



Role-Playing Game Design 7-9 Syllabus

Course Goals

1 History

Students learn a brief history of modern day role-playing video games, which dates back to tabletop games.

2 Basics of RPG Design

Students learn the philosophy behind fundamental RPG design, from laying out their world to creating game balance.

3 Creating an RPG

Students create their own role-playing video game using the versatile RPG Maker VX Ace software.

Course Topics

1 A History of RPG Video Games

Students learn a brief history of the origins of modern day role-playing video games, dating back to the days of the Nintendo Entertainment System.

2 Fundamental RPG Design

Students learn some fundamental design principles of modern RPGs before they start to make their own games.

3 Introduction to RPG Maker VX Ace

Students are given a brief introduction to the RPG Maker VX Ace software and the kinds of tools it offers.

4 Designing a Game World

Students learn how to create and design a game world, the first step in creating an RPG.

5 Creating a Dungeon

Students learn how to create an RPG dungeon, including how to populate it with enemies and handling dungeons with multiple floors.

6 NPCs

Students learn how to utilize RPG Maker VX Ace's "Events" system. They learn how events can be used to create NPCs, non-playable characters.

7 Basic Quests

Students learn how to create basic quests in RPG Maker VX Ace.

8 Boss Battles

Students learn how to populate their game world with non-random enemy encounters as well as create a Dungeon Boss for the dungeons they created earlier.

9 Items

Students learn how to modify resources and elements of their game using the RPG Maker VX Ace Database. In this lesson, students cover modifying the game's list of items.

10 Enemies

Students learn how to use the Database to modify the kinds of enemies they encounter throughout their game.

11 Classes

Students learn how to tweak the parameters of their character's classes.

12 Basic Cutscenes and Recruiting Party Members

Students learn how to create a basic cutscene using events and other basic functions of RPG Maker VX Ace. In this particular cutscene, students learn how to recruit party members of their own design.

Course Schedule

Day 1

Introduction to RPGs

Students learn a brief history about Role-Playing Games as well as begin to brainstorm ideas for their own RPGs.

Day 2

Making Maps with RPG Maker

Students learn how to create Maps within RPG Maker VX Ace as well as programming ways for their characters to traverse between areas of the map.

Day 3

Creating Inns and Shops

Students learn how to establish a functioning inn and create shops to purchase items from.

Day 4

Creating our first quest

Students learn how to create a quest event in RPG Maker.

Day 5

Cutscenes and Party Members

Students learn how to create a basic cutscene using Events in RPG Maker as well as add party members to their team.

Creating enemies

Students learn how to create their own unique enemies and populate their game world with them.

Day 6

Creating Boss Battles

Students learn how to implement boss enemies for their dungeons.

The Database In-Depth

Students learn in-depth how to use the Database in RPG Maker VX Ace to edit elements of their games.

Day 7

Assigning Final Projects

Students are given instructions for their final project: to finish their RPGs!

Day 8

Working on final projects

Students continue to work on their final projects.

Day 9

Working on final projects

Students continue to work on their final projects.

Day 10

Game Day

Students are given the opportunity to try out each other's games.

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