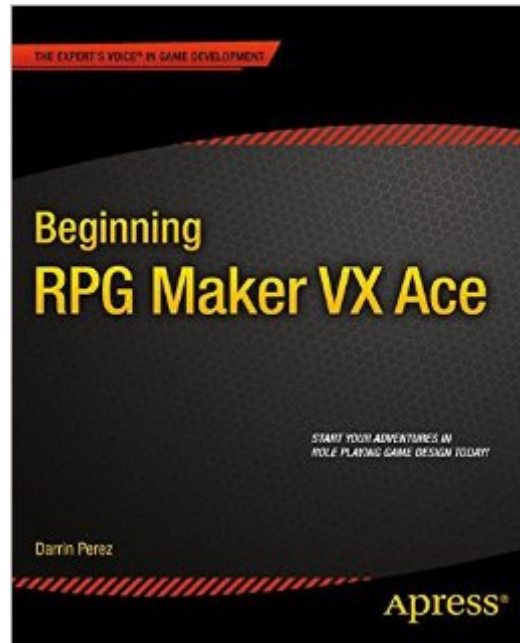## The book was found

Beginning RPG Maker VX Ace

Synopsis

Beginning RPG Maker VX Ace takes you through the process of using the RPG Maker VX Ace game development engine to create your very own role playing game. The book has been designed with the complete beginner in mind who has little to no experience with the engine. Tutorials and exercises will take you from installing the software to putting the final touches upon your first project.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 VX Ace is an intuitive system that allows you to make your own game with a fraction of the effort otherwise required. Beginning RPG Maker VX Ace equips you with the knowledge you need to use Enterbrainâ ™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’ll learnSwitches and variables and how they can be used 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 VX Ace.Create dungeons with two types of enemy encounters.Create fun and varied mini-games and side-quests to serve as distractions from the main plot.The basics of using RPG Maker VX Aceâ ™s Script Editor.Who this book is for Beginning RPG Maker VX Ace is for novices in game design who would like to learn how to use a simple, yet robust, game development engine. Itâ ™s for those people who have little to no programming experience but would like to make an RPG. Table of ContentsPart I: Creating a Solid FoundationChapter 1: Starting Out With RPG Maker VX AceChapter 2: Switches and VariablesChapter 3: Of Friends and FoesChapter 4: Fleshing Out Your WorldChapter 5: Your First DungeonPart II: Increasing the ComplexityChapter 6: Your Second DungeonChapter 7: Arenas and Other Minigames Chapter 8: Sidequests Chapter 9: All About Common EventsChapter 10: Treasure Hunting and Other Hidden ThingsPart III: The Finishing TouchesChapter 11: PuzzlesChapter 12: Final PreparationsChapter 13: The Final DungeonChapter 14: Basic Scripting Exercises in RPG Maker VX AceChapter 15: More Tips and Tricks for RPG Maker VX Ace

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Customer Reviews

At this point in time I have gone through the first 4 chapters and have learned quite a bit. The author has you build a RPG step by step increasing in complexity as you go. So far it has all been very logically laid out, something I really can appreciate.There is not a overuse of hand holding here and you may have to reread a section a couple times or backtrack to review a concept. So far I have found no gaps in the instructions.Knowing some programming is a definite plus in understanding and modifying the scripts.The exercises given at the end of each chapter can be challenging and serve to enhance the RPG you are building under the author's guidance. It can be very satisfying to complete them and it adds to the learning experience.I purchased the Kindle version so I could place the text up on one monitor while running RMVXA on the other. I am pleased with the purchase. The full version of RMVXA is recommended for best results.

I love the book. However, I give it three stars because have the mind of a child when it comes to programming anything. Therefore I think it would be worth buying again if some revisions where made for the really dense. Lime me. Lol.:) For example it would be best to show the whole Interface in the early chapters. A child would need some modern coding experience in order to easily get started. Lol. Btw. I bought both a paper and a digital copy. Cheers.

This is a very good book, I bought it on kindle and the author does a great job of explaining everything in a very easy understanding way. He takes you through a full project and gives you tips along the way.

Really helped in my skills using RPG Maker VXA. I've owned the software for 2 years and learned

some new abilities with it. woot.

Very well written

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