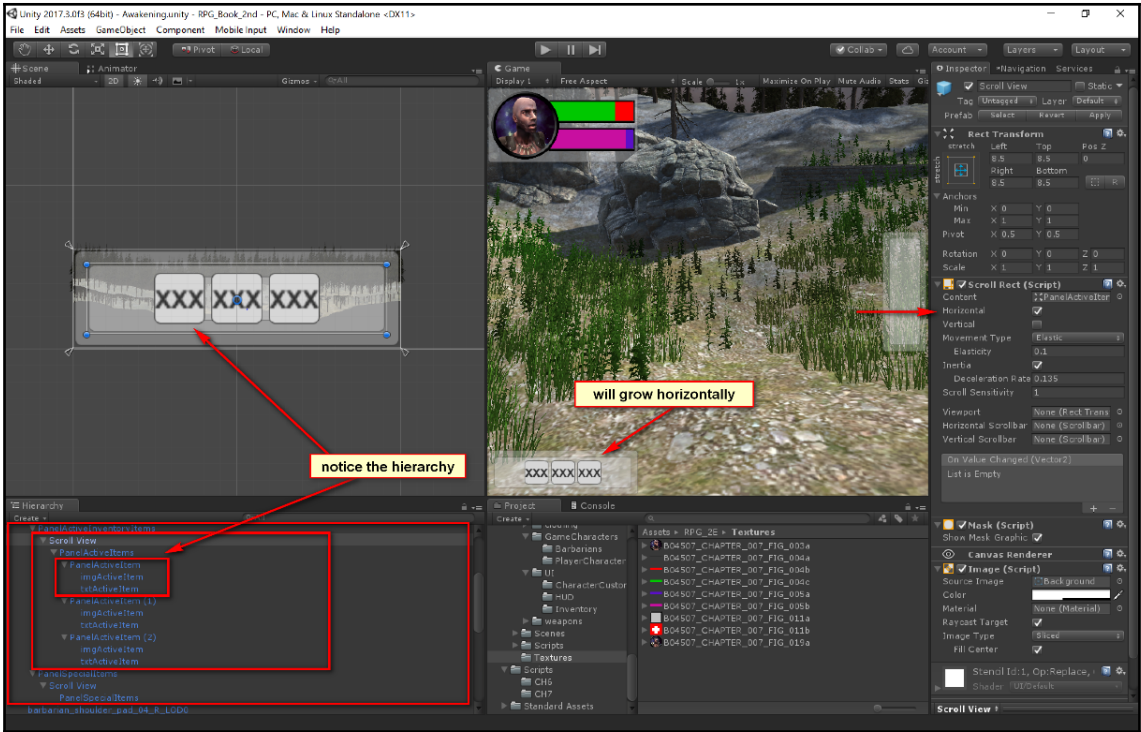
Buttons at the bottom: **Revert** and **Apply**.

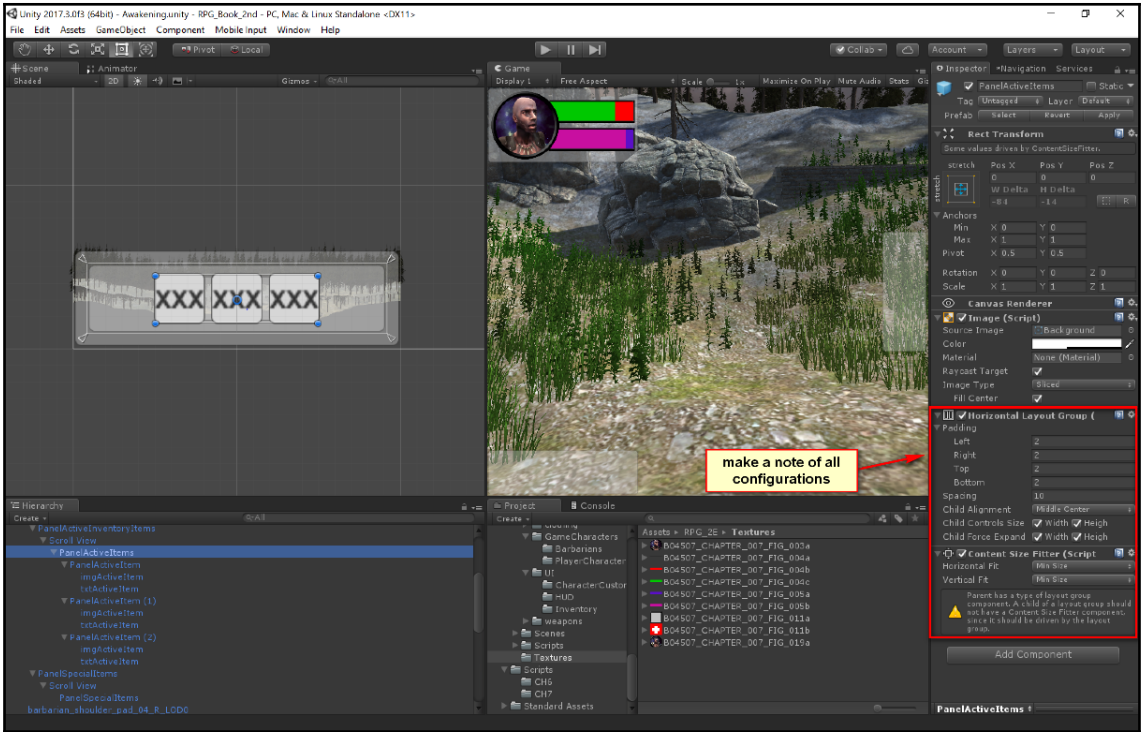
The Hierarchy panel shows a tree structure for "Awakening" with a file "B04507.CHAPTER.007.FIG.003a.png" selected under "Textures".

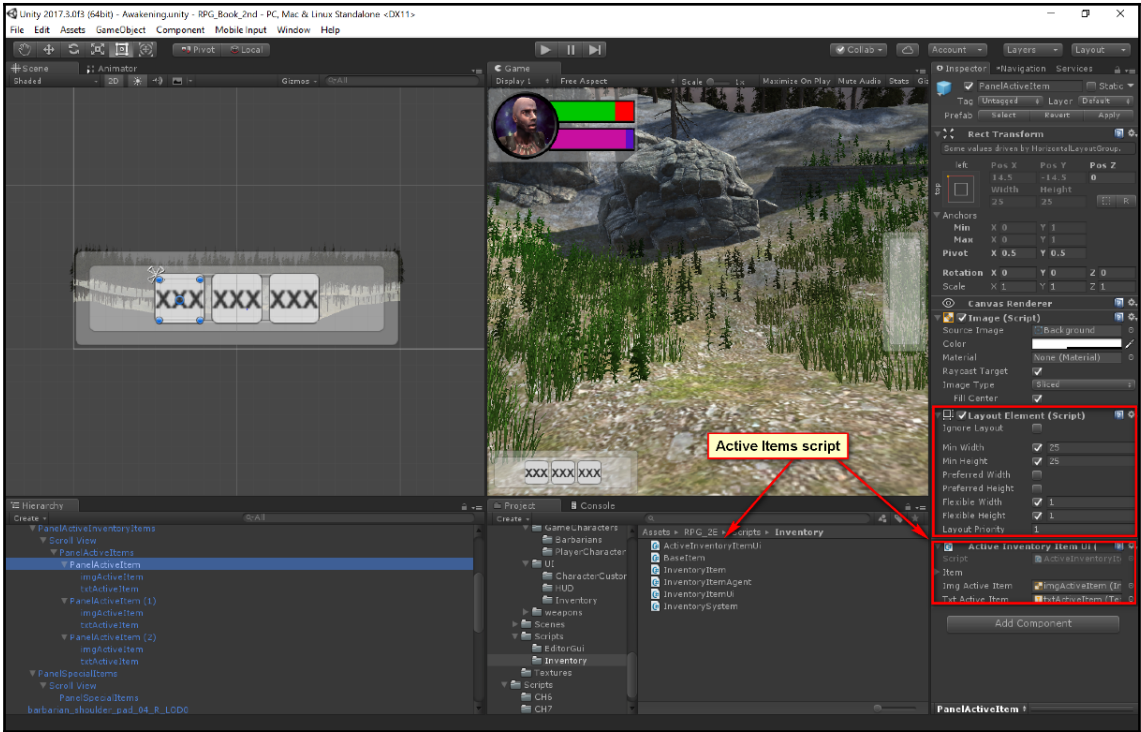


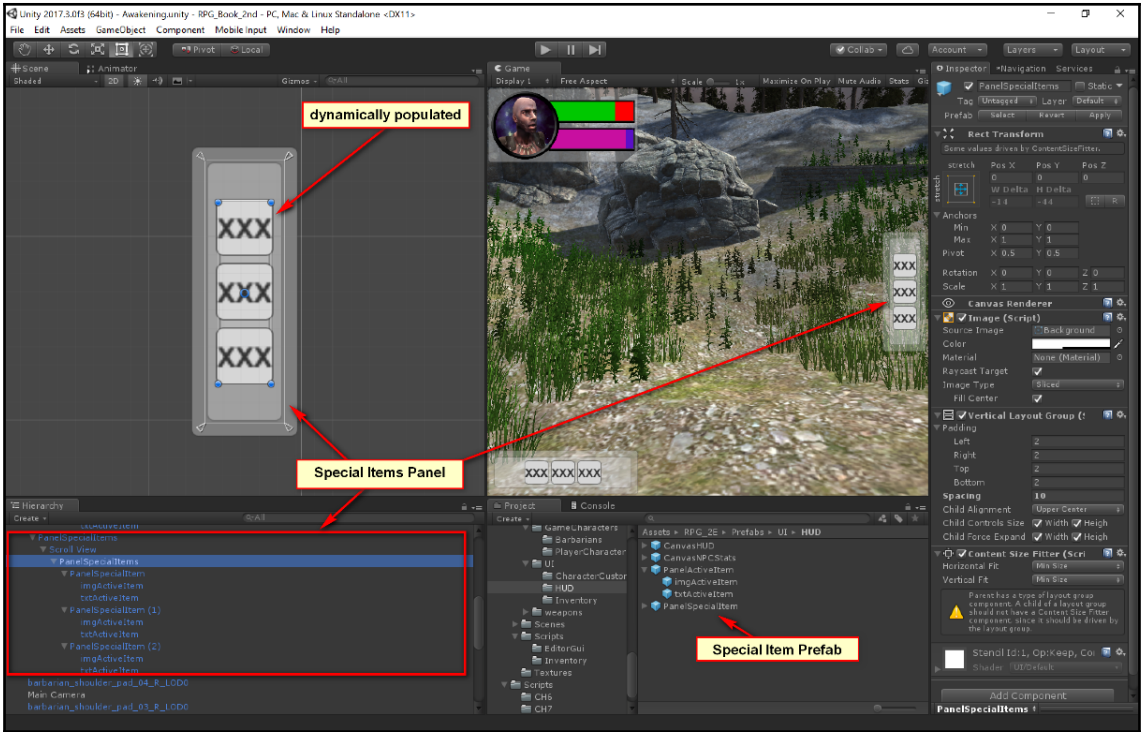


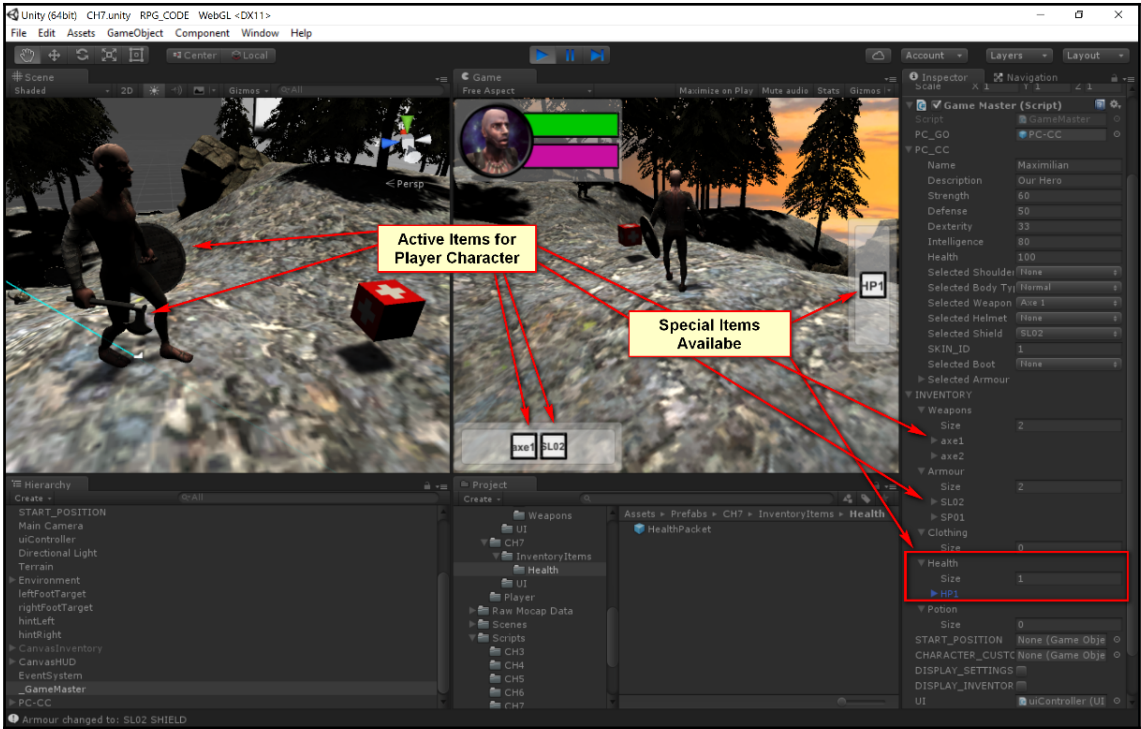


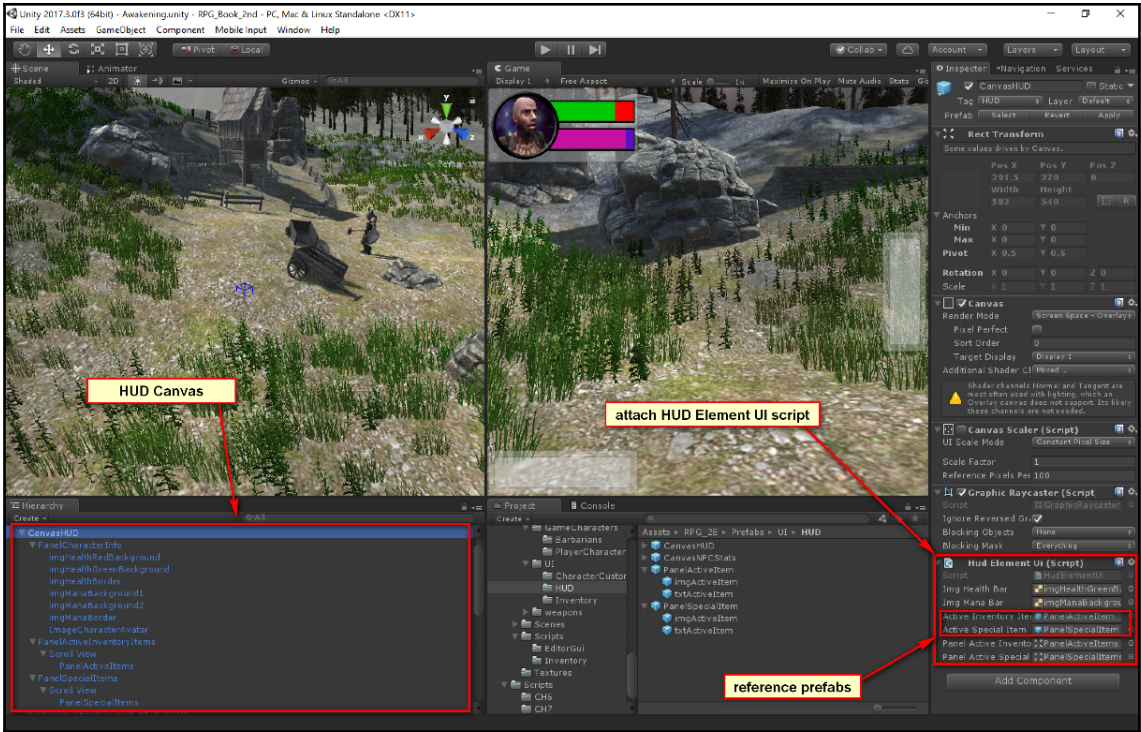




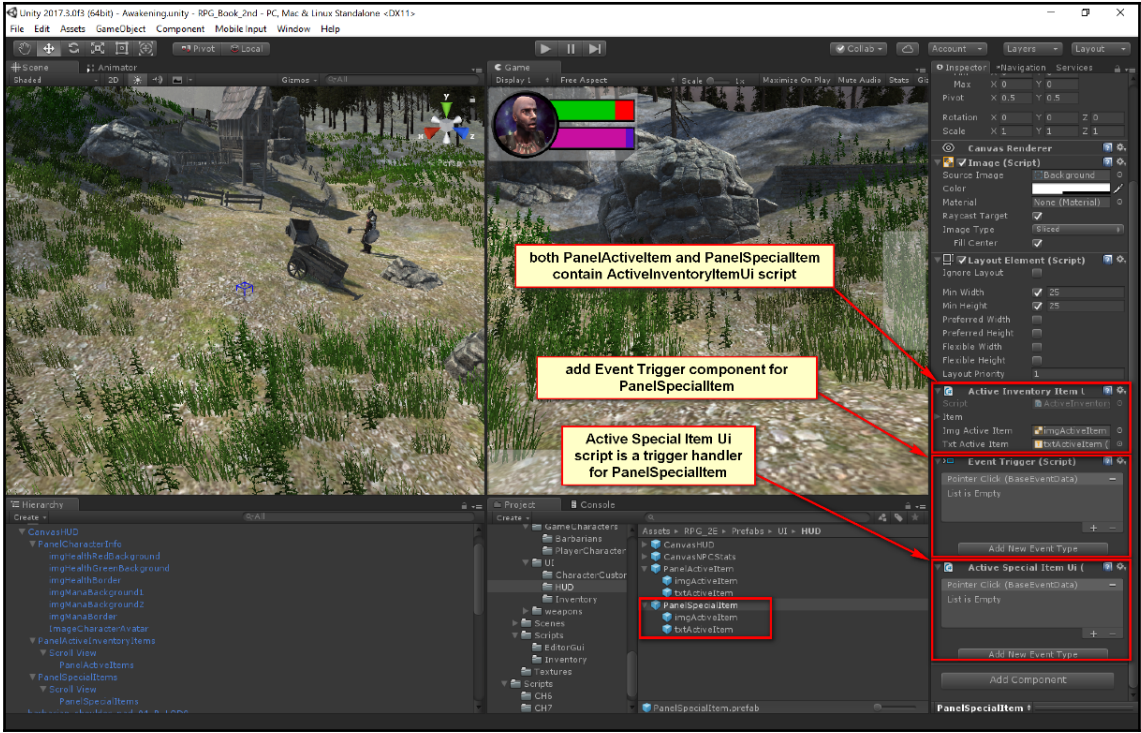


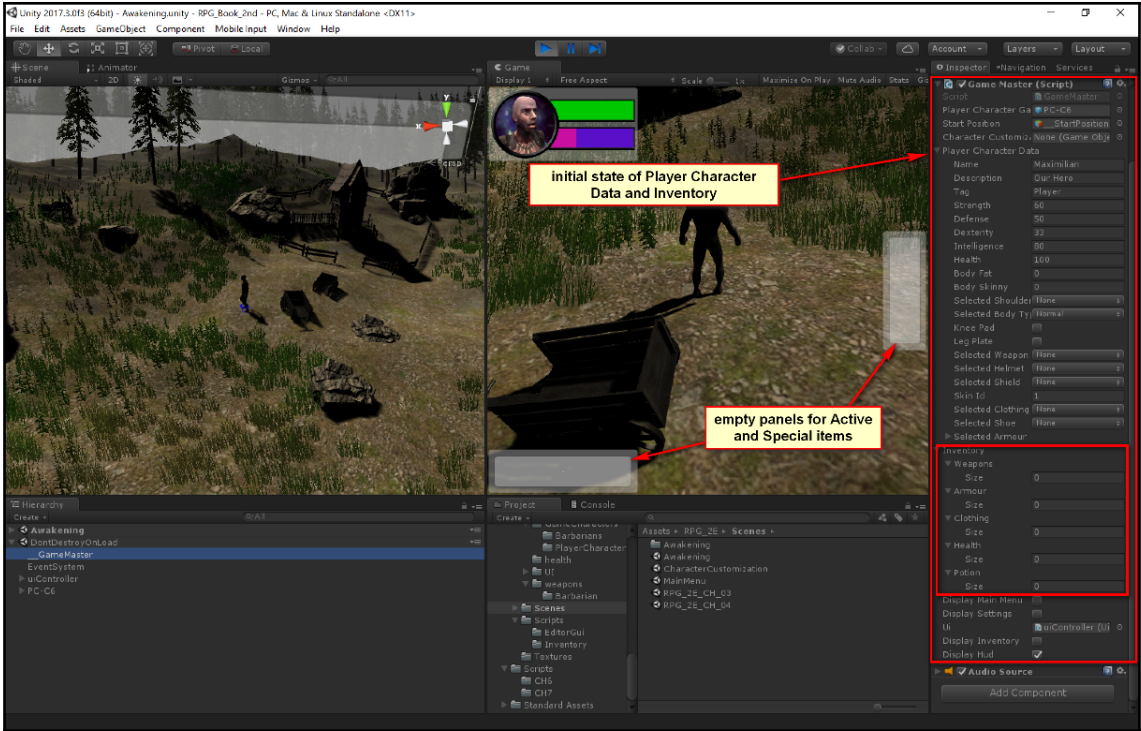


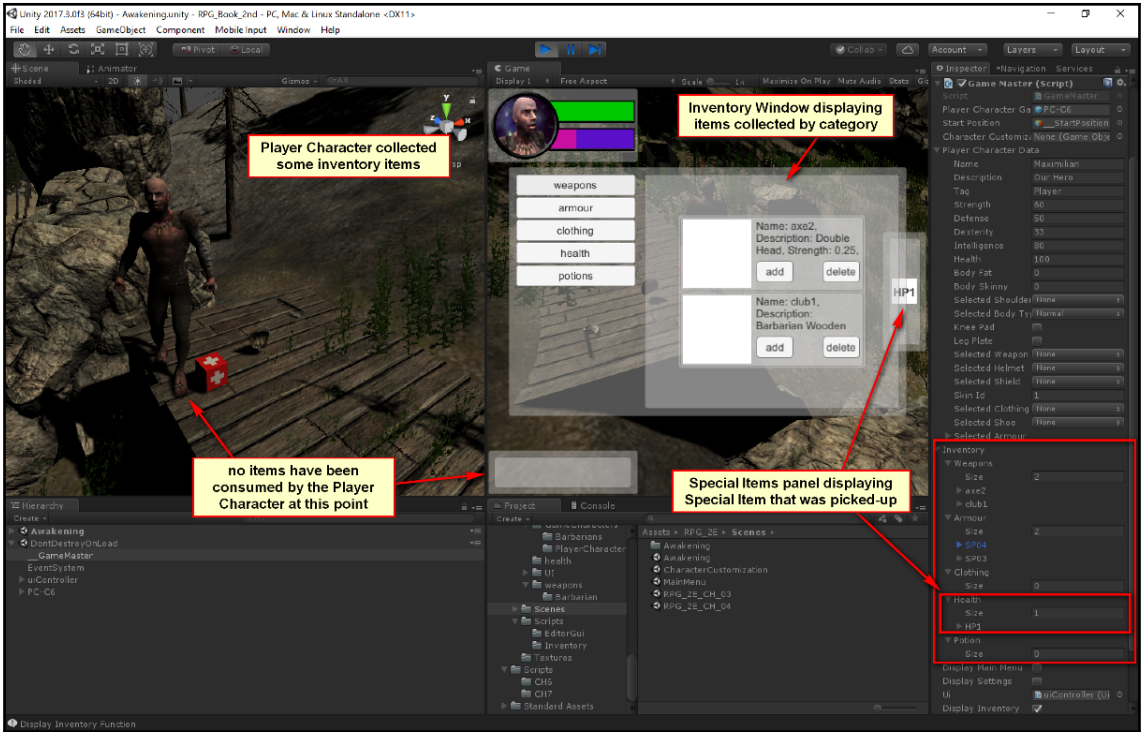




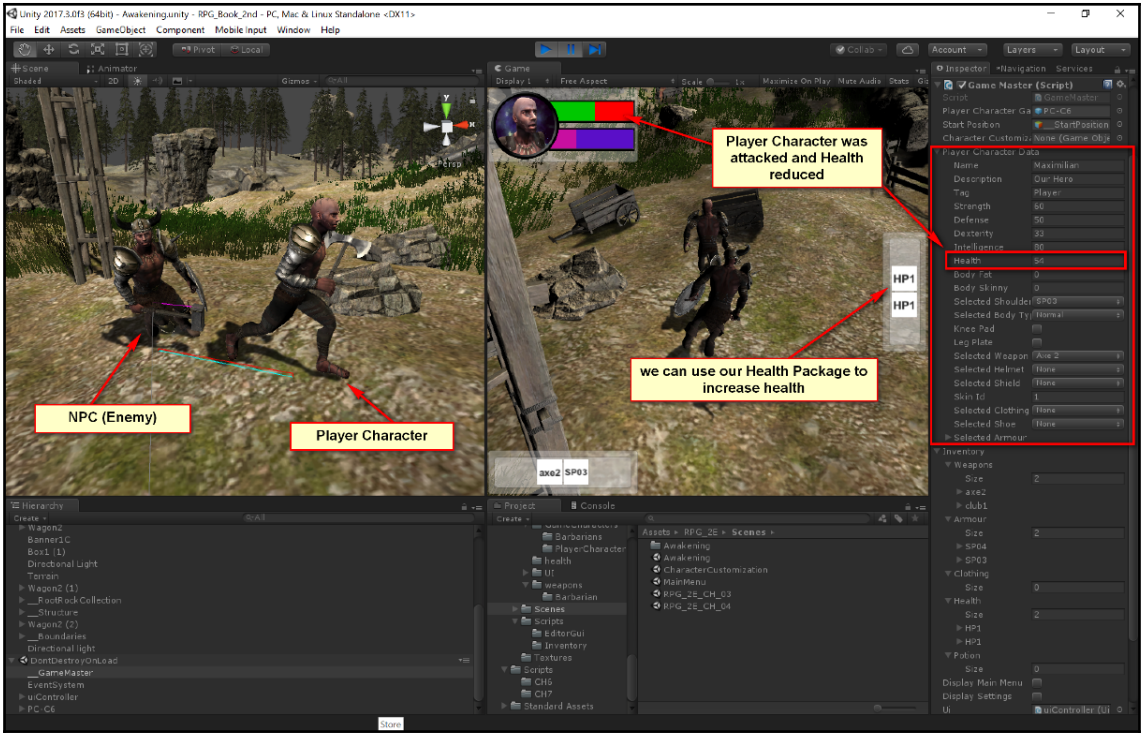


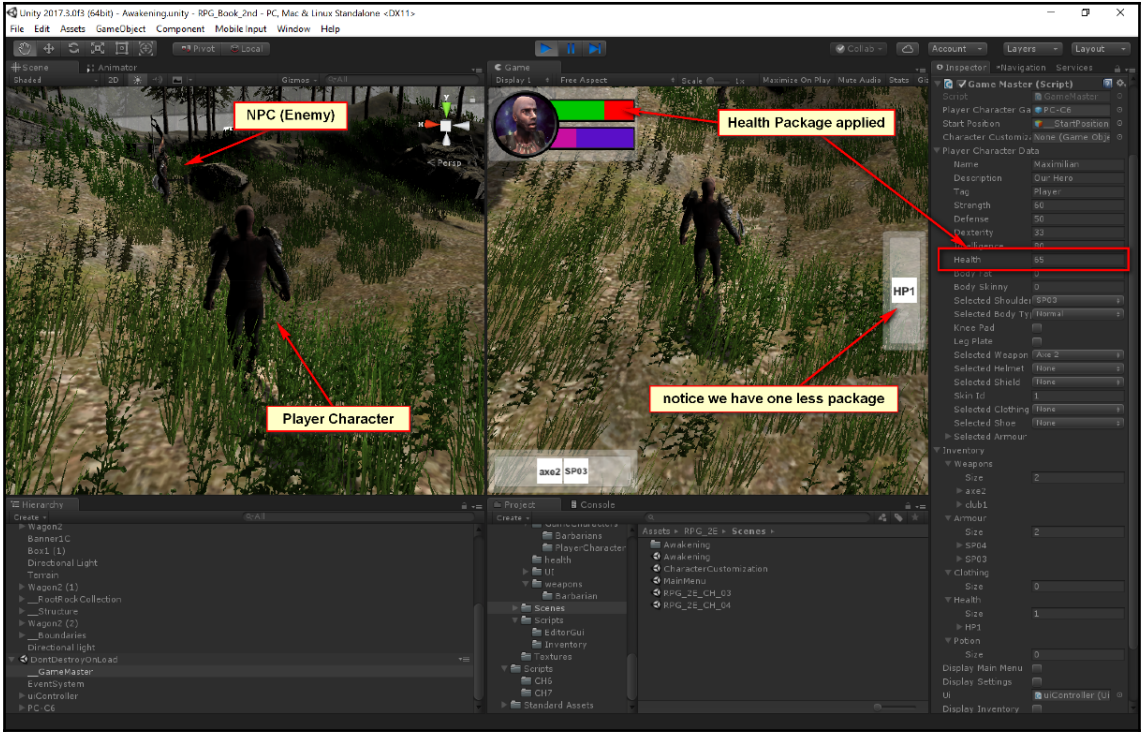




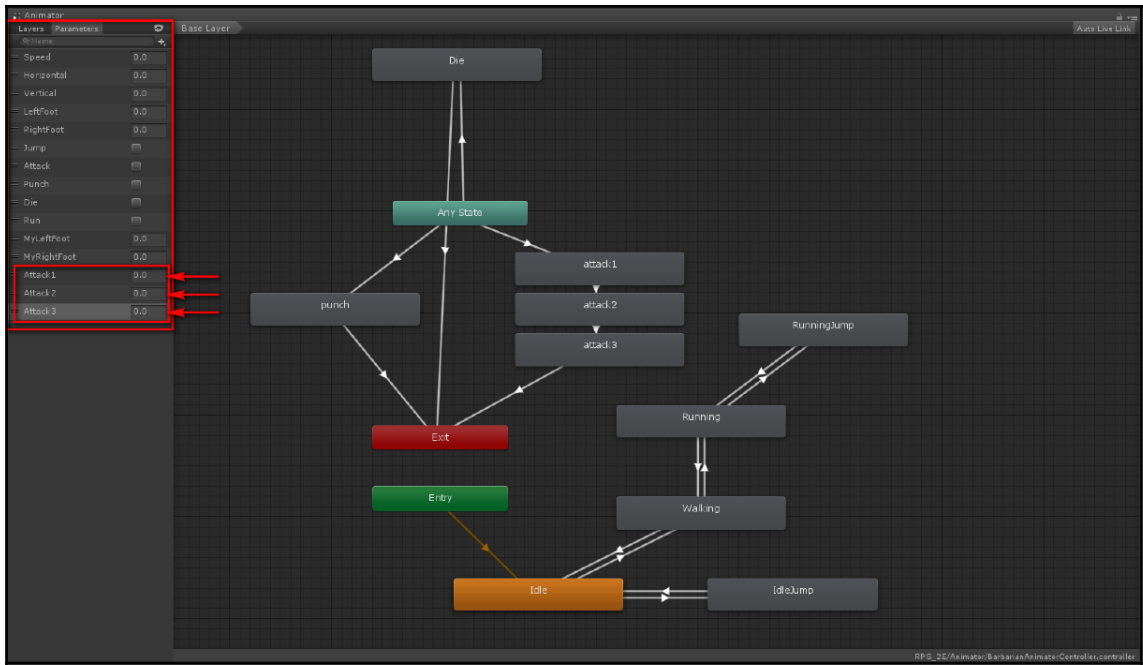






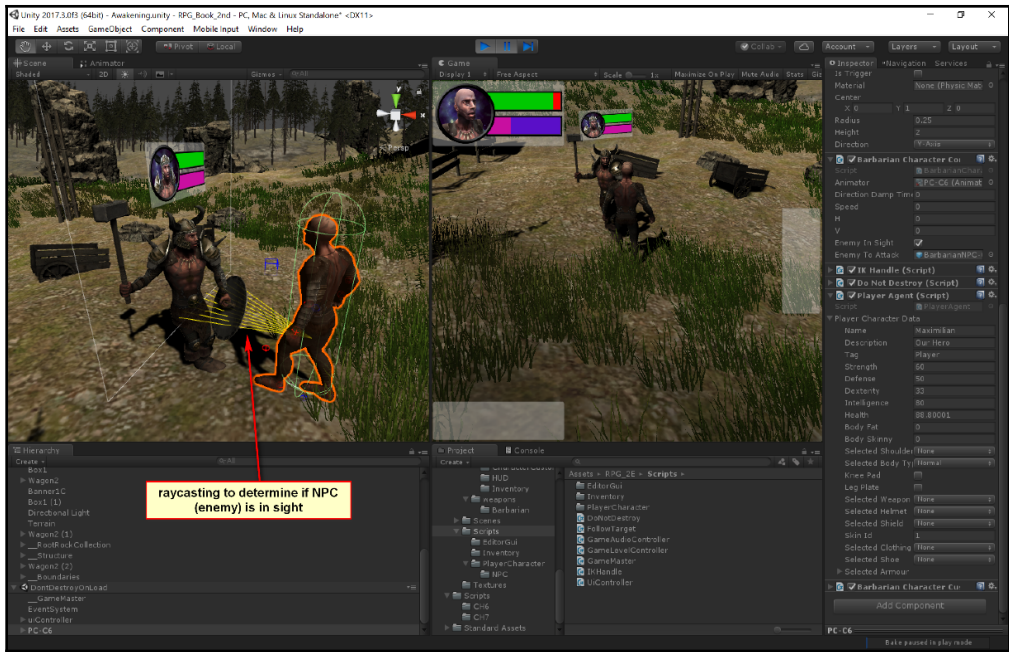


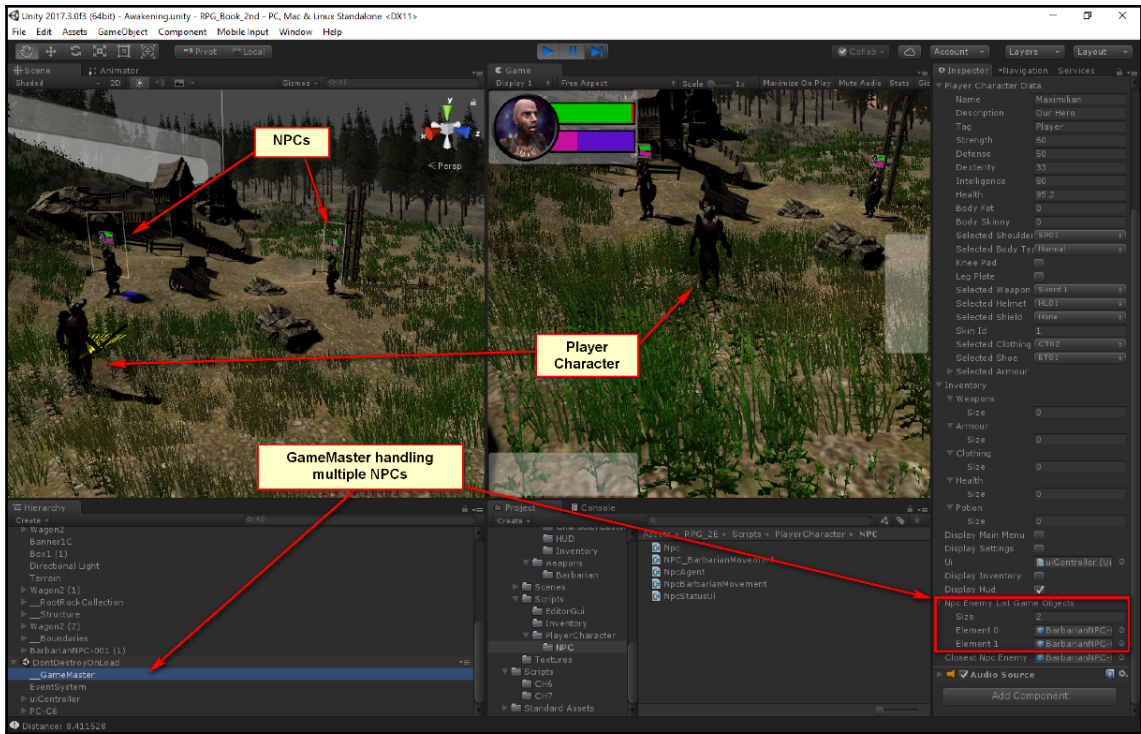




$$i_{\text{impact}} = \frac{pc.STRENGTH + pc.HEALTH}{100}$$







## Chapter 8: Multiplayer Setup

# Network Lobby

Unity Essentials

Unity Technologies

★★★★ (1205)

FREE

Import



This is a sample Lobby for Networked games, using the new Unity Networking API.

For a sample of how to use it, check the [Network Meteoroid](#) sample game.

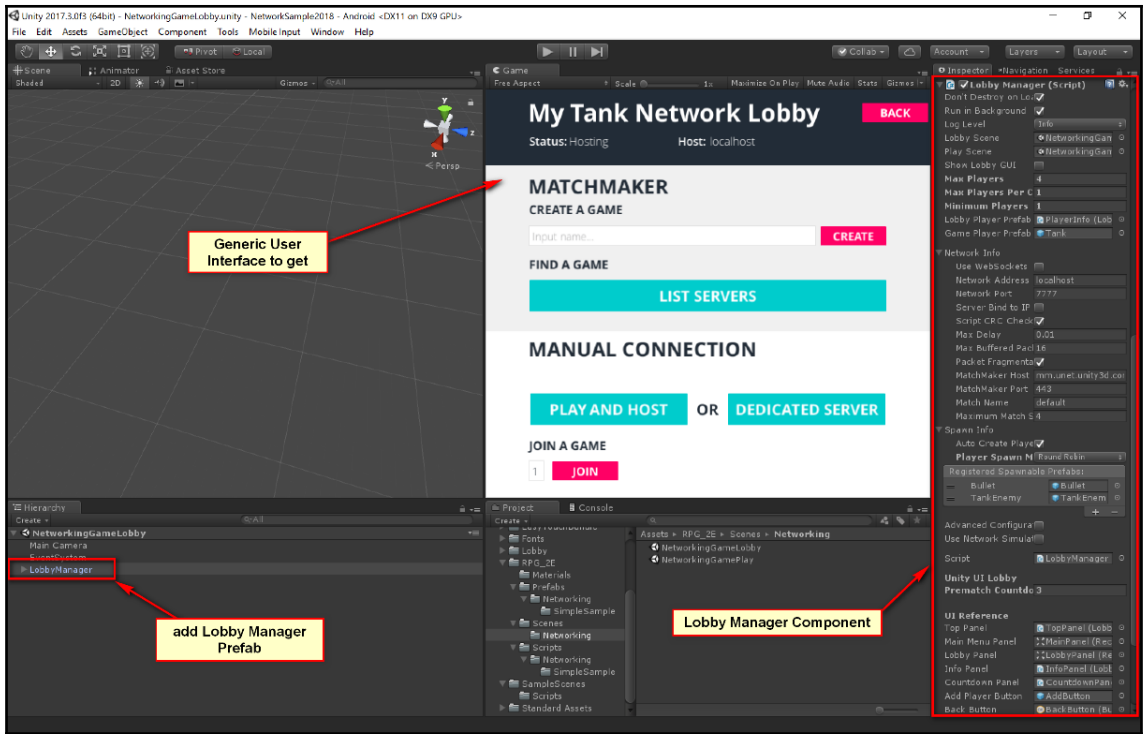


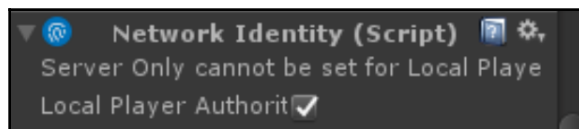
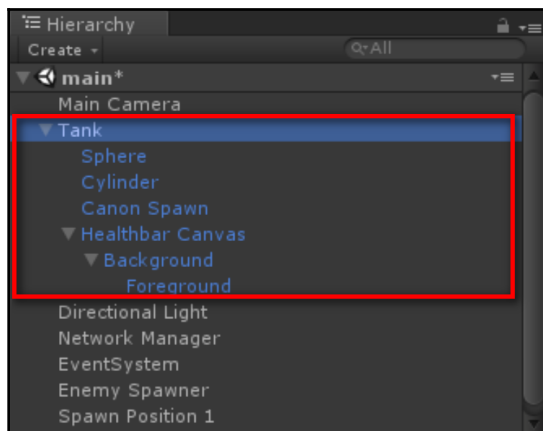
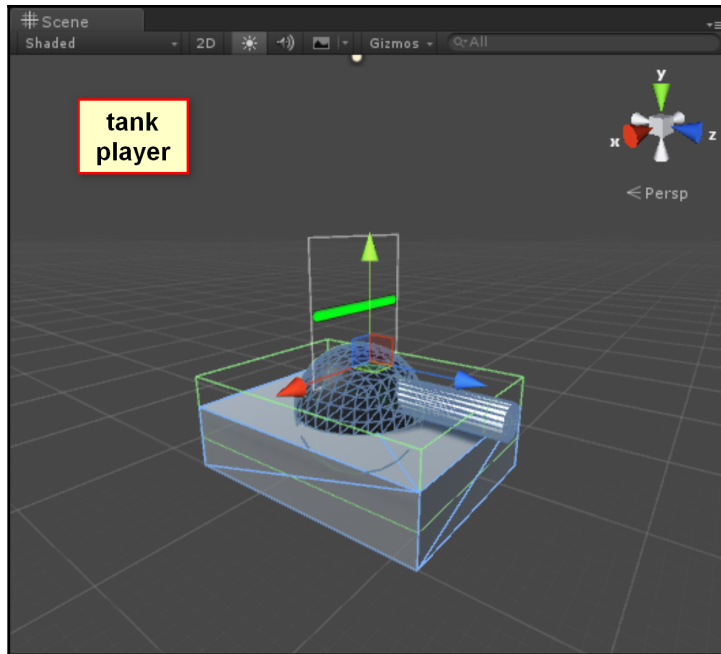
Version: 1.8 (Oct 12, 2017) Size: 906.3 kB

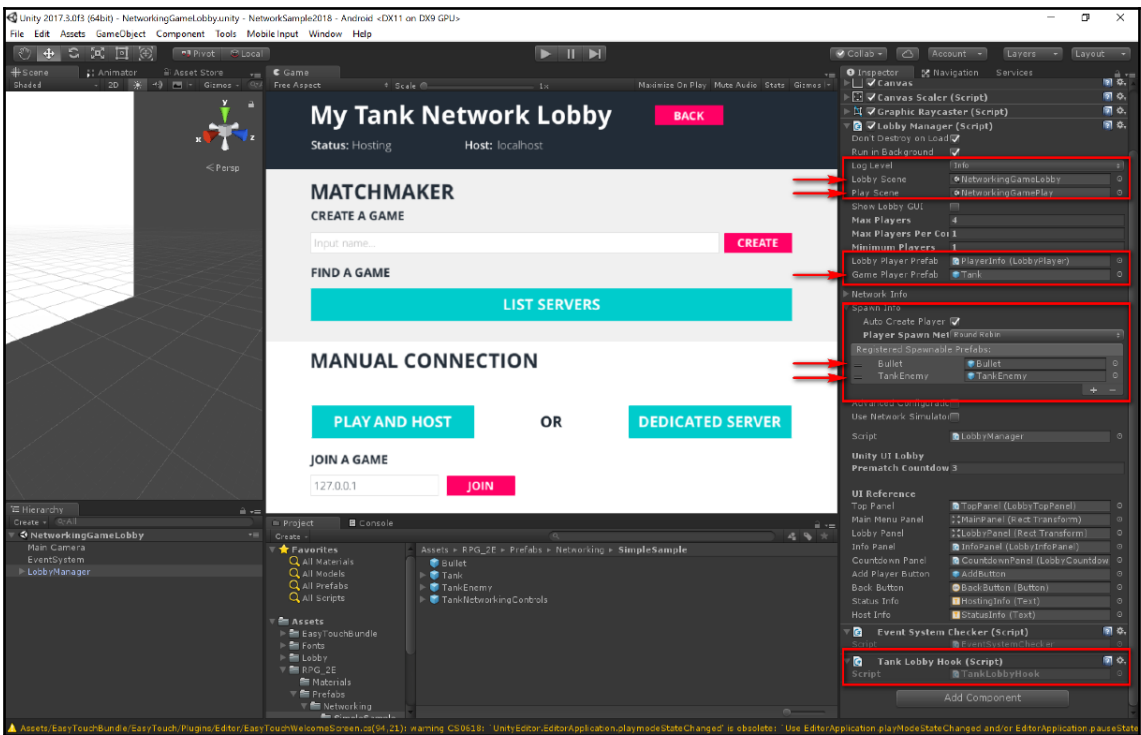
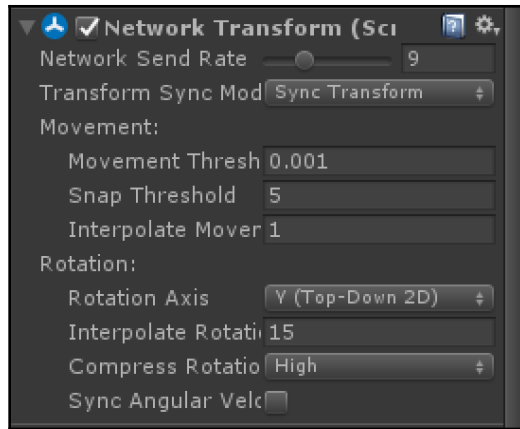
[Support E-mail](#) [Support Website](#) [Visit Publisher's Website](#)

Originally released: 16 July 2015

Package has been submitted using Unity 5.1.1, 5.2.2, 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 range of these versions of Unity.
















### Scenes In Build

|  |   |
|--|---|
| <input checked="" type="checkbox"/> RPG_2E/Scenes/Networking/NetworkingGameLobby | 0 |
| <input checked="" type="checkbox"/> RPG_2E/Scenes/Networking/NetworkingGamePlay  | 1 |

Add Open Scenes


### Platform

-  PC, Mac & Linux Standalone
-  **Android** 
-  Universal Windows Platform
-  WebGL
-  Facebook
-  iOS
-  tvOS
-  Xbox One

### Android

- Texture Compression
- ETC2 fallback
- Build System
- Export Project
- Development Build
- Autoconnect Profiler
- Script Debugging
- Scripts Only Build
- Compression Method

### SDKs for App Stores

-  Xiaomi Mi Game Center

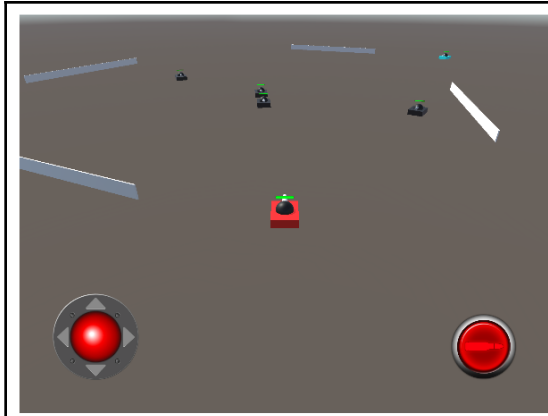
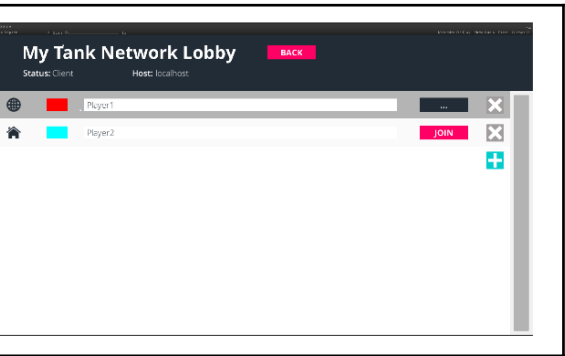
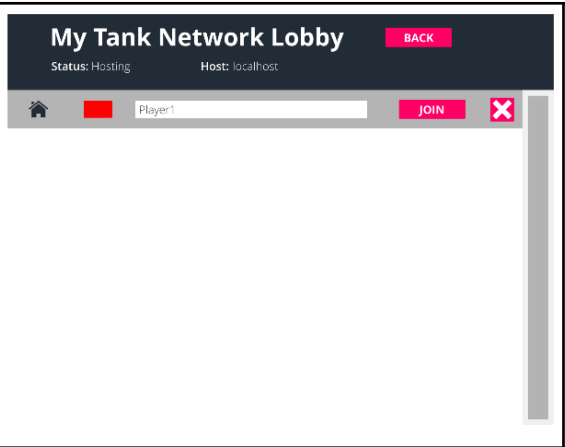
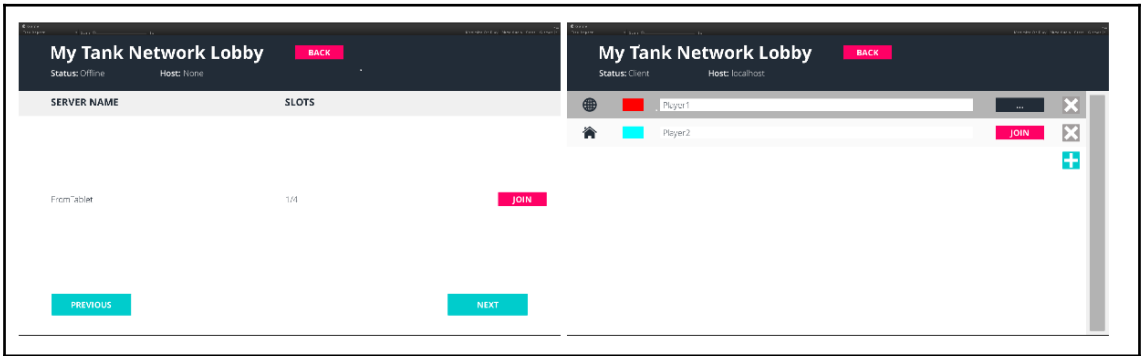
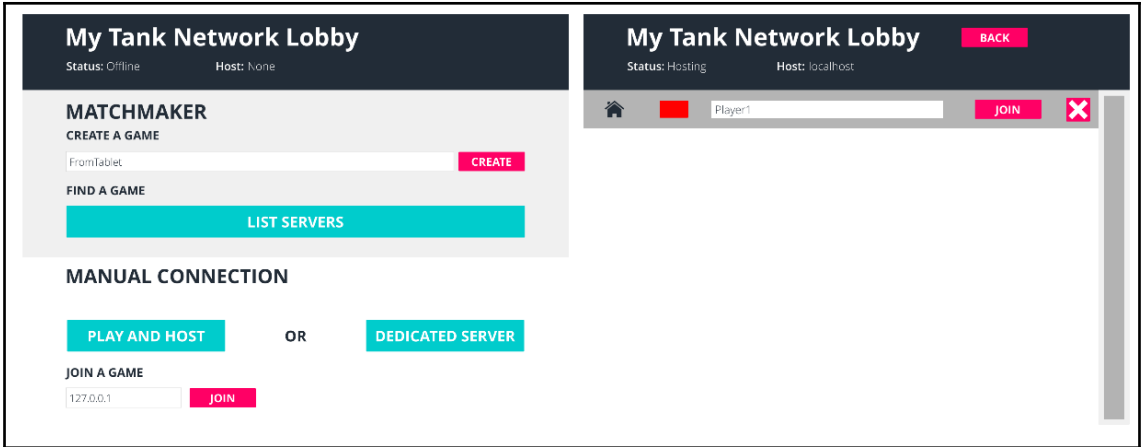
[Learn about Unity Cloud Build](#)

Switch Platform

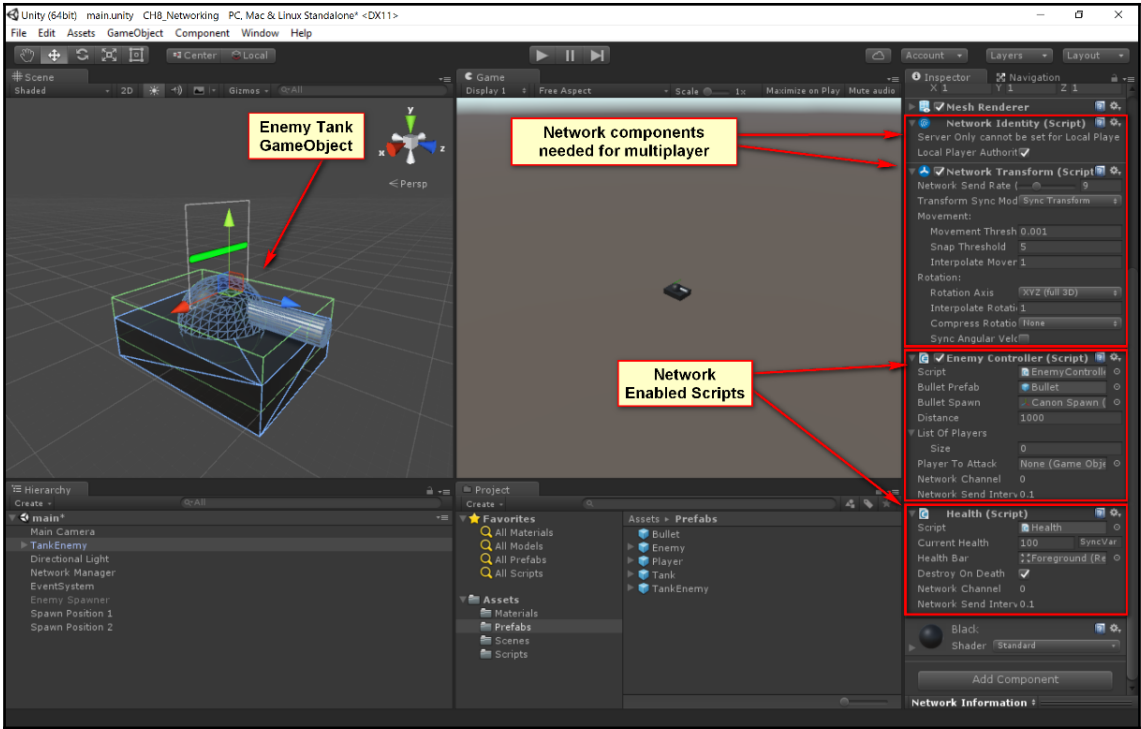
Player Settings...

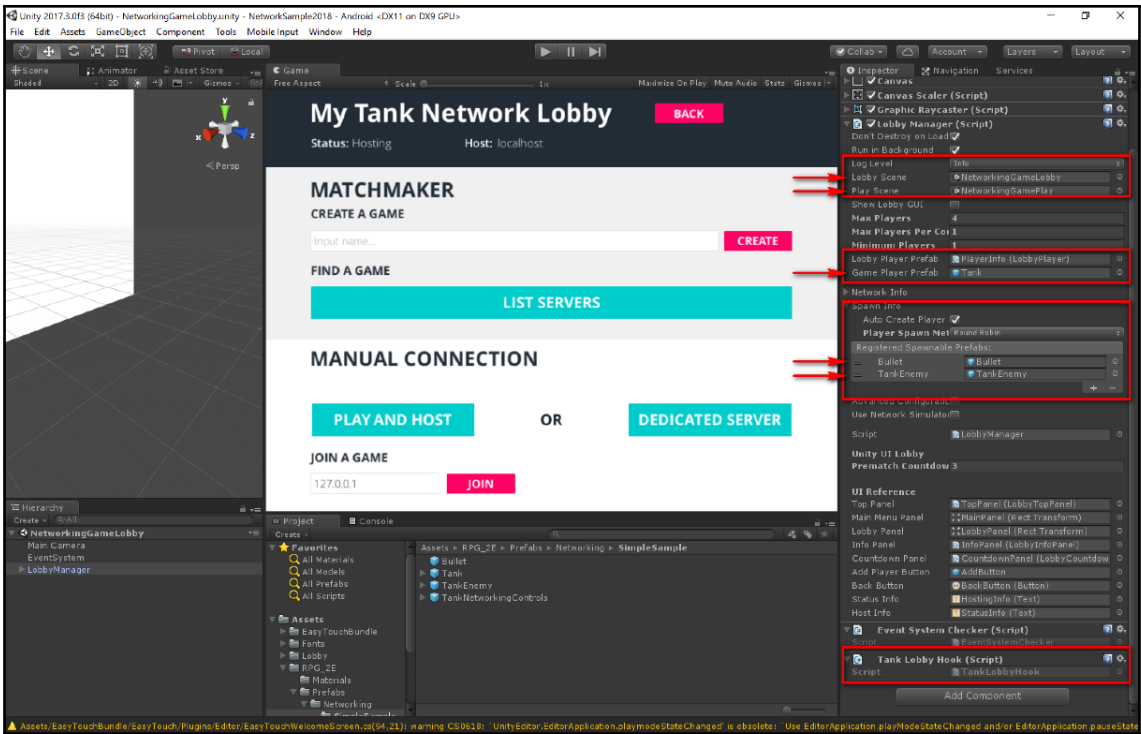
Build

Build And Run









TankNetworkDemo2018

### My Tank Network Lobby

Status: Hosting Host: localhost

BACK

Player1 JOIN X

Player2 ... X

Player3 ... X

Player 1 - Hosts and Created Game Room

TankNetworkDemo2018

### My Tank Network Lobby

Status: Client Host: localhost

BACK

Player1 ... X

Player2 JOIN X

Player3 ... X

Player 2 and 3 have already joined the Game Room

TankNetworkDemo2018

### My Tank Network Lobby

Status: Client Host: localhost

BACK

Player1 ... X

Player2 ... X

Player3 JOIN X

+

TankNetworkDemo2018

### My Tank Network Lobby

Status: Offline Host: None

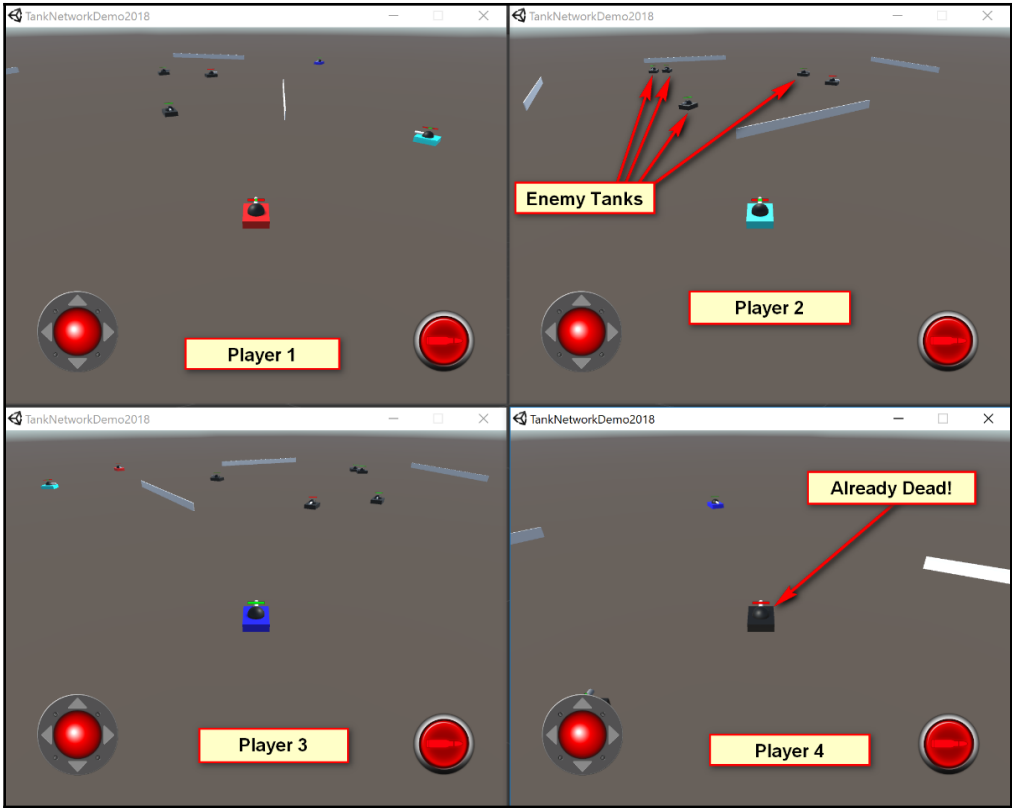
BACK

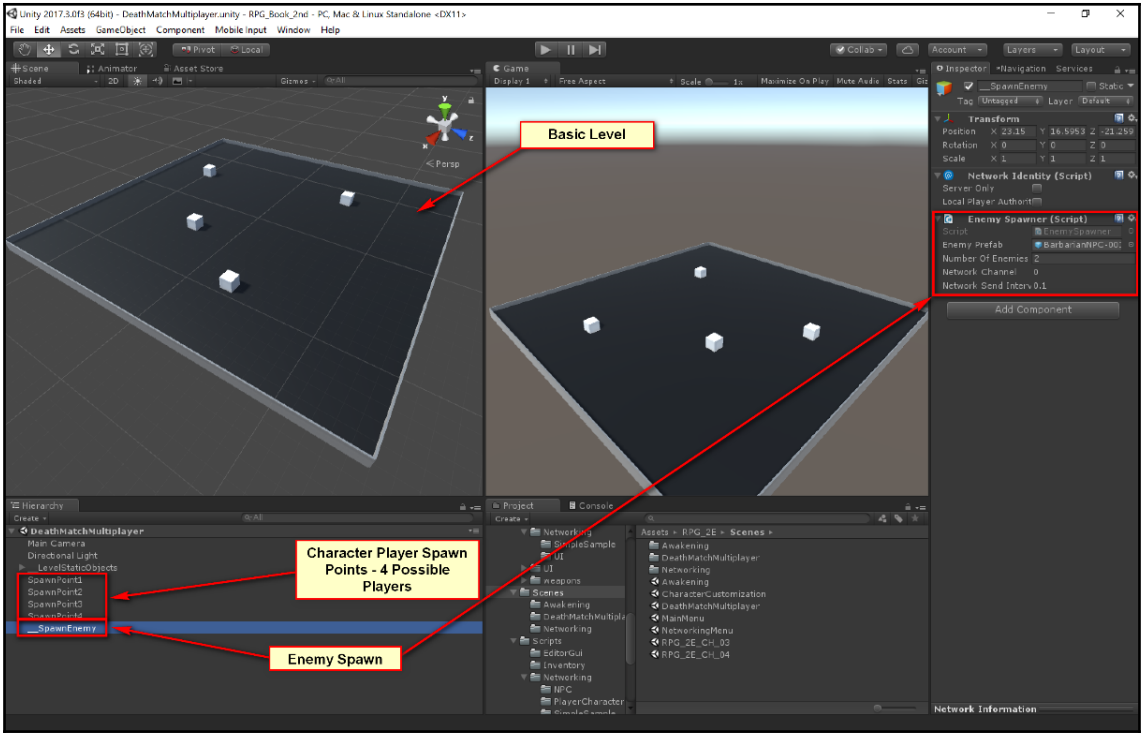
| SERVER NAME  | SLOTS |
|--------------|-------|
| MyGamelsReal | 3/4   |

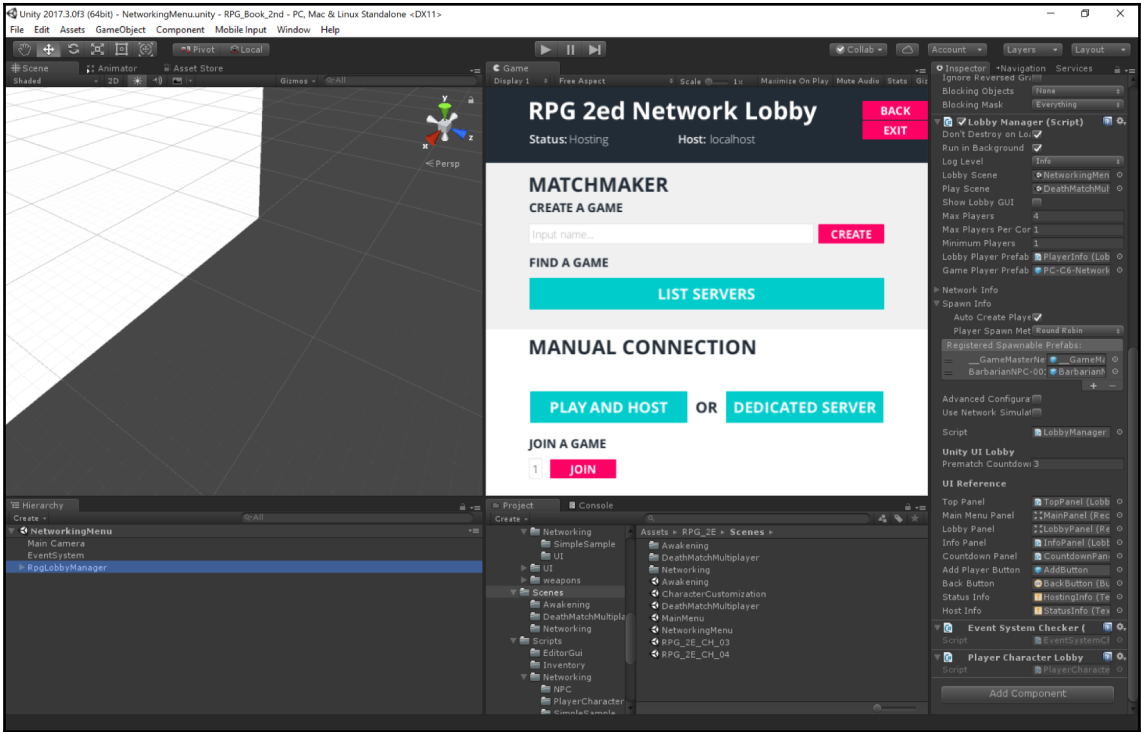
Player 4 is searching for available games to join

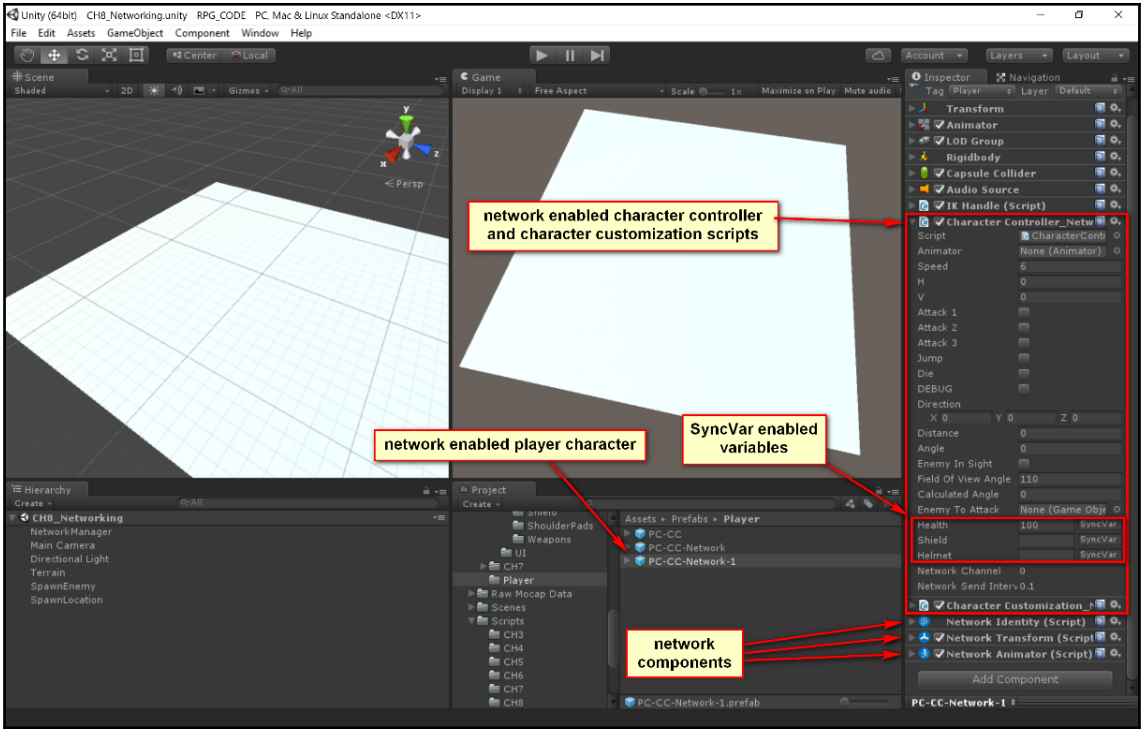
JOIN

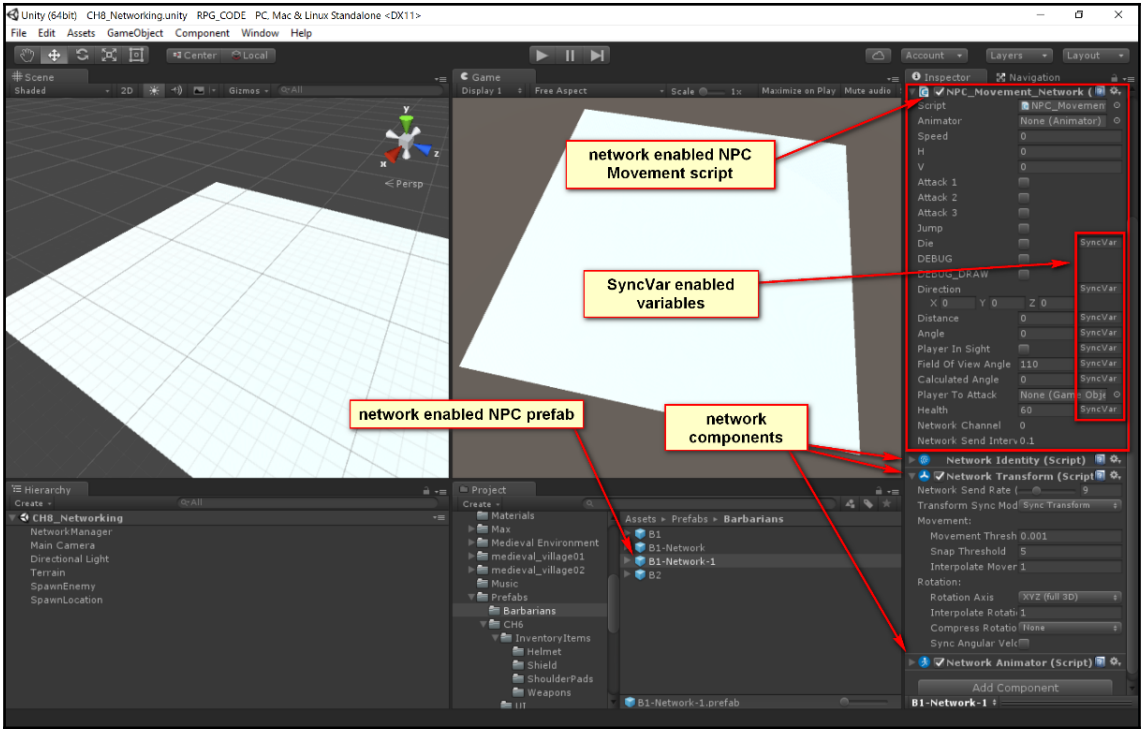
PREVIOUS NEXT



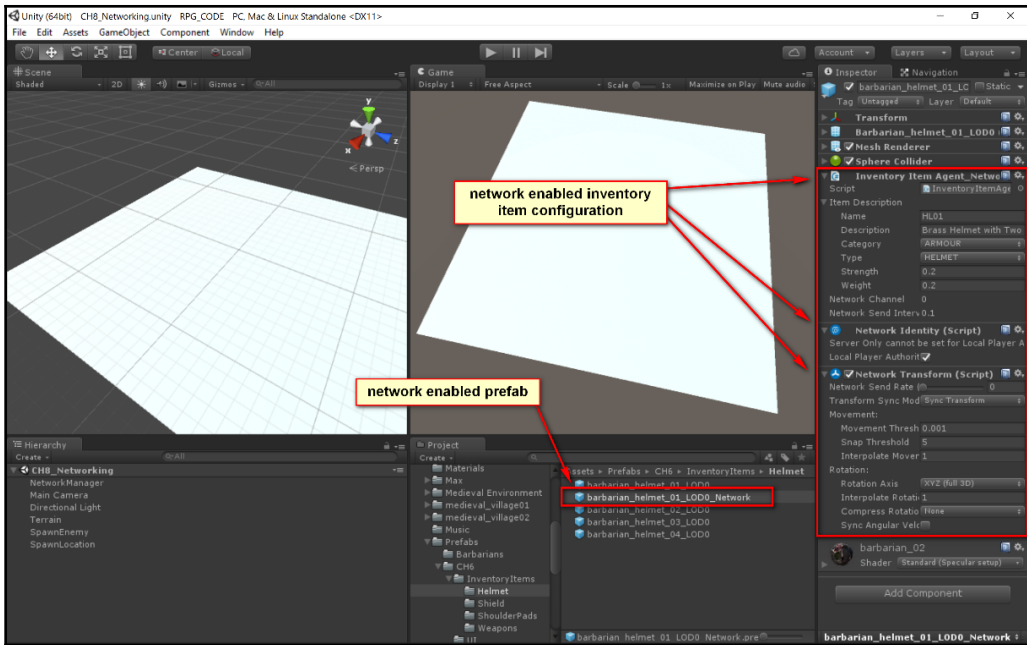


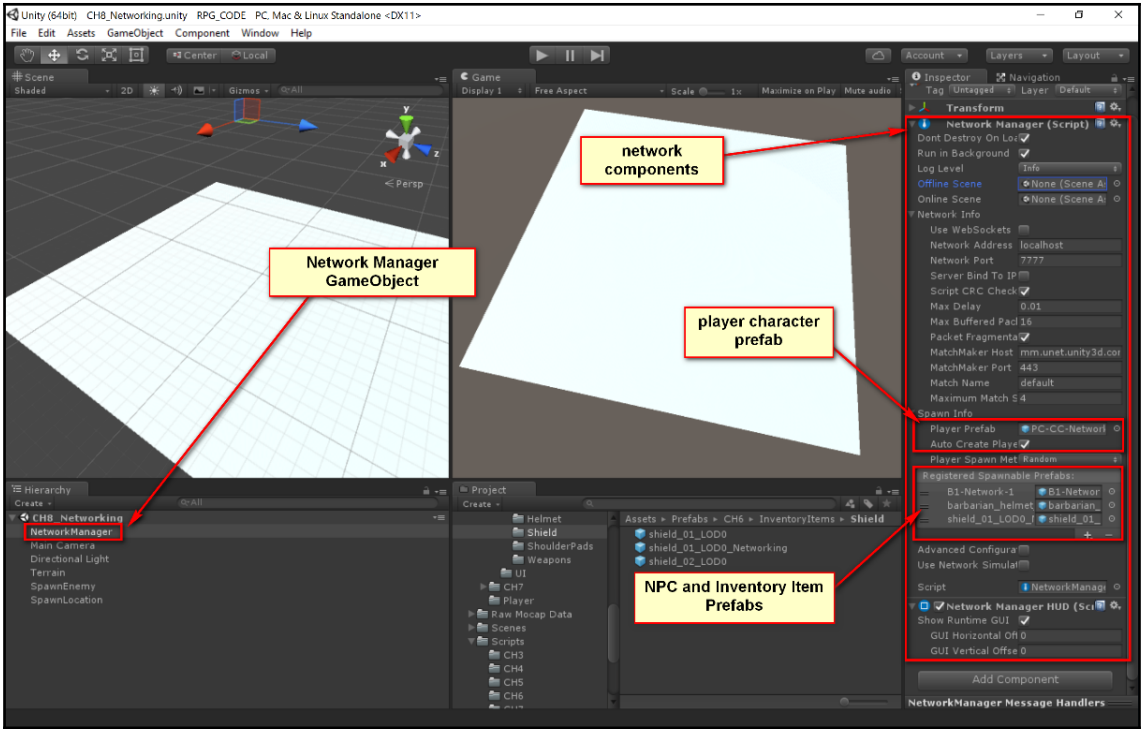



















### Scenes In Build


- Scenes/MainMenu
- Scenes/CH2
- Scenes/CH4\_CC
- Scenes/CH4
- Scenes/CH5
- Scenes/CH6\_CC
- Scenes/CH6
- Scenes/CH7
- Scenes/CH8\_Test
- Scenes/CH8\_Networking

0

Add Open Scenes

### Platform

-  PC, Mac & Linux Standalone
-  Android
-  WebGL
-  Samsung TV
-  iOS
-  tvOS
-  Tizen

 PC, Mac & Linux Standalone

Target Platform

Windows

Architecture

x86\_64

Copy PDB files

Development Build

Autoconnect Profiler

Script Debugging

[Learn about Unity Cloud Build](#)

Switch Platform

Player Settings...

Build

Build And Run

Server: port=7777  
Client: address=localhost port=7777  
Stop (X)

