# Level 6: Creating a Village

Welcome to Level 6 of the RPG Maker VX Introductory Course. In Level 5 we called up the database and created our main characters.



In this level we will return to the main editor and create a village.

## Step 13: Creating Minato Port

Looking back our storyline, we see that after visiting the Good King's Castle, our Hero heads to Minato Port. Let's begin by drawing the map of the village.

## Planning your map

When drawing maps, it's hard to avoid the temptation to add one of these, one of those, and maybe three of them! Next thing you know, your map is big and horrible to navigate. While a big map may seem a good idea, if it's just big for bug's sake, the players will find it difficult to have any fun and may end up disliking it.

First, we need a plan. For example, with a castle we know that it should be a place fit for a king and have a nice spot for our Hero to speak with him. What about Minato Port?

Let's make a list:

1. need to gather information
2. need shops where we can purchase items
3. must have a port with boats

These are the 3 major reasons for our village's existence. Of them, there are 2 we really need to consider when drawing the map: shops and a port. So if can cover these two, then we'll have drawn a useful map.

## Minato Port Map Settings

On the left, you will see a list of all the available characters. There are 8 in the full version and 4 in the trial version. We're going to leave these characters alone and add two of our own.
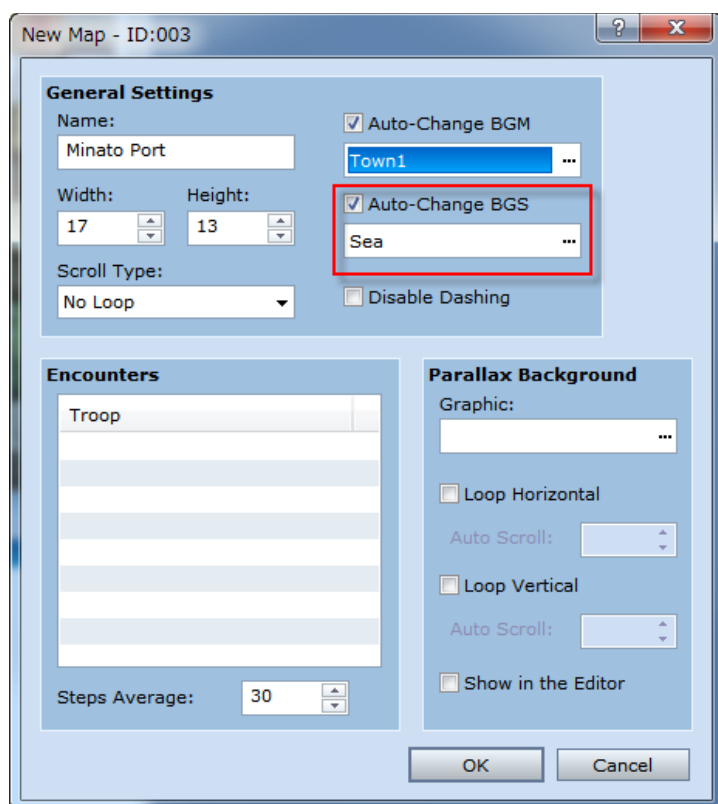


*New Map settings

Let's create a new map and call it Minato Port. Leave the size at the default 17 by 13. You might thing this is a little small, but considering all we need are a shop or two and a port, this will be more than big enough. Next, set the BGM. We've chosen "Town1". Next, let's adjust a new setting. Check the "BGS" box and select the track "Sea". BGS stands for Background Sounds and changes automatically with the BGM. We've chosen sea to give us some wave sounds since we're at a port. Other selections let you play different sounds fitting to different environments.

*To complete this Level, you will need to have installed the full version of RPG Maker VX in order to access the necessary graphics, sounds and other components.

## Drawing a Map



Switch to Map mode.
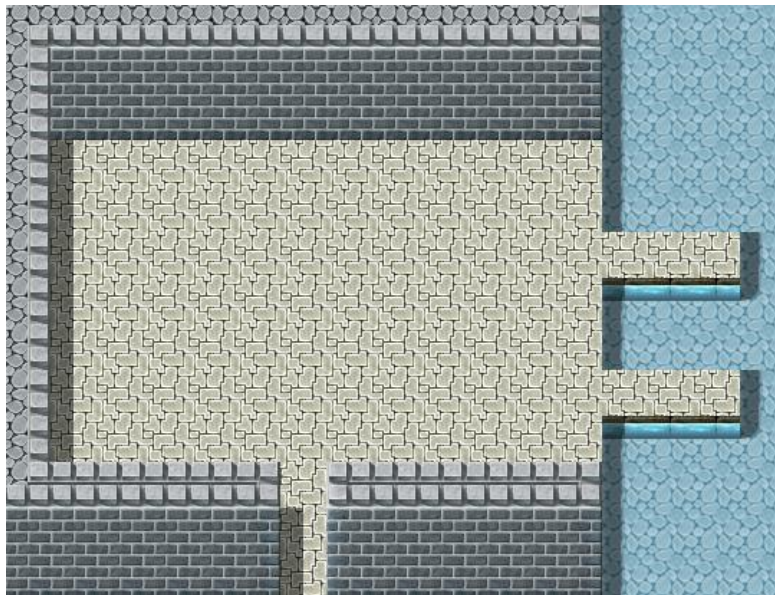


*Drawing Minato Port's outline

Using tileset A, we've drawn the walls and stone foundation of the village. Since it's a port, we've included included 2 docks that stretch into the sea on the right side.

Now that we have a rough outline, let's build some buildings. We used tileset A for the buildings' roofs and walls, then used tileset B for the windows and other decorative touches.



*Completed village

We've created an inn, a weapons shop and an item shop. The signs for each building came from tileset B.

Now, just add some entrances/exits to you buildings and Minato Port is complete. They're a little hard to find in the tile set, so we've outlined them in red in the image above.
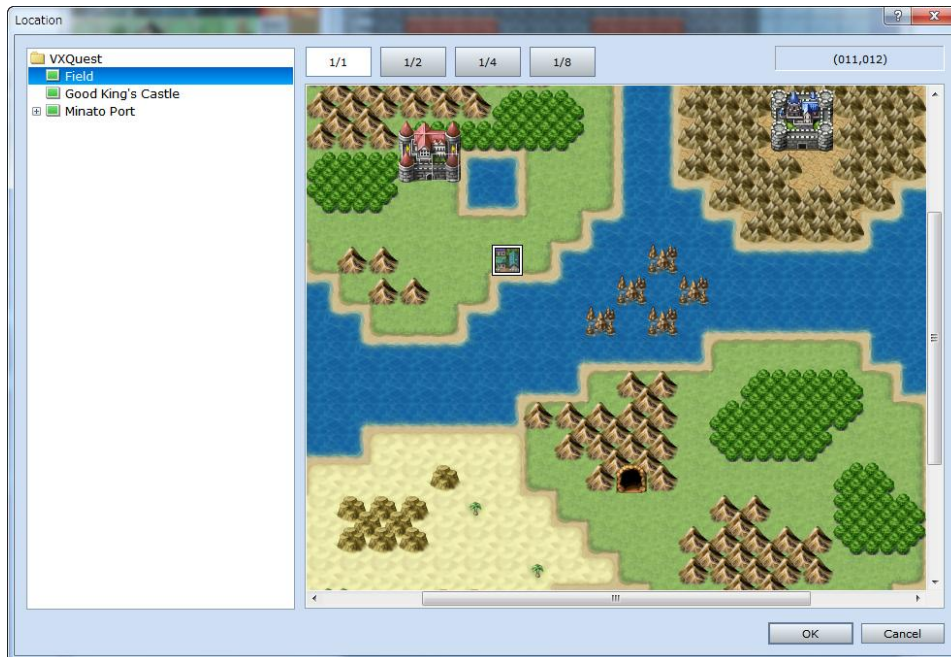
## Connecting with the Field map

Having completed the map of Minato, let's connect it to the Field map in the same way we connected the Good King's Castle map.
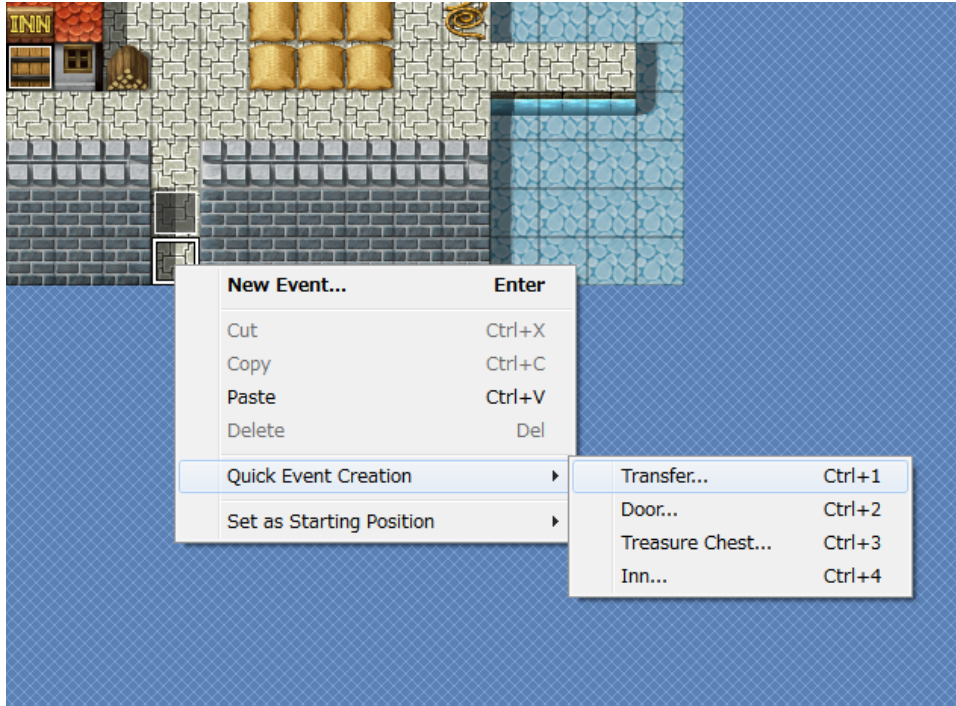
Switch to Event mode and right click on the map's entrance (coordinates 006,012). From the pop-up menu select Quick "Event Creation" and then "Transfer".
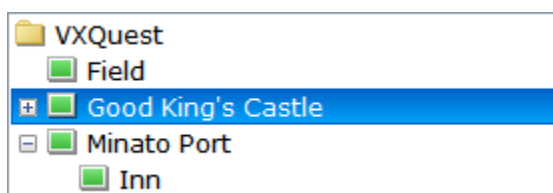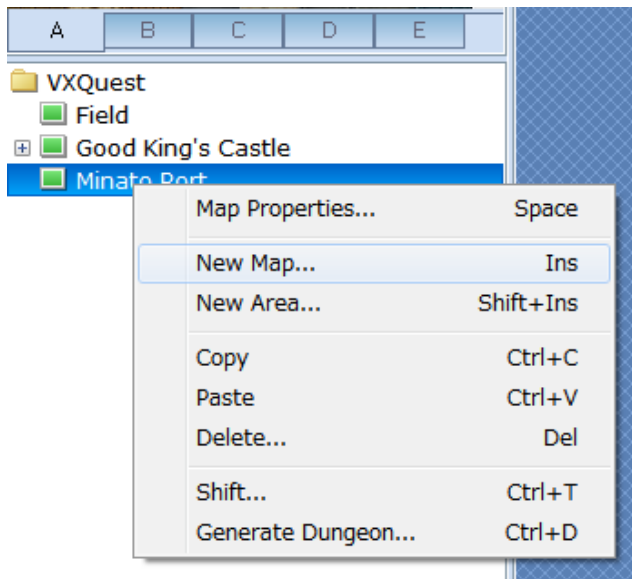
Select Field as the destination map and then double click on the coordinates 011,012. We can now move from from Minato Port (006,012) to the Field map (011,012).

Now, following the same steps, connect the Field map (011,012) with Minato Port (006,012).

## Step 14: Using the Map Tree

Next, let's set up the entrances to the shops in our village. To do that, we need to draw a new map.





*The map tree shows the relationships between maps.

Let's create the Inn map. By selecting "New Map" after right-clicking on "Minato Port", you'll see a new map appear underneath and to the right of "Minato Port". This is how the map tree shows relationships between maps. "Minato Port" is the parent map and "Inn" is the child map. Such parent-child relationships are useful since they allow us to group related maps together easily and to quickly see at a glance relationships between maps. Parent maps also automatically transfer certain settings like BGM down to child maps, saving us a lot of time and work.
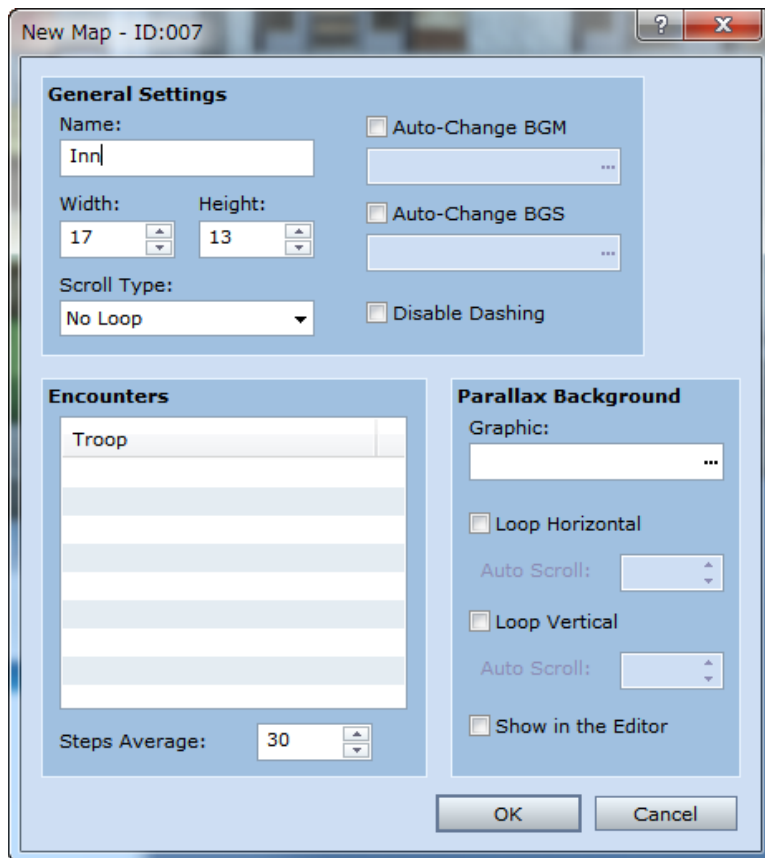
Let's leave the size at the default setting. Since "Minato Port" is the parent map, this one will automatically have "Town1" set as its BGM, so we don't need to set that here.

Let's begin drawing the map.



Switch to Map mode.

From tileset A, choose tiles that go well together and draw the roof, walls and floor. Next, you can decorate the map to make it look like an Inn. The key here, as with any other map, is to make it look Inn-ish. For example, an Inn should be full of beds, an item shop full of items to sell and so on. There are no rules to here, so you may feel a bit overwhelmed at first. But don't worry, as you get used to it, drawing maps like this can become a lot of fun.

Using the same methods, create the weapon shop and the item shop.
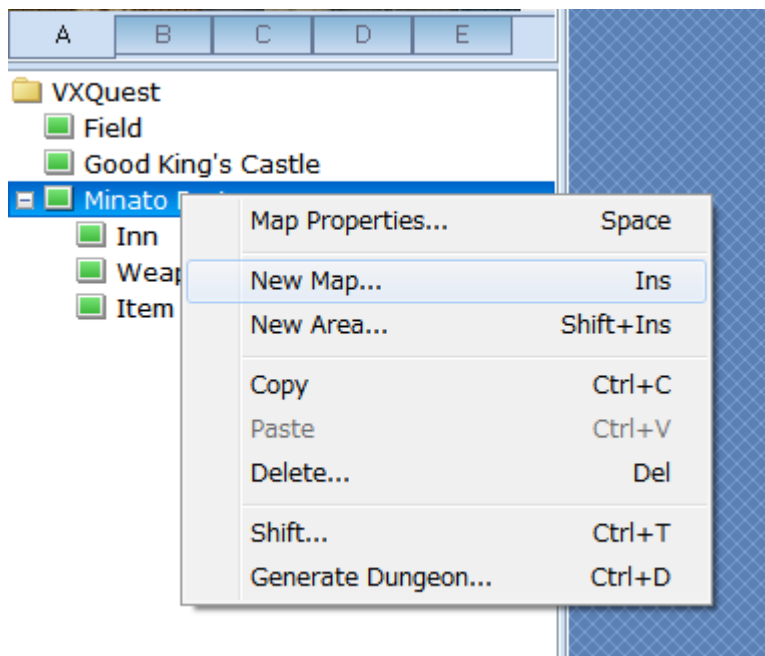


*Showing the relationships between maps in the map tree.

By clicking on "Minato Port" at the top of the map tree, you can create additional child maps. Each of these maps will share the BGM, size and other settings as the parent map.
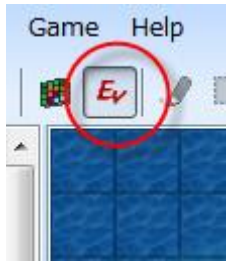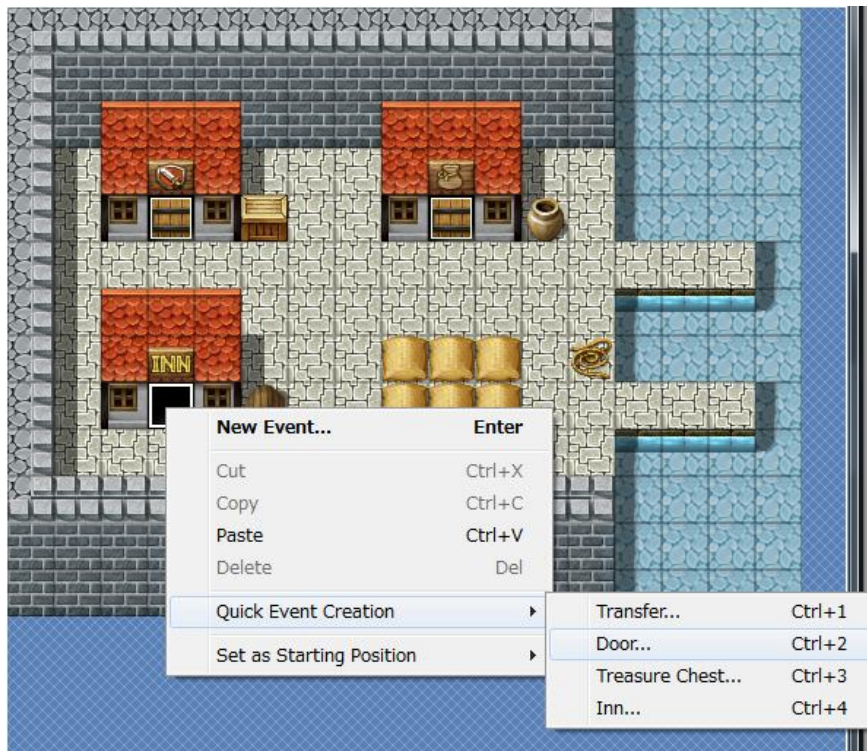
*Completed weapons shop.



*Completed item shop.

## Step 15: Creating Doors with Quick Events

Once you're done drawing your maps, don't forget to link them with their parent map. In the past we used "Quick Event Creation" -> "Transfer" to accomplish this. This time, we will try out a new feature.
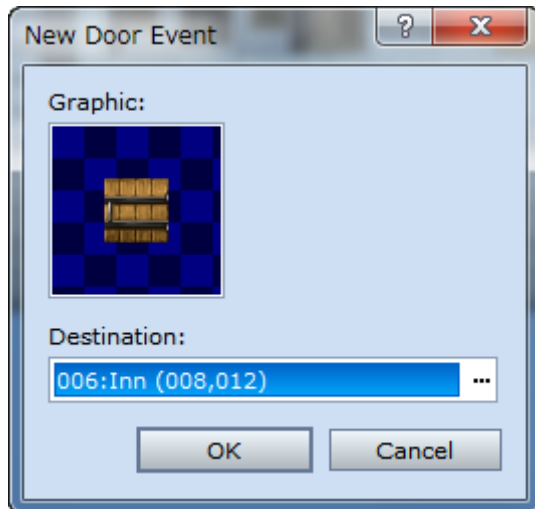
Select "Minato Port" from the map tree and switch to Event mode.

Next, right-click on the entrance of the Inn. Select "Quick Event Creation" and then "Door..." from the pop-up menu.

Setting the coordinates for the destination is just the same as with a "Transfer" event. However, when we use a door graphic RPG Maker VX utilizes a graphic animation pattern to show the door opening. Let's select (008.012) as our destination point on the Inn map.
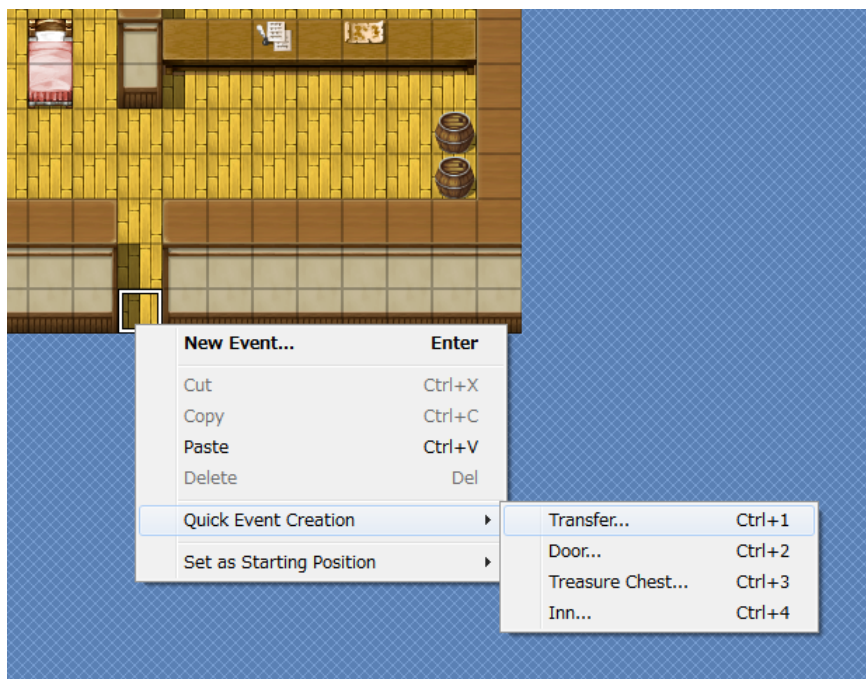
Conversely, we don't need a door graphic when leaving the shop (008,012), so we can simply create a Transfer event to get back to Minato Port (003,009).

Following the same steps, create Doors and Transfer events for the remaining locations.

As the number of maps in your game grows, it becomes increasingly difficult to ensure that they are all connected. It's a bit of a pain, but playtesting each Door and Transfer point after you make them is a good idea.

Congratulations! You have cleared Level 6. Our village feels a bit lonely since no one is living there yet! In Level 7 we'll populate our village and add staff to our shops.