



Level 1: Creating a Story Line

In this course we will introduce how to create a simple RPG using RPG Maker VX. The course is generally based on the full version of RPG Maker. However, those with the trial version will be able to follow along as well.

Step 1: Creating a Story Line

First, before firing up RPG Maker, we need to prepare a basic outline for the RPG we want to create. Like the blueprints for a building, a story line is essential to beginning work on our project.



Creating a work of epic proportions is a bit out of our league as of yet, so we'll begin with something a bit simpler. Let's take a familiar theme "The hero Defeats the Devil King", and expand upon it.



Point: Write your Story Line Down on Paper

Let's organize our story line. The key here is to organize your ideas and then get them down on paper. Of course new ideas and improvements will pop up as you work, but first we want a general outline to work from.

Example) The Hero Defeats the Devil King

VX Quest Story Line

Good King's Castle: Receive instructions from the king to defeat the Devil King.

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Minato Port: Recruit members of your team, find a boat.
(needed to get to the Cave of Demons)

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Cave of Demons: Find an airship.
(needed to get to the Devil King's lair)

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Devil King's Lair: Battle with final boss, end scene.

This looks about right. We've got a clear idea of what will happen from beginning to end.

It can be tempting to think that, "Oh, I've got a pretty good idea of what to do in my head, so no worries!" However, when it comes to actually creating the story, ideas get mixed up and even forgotten. To keep things interesting, it's best to record all your ideas on paper for future reference.



Now is also a good time to thinking about the name and personality of your main character. Additionally, if you can come up with ideas for items, magic, names and traits of monsters, etc., it will be easier to create a solid game. Finally, write down any other ideas you may have, even if they are not directly related to the story. They can be a source of creativity and inspiration later on.

Congratulations on completing Level 1! In Level 2, we will get our hands dirty working with RPG Maker.

[Return to Table of Contents](#)