



Level 14: Creating a Dungeon 2

Welcome to Level 14 of the RPG Maker VX Introductory Course. In the previous Level, we created a simple Yes / No player option.



In this Level we will create the Devil King's Lair.

Step 33: Planning the Lair

Now that we have finished creating the Cave of Demons, we can focus on the dungeon in the Devil King's Lair. Once we've done that, we'll populate both dungeons with monsters.

The Devil King's Lair is the final stop on the player's journey. Here, the player will fight the boss (Devil King) and the story will conclude. Let's make this a worthy ending and add some puzzles and traps to the stage.

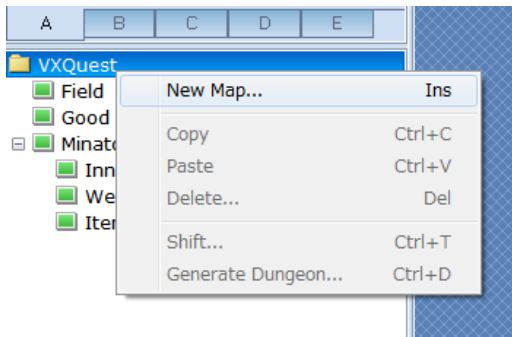
Here's a simple outline of the Devil King's Lair:

- The dungeon will have 2 levels.
- There will be traps that cause damage.
- The player will have to overcome a puzzle before being able to fight the boss.

So, if the dungeon is 2 levels, we'll set the Devil King on the second level. On the way, the player will encounter traps that incur damage if they are not navigated properly and there will be a puzzle on the way that the player must solve.

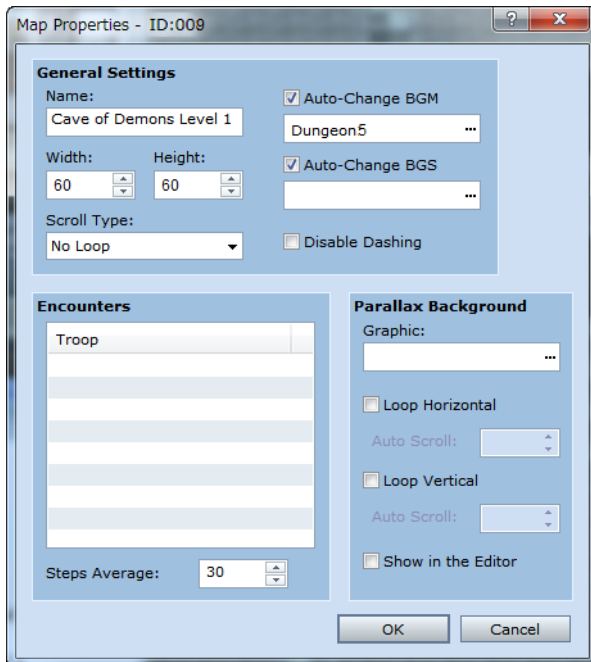
Step 34: Drawing the Dungeon Map

Creating the Devil King's Lair Map



*Creating a new map.

First, we need to draw the Devil King's Lair map. Since there will be 2 levels, we'll need 2 maps. Right-click on "VXQuest" in the map tree and select "New Map..." from the pop-up menu

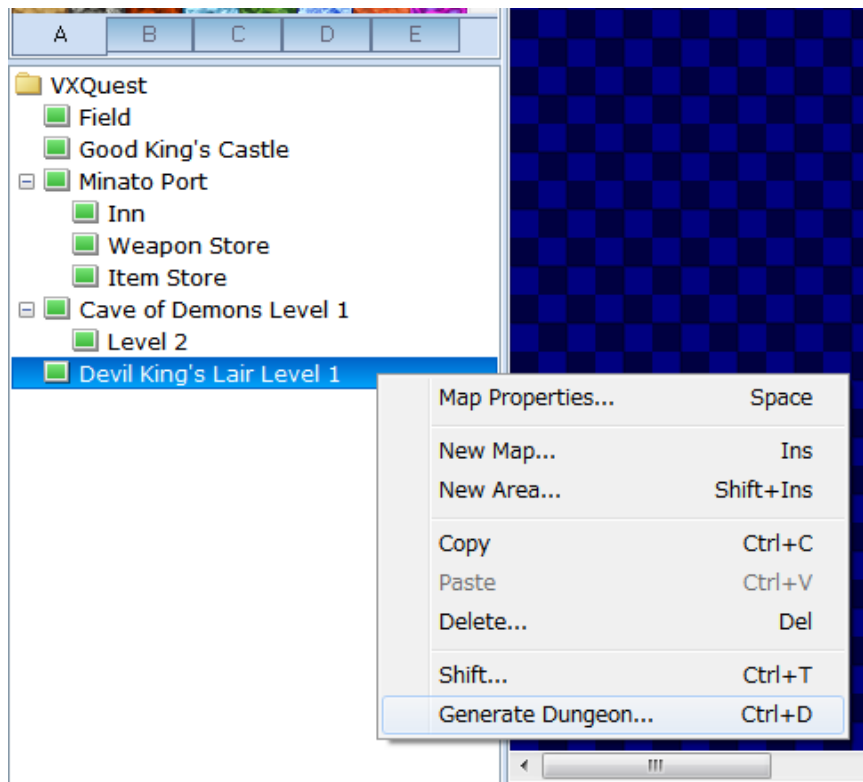


*Setting the properties of the new map.

Create a new map entitled “Devil King’s Lair Level 1”. Let’s make this one a bit bigger than the Cave of Demons and set the size to 60 by 60. For BGM, we’ve gone with “Dungeon6”. Be sure to set the BGS to “(None)”. Leave the “Steps Average” setting as is for now.

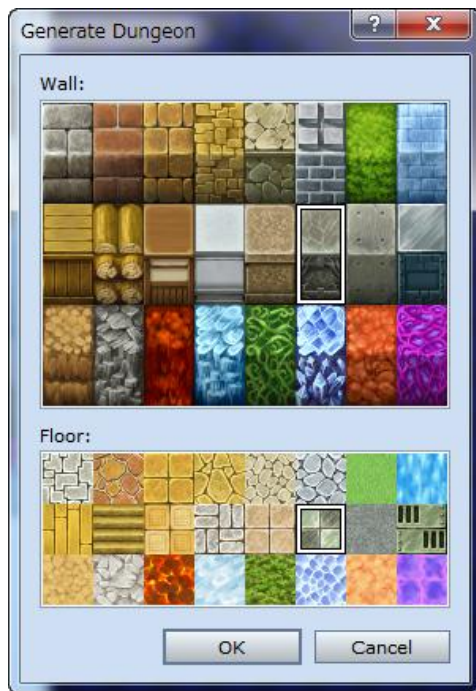
*The BGM we’ve selected is only available in the full version of RPG Maker VX.

Generating the Dungeon



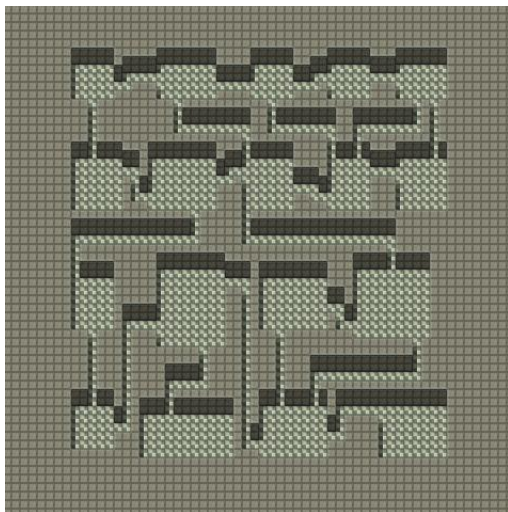
*Calling the Generate Dungeon function.

We’ll use the Generate Dungeon function to draw the map. Select the Devil King’s Lair Level 1 map and right-click on it. From the pop-up menu that appears, select “Generate Dungeon”.



*The Generate Dungeon dialogue.

From the dialogue that appears, select the tiles you would like to use for the walls, floor and ceiling. We've selected for each the tiles in the middle row, 3rd from the left.

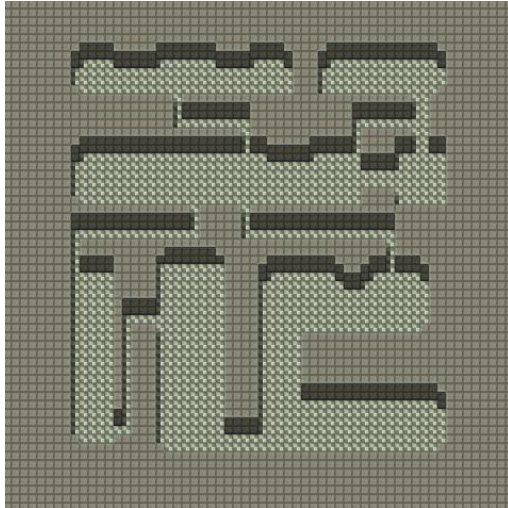


*The automatically generated dungeon.

**Dungeons generated with the Generate Dungeon function are random. You're dungeon will more than likely not look like the one displayed here.

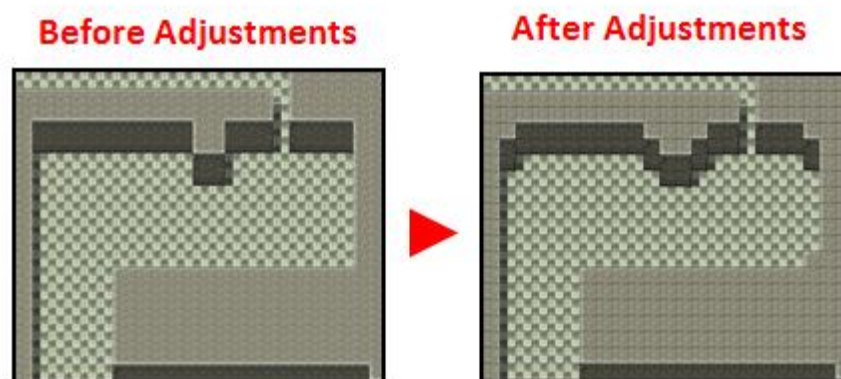
Smoothing Out the Map

There's nothing wrong with using the automatically generated map as is, but it can be fun to add a little originality to it yourself.



*We've added pathways and large halls.

There are many possible patterns to connect the various rooms with narrow passageways, so feel free to spend some time making the map interesting. Adding longer pathways and large halls gives a distinct impression to the entire map.



*Fixing up room corners.

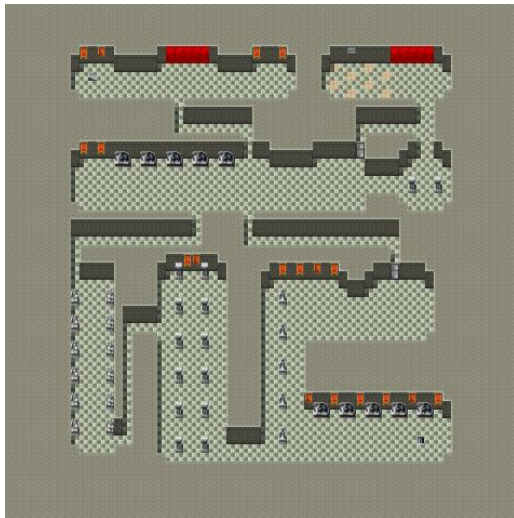
The automatically generated dungeon has rooms with very square and sharp corners. But using the same tiles you selected before generation, you can smooth out the corners and give the rooms a more natural feel.

Decorating the Map



*Tileset C

Tiles for castles are located mostly in tileset C. Using additional tiles from tilesets B and D, decorate the map.



*The decorated Level 1.

Placing Stairs

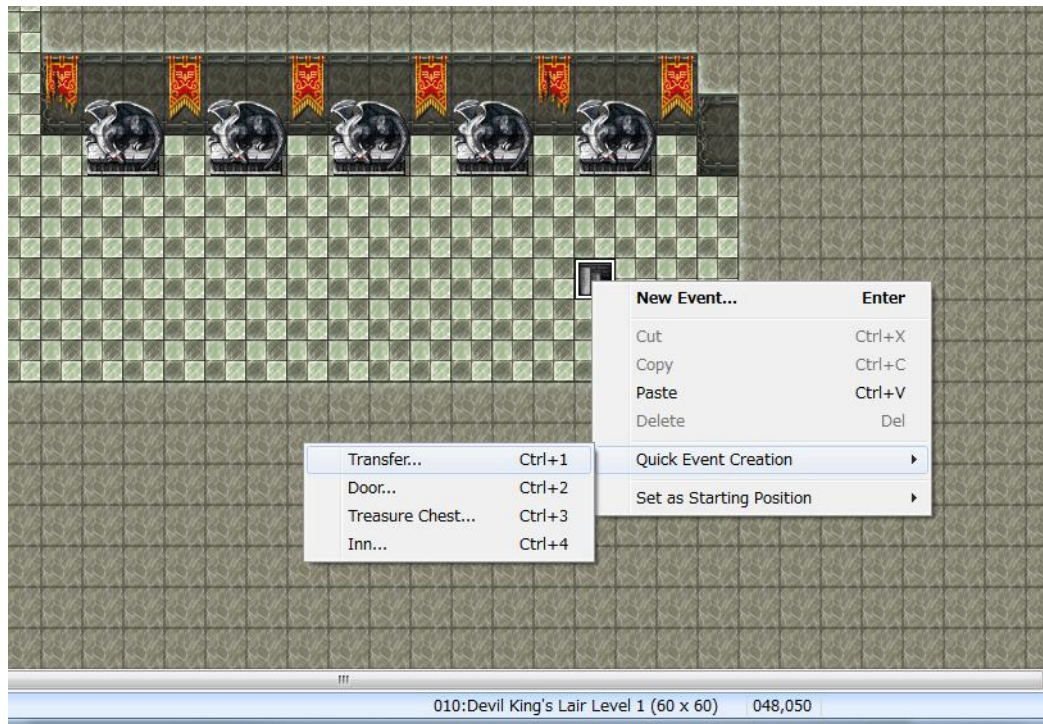


*Stairs connecting the dungeon with the Field map.

Next, let's place a stairway to connect the Lair with the Field map. We've set our stairs at coordinates 048,050. The tile for a stairway can be found in tileset C. Don't forget to add the Transfer Event!

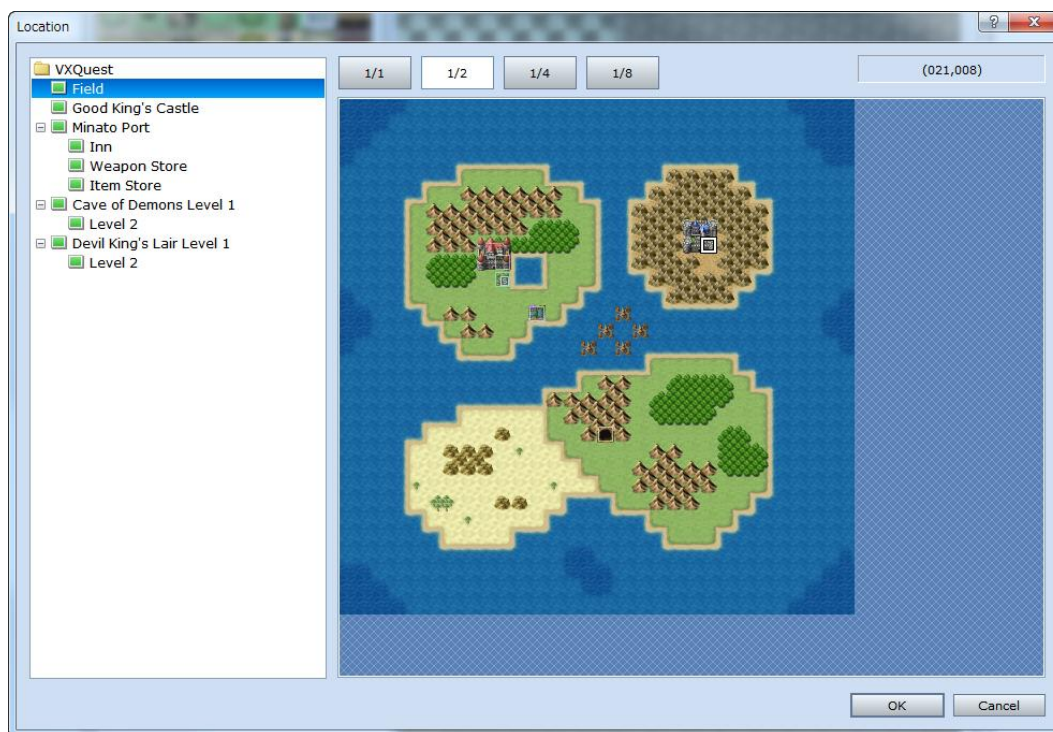


Switch to Event mode.



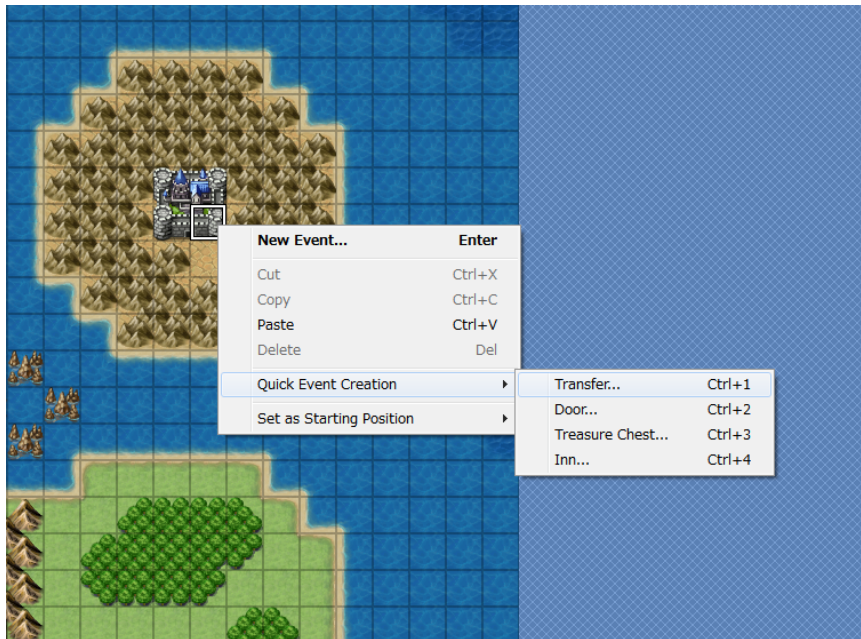
*Calling the Quick Event Creation function.

Right-click on the stairway tile you've just set and select "Quick Event Creation" and then "Transfer" from the pop-up menu.



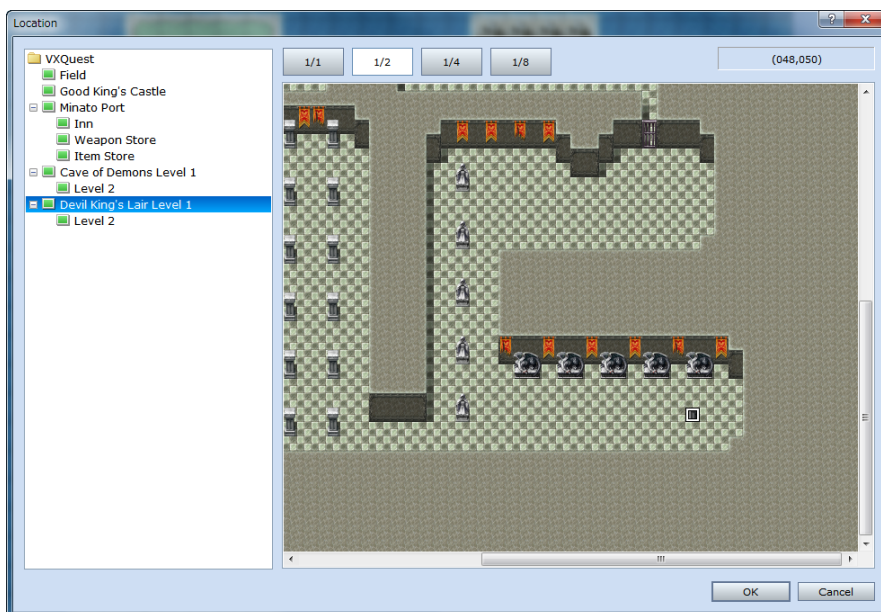
*Setting the destination map and coordinates.

Select the Field map from the map tree on the left. Next, select the destination coordinates on the preview pane on the right. We've chosen 021,008. Double-click, leave the Direction setting as it is and click "OK". Don't forget to create the Transfer Event for the opposite direction!



*Calling the Quick Event Creation Function.

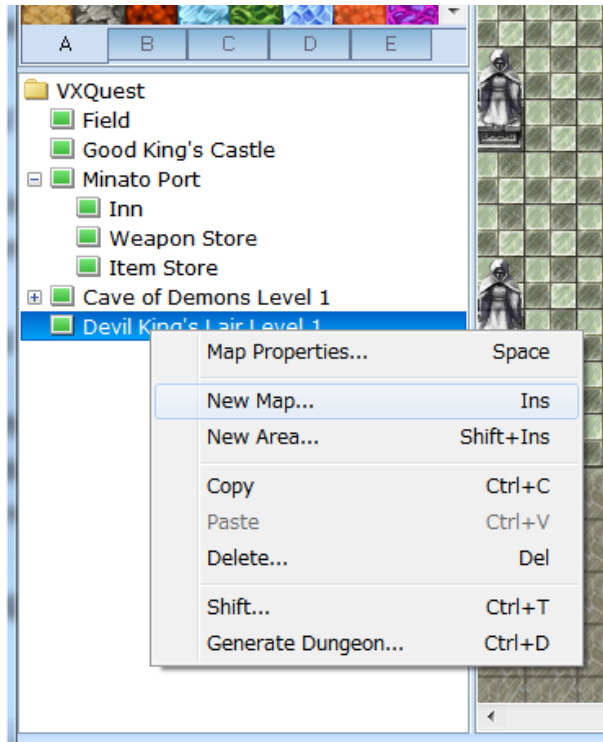
Right-click on the entrance to the Devil King's Lair (we're using coordinates 021,008) and call the Transfer Event from the Quick Event Creation menu.



*Setting the destination map and coordinates.

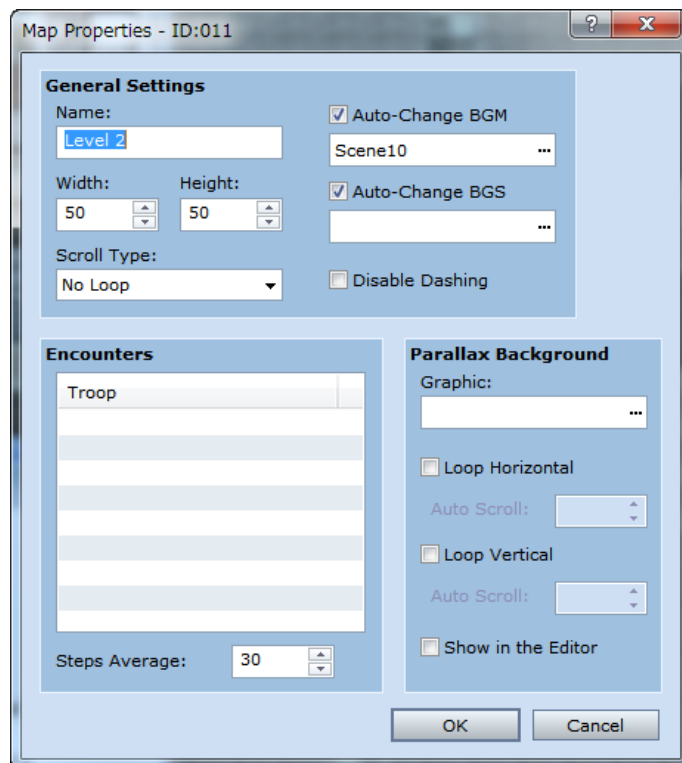
Select the Devil King's Lair Level 1 map from the map tree on the left. Next, select the destination coordinates on the preview pane on the right. We've chosen 048,050. The player should now be able to freely enter and exit the new map.

Creating Level 2 of the Devil King's Lair



*Creating a new map.

Let's create Level 2. Since this map is connected to Level 1, right-click on Level 1 and select "New Map..." from the pop-up menu.

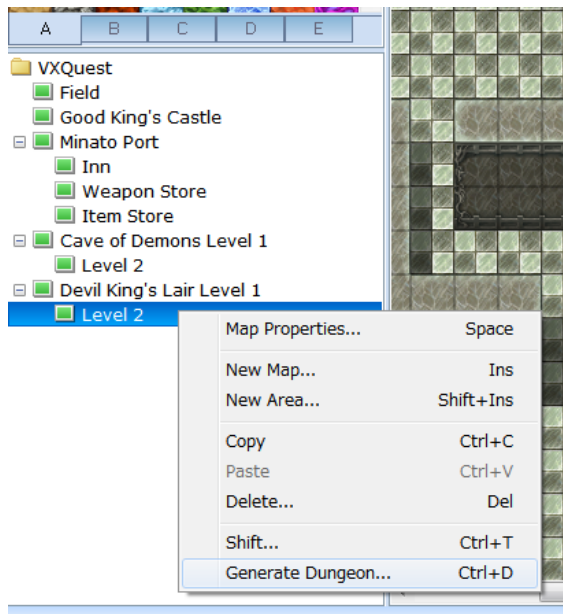


*New Map settings.

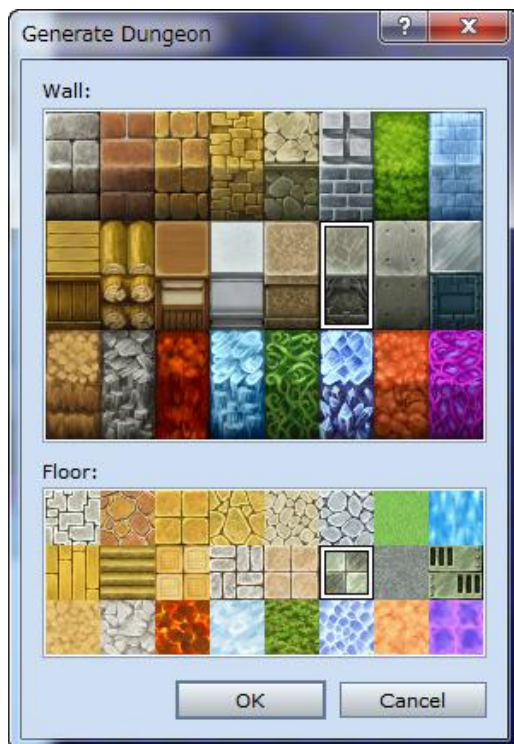
We'll name the new map "Level 2" and make it a little smaller than Level 2, say 50 by 50. Since this is the floor we'll do battle with the Devil King on, let's set the BGM to something appropriate like "Scene10". Leave the "Steps Average" setting as it is for now.

*The BGM "Scene10" is only available in the full version of RPG Maker VX.

Generating the Dungeon

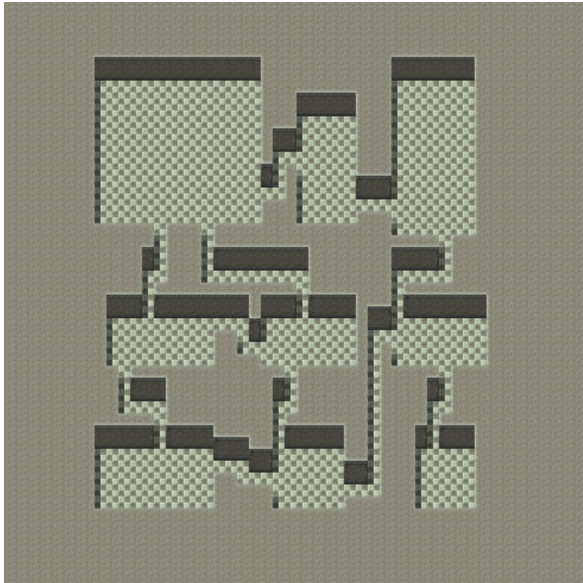


We'll use the "Generate Dungeon" function again here. Right-click on the Level 2 map in the map tree and select "Generate Dungeon".



*Generate Dungeon dialogue.

We'll use the same tiles as on Level 1.

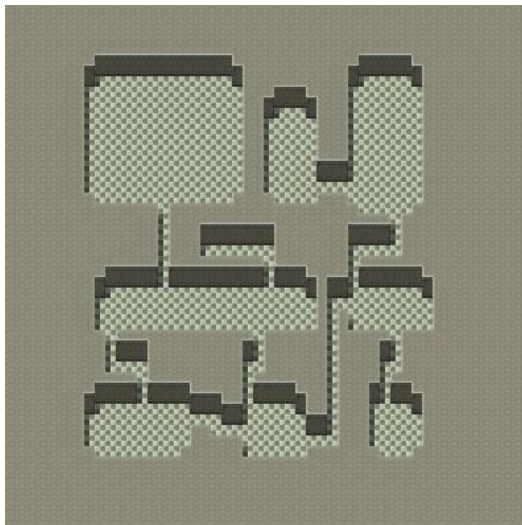


*Automatically generated dungeon.

**Dungeons generated with the Generate Dungeon function are random. You're dungeon will more than likely not look like the one displayed here.

Smoothing Out the Map

Since we need a big hall in which to meet the Devil King, we'll make some adjustments to the automatically generated map.



*Ensure you have all the rooms you will need.

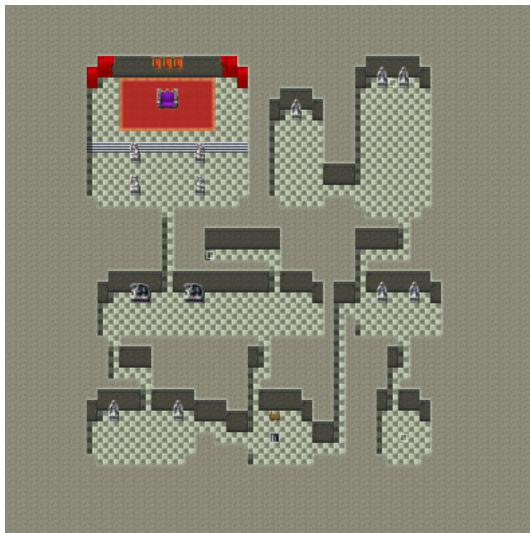
We've used the large space at the left to create a large hall. The other spaces look fine to us, so we've just smoothed out a few corners and pretty much left the map alone.

Decorating the Map



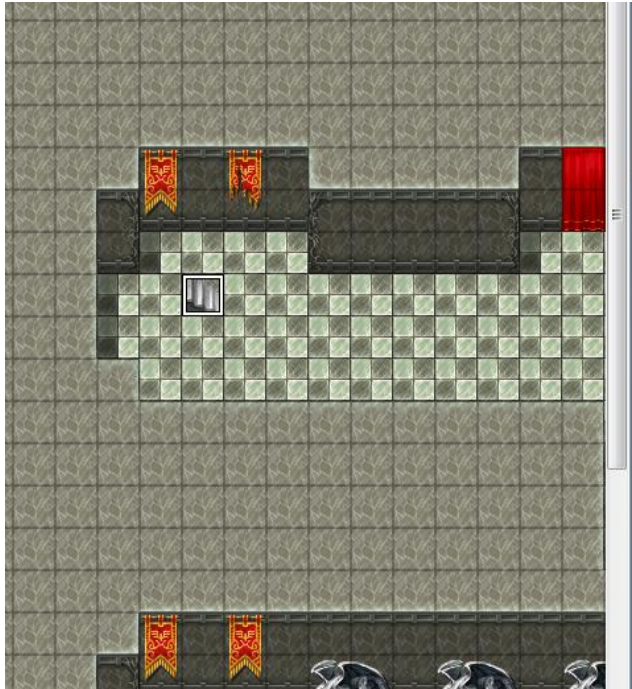
*Tileset C

Tilesets for decorating castles can be found mainly in tileset C. We've also made use of tiles in tilesets B and D to decorate our map.



*The decorated Level 2.

Placing the Stairs

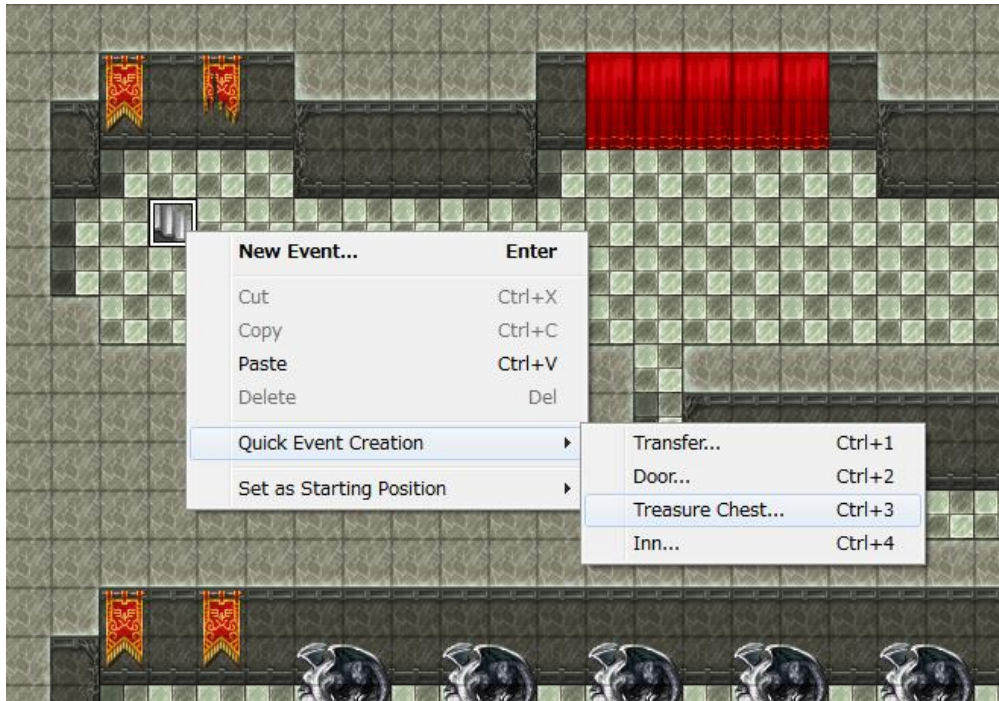


*Stairs connecting Level 1 with Level 2.

We've set the connecting stairway between Levels 1 and 2 at coordinates 010,008 and 025,040 respectively. Don't forget to add the Transfer Events.

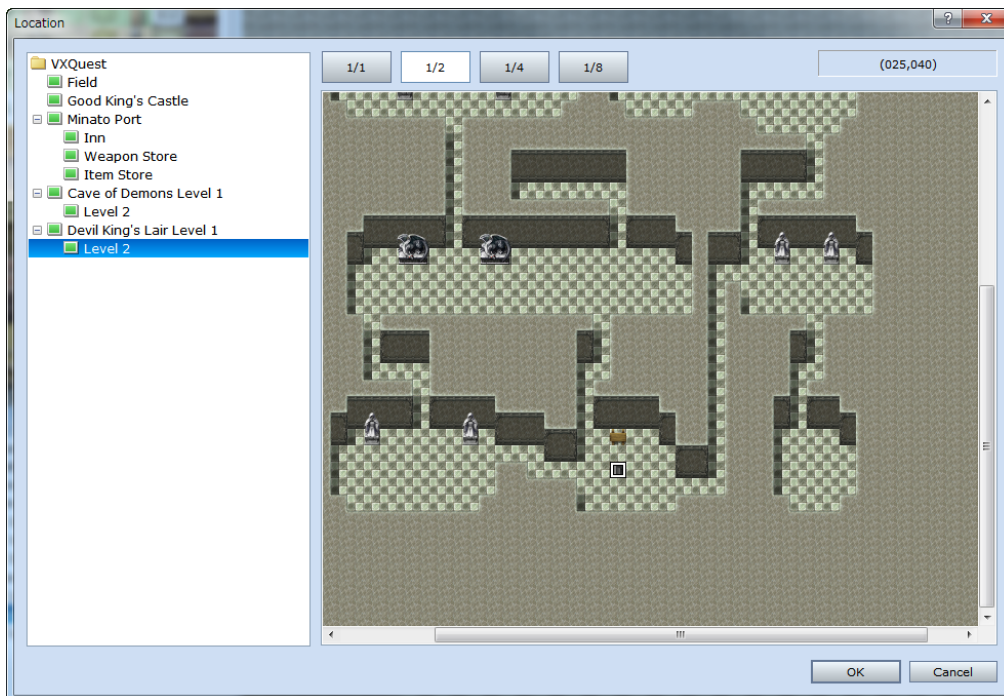


Switch to Event mode.



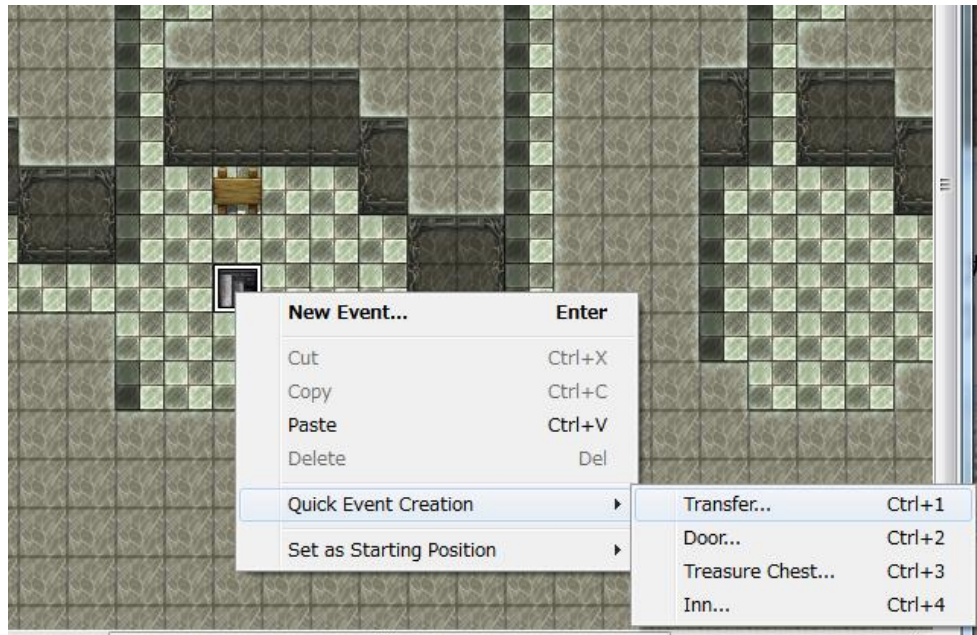
*Calling the Quick Event Creation function.

Right-click on the stairs on the first floor and select “Transfer” from the “Quick Event Creation” menu.



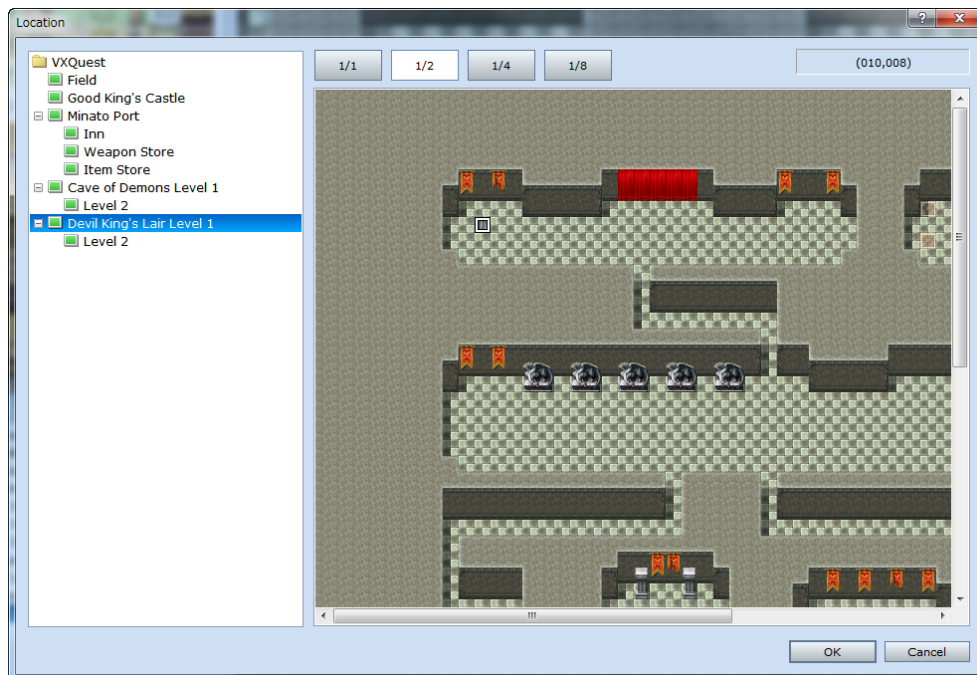
*Setting the destination map and coordinates.

Select Level 2 from the map tree on the left and the coordinates on the preview pane on the right. Double-click on the selected coordinates to complete the setting. Next, create the Transfer Event for the opposite direction.



*Calling the Quick Event Creation function.

Right-click on the stairs on Level 2 and select “Transfer” from the “Quick Event Creation” menu.



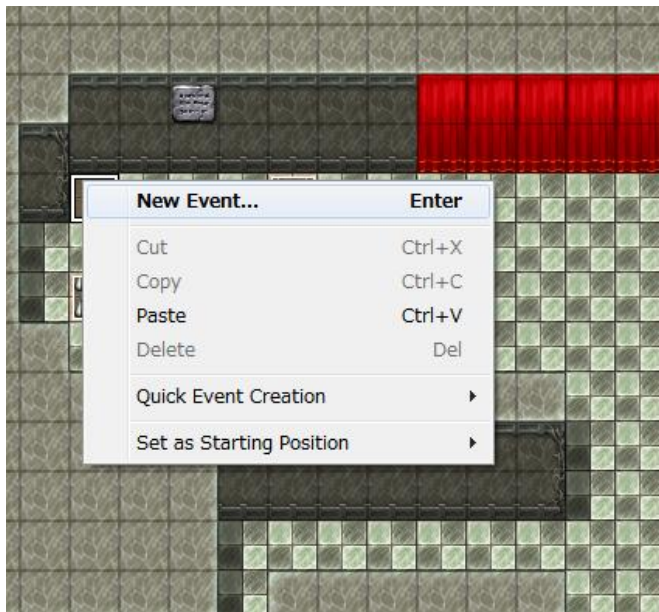
*Setting the destination map and coordinates.

Select Devil King's Lair Level 1 from the map tree on the left and double-click on the stairs in the preview pane on the left. The player should now be able to move freely between the two levels.

Step 35: Setting Traps

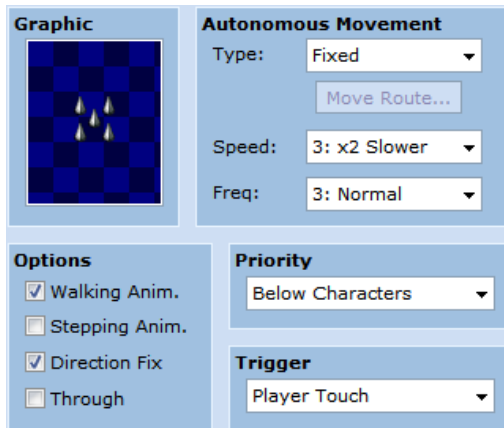
Creating Traps with the HP Change Command

On Level 1 of the Devil King's Lair, let's set some spiked-floor traps for the player. These are quite simple to set up. First, we'll place some spiked-floor tiles in appropriate places and if the player steps on them, the HP Change command will execute and reduce the player's HP.



*Creating a New Event.

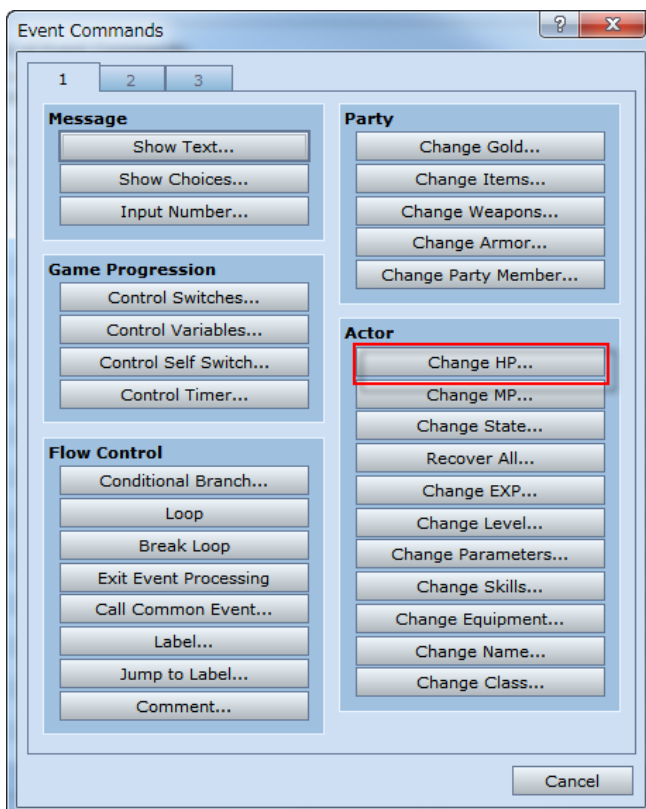
We'll set our trap at coordinates 038,037. Right-click on the appropriate coordinates and select "Create New Event".



*Setting the graphic and options.

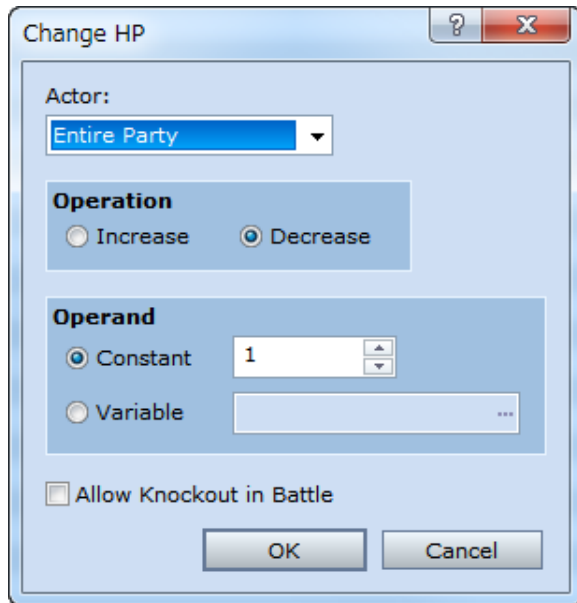
The spiked-floor graphic can be found in the “!other1” list. This graphic can be used to create an animation of the spikes shooting up from the floor, but for this game we’ll avoid that setting. You can leave the Autonomous Movement settings as they are. To prevent the graphic from changing as a result of the player’s direction, check the “Direction Fixed” box in the Option pane. Make sure that Priority is set to “Below Characters” and that Trigger is set to “Player Touch”.

*The graphic we have selected is available only in the full version of RPG Maker VX.



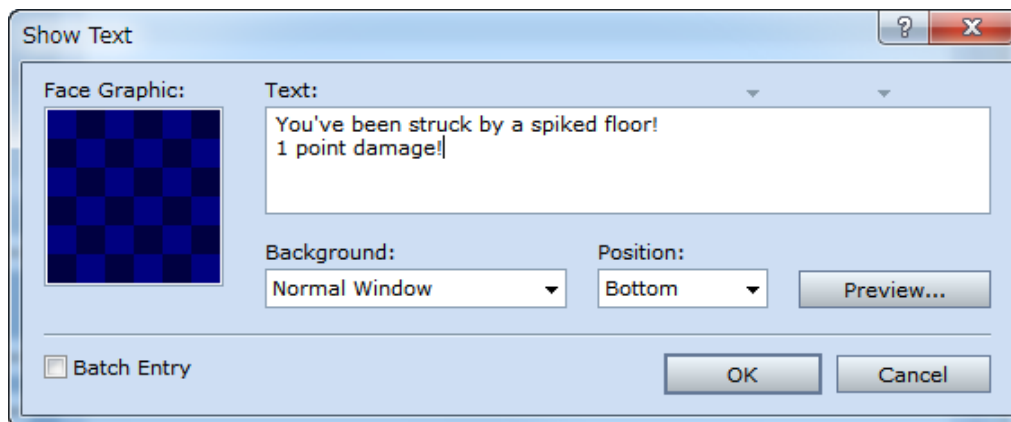
*Event Command List page 1

Next, we'll set up the Event to inflict damage. Double-click on the "@" mark in the Event Editor and choose the Change HP command from page 1 of the Event Command List.



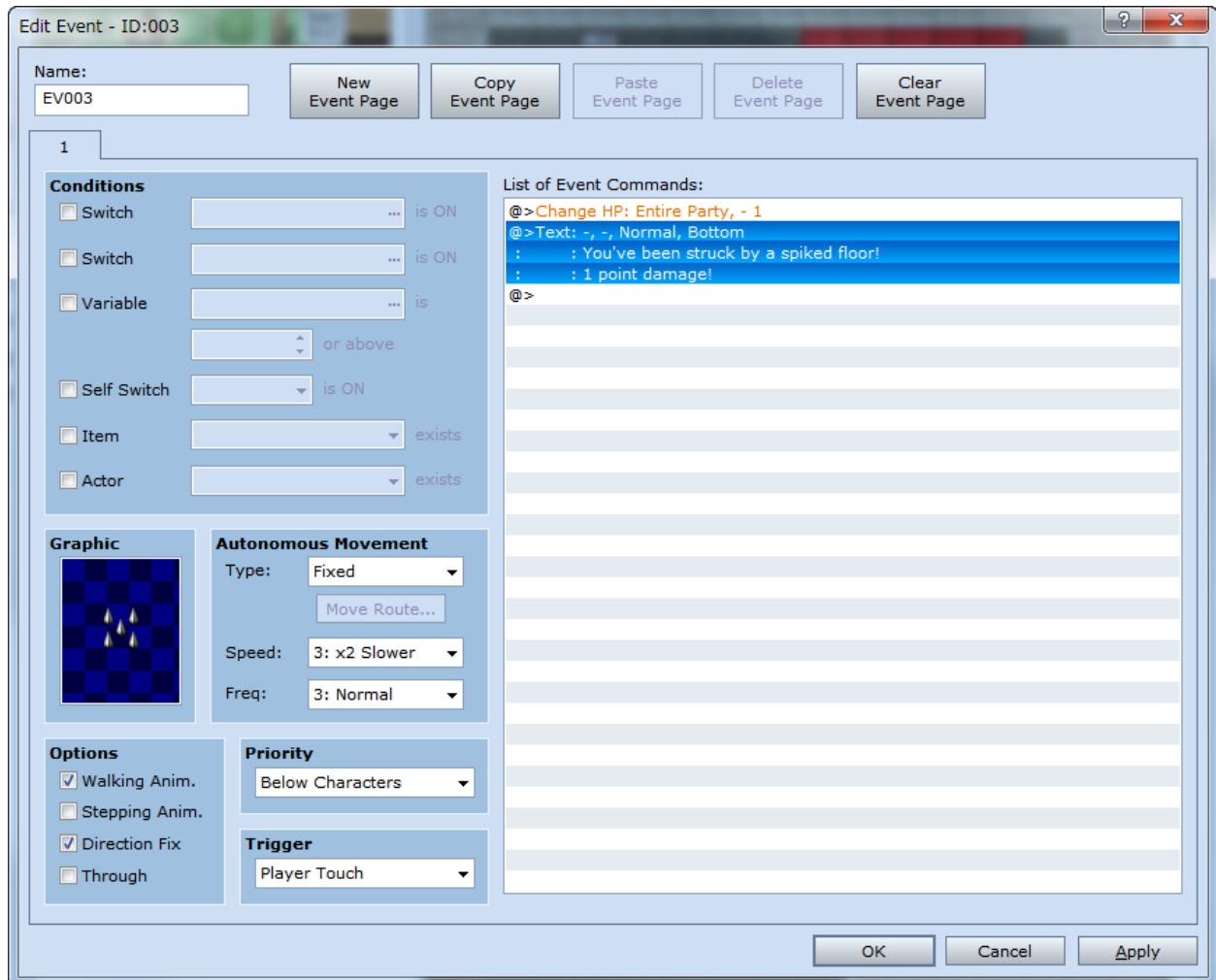
*The Change HP Command.

The Actor setting refers to who will receive the damage. The Operation panel allows us to choose whether HP will go up or down. Since this is a damage-incurring Event, we'll set it to "Decrease". In the Operand pane, we can set the number of HP to change. With the number set to 1, the Actor will receive 1 point of HP damage. The Allow Knockout in Battle setting, if checked, will cause the game to end if the damage incurred brings everyone in your party down to zero HP. Unchecked, your party will always retain at least 1 HP no matter how many times the Event executes.



*The Show Text Event Command.

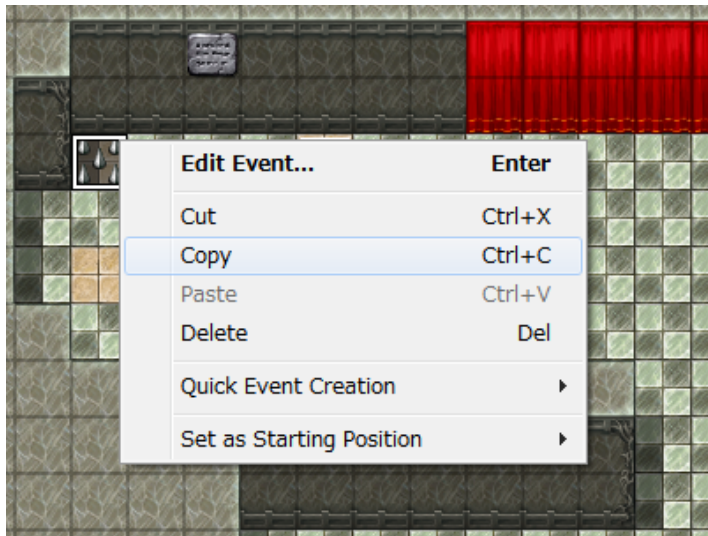
Since nothing changes on the screen when the player touches the spiked floor, we'll use the Show Text Command to alert the player to the damage incurred.



*Completed Event.

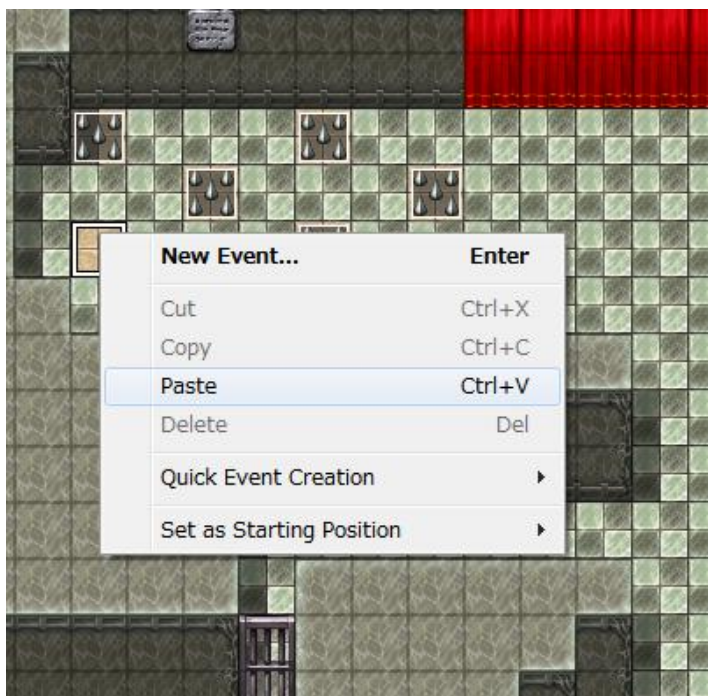
Replicating Events with Copy

After going through all the trouble to create this trap, let's put several of them around the room. We can do this easily using copy and paste.



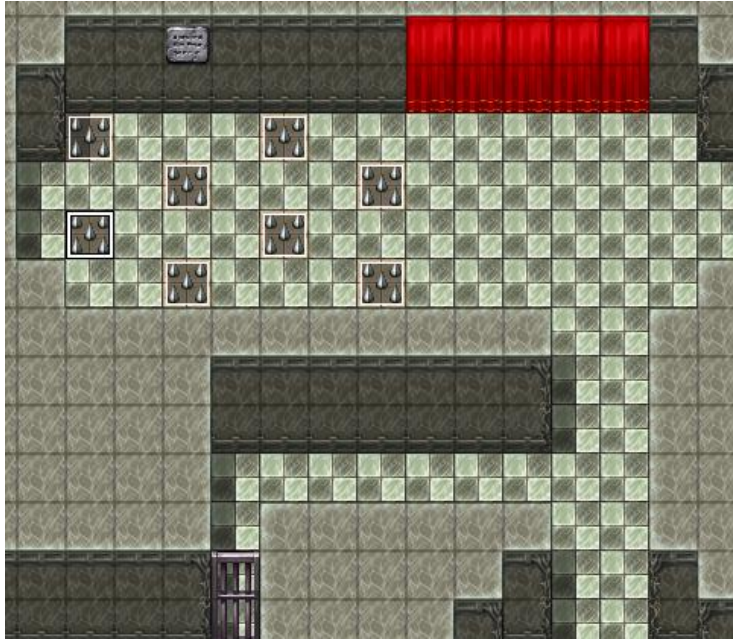
*Copying an Event.

Right-click on the trap we just created and select “Copy” from the pop-up menu.



*Pasting an Event.

Next, choose where you'd like to set the next trap, right-click and select “Paste” from the pop-up menu. This places a copy of the Event in a different location.



*Several spiked-floor traps all over the room.

Paste as many Events as you like, but don't place too many. It will make the room too difficult to navigate and might anger the player.



*Testing with a playtest.

Next, test the traps with a playtest.

Congratulations! You've cleared Level 14. Next, we'll create the puzzle in the Devil King's Lair.

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