



## Level 10: Creating a Dungeon

Welcome to Level 10 of the RPG Maker VX Introductory Course. In the previous Level, we programmed an Event that will provide a bout for our party.



In this Level we'll learn about the #create dungeon Event and use it to draw the Cave of Demons map.

### Step 24: Using the Terrain to Guide Player Movement

#### VX Quest Story Line

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

↓

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

↓

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

↓

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



Now let's take a step back and consult our story line while referencing the Field map.

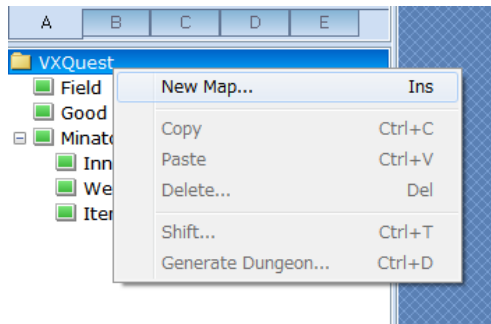
The next step for our party is to reach the Cave of Demons. Looking at the Field map, we see that the Cave of Demons is located on a different island from the Good King's Castle and the village. Our party simply must use a boat to reach their destination. RPG games often make use of the terrain in this way to control the flow of the player's actions. This is a preventative measure ensuring that the intended story line is followed.

A cursory glance at the Field map may lead us to think that we have everything well-planned out. But if we look deeper, it is possible for the player to skip the Cave of Demons all together and head straight for the Devil King's lair. In order to maintain our initial storyline we have a little extra work to do.

### **Step 25: Using the Generate Dungeon Function**

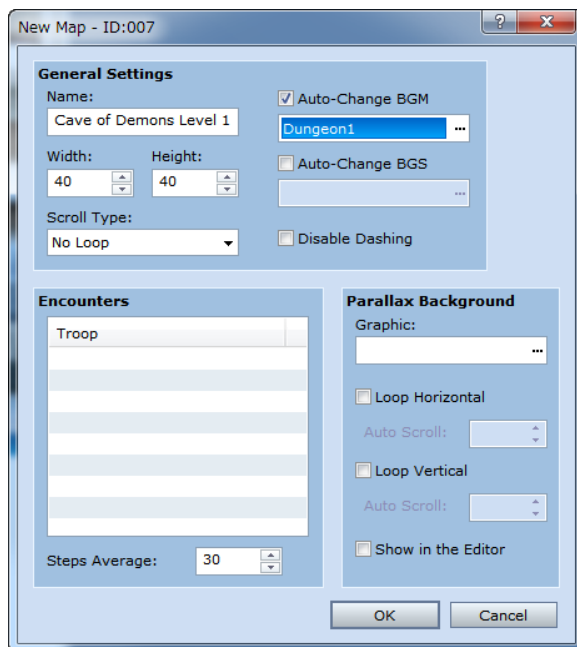
In RPGs, dungeon is a term that stands for the various caves, towers and other places monsters tend to lie in wait for heroes. They are dangerous because of their maze-like qualities and the monsters that appear. Our plan is to create a Cave of Demons that, if our player is lucky enough to navigate through, he will be rewarded with the airship needed to reach the Devil King's Lair.

### **Creating the First Level of the Cave**



### \*Creating a New Map

We will build the Cave with 2 levels. Each will be created separately. From the map tree on the right, right-click on VXQuest and select “New Map...”



### \*New Map settings.

Let's name this map Cave of Demons Level 1. We'll make it a bit bigger, say 40 by 40. Dungeon1 seems an appropriate BGM. Since this Cave is chalk full of monsters, we'll adjust the “Steps Average” option later.



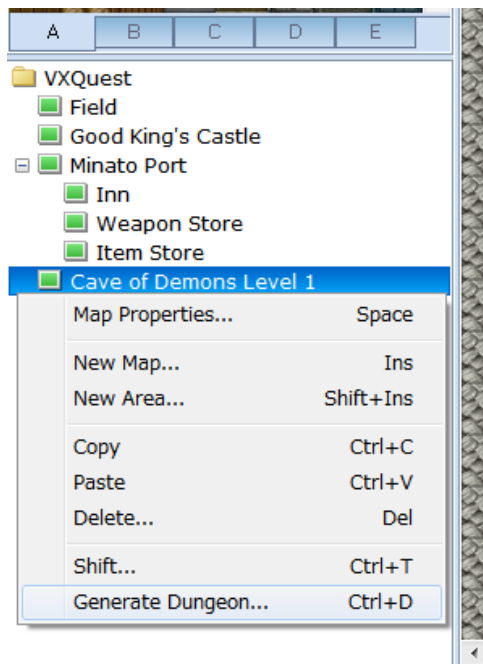
### Point: When to Set the Monsters?

While there are no hard and fast rules regarding making an RPG, there are good ways and bad ways. When it comes to setting up monsters, it's good to save them till the last. Monsters are an essential part of any RPG, allowing the characters to build up EXP points and collect money. But, they can also be very

time consuming. That's why if you set up monsters in the game from the very beginning, you'll be forced to deal with them again and again during playtests, and that can become very tedious.

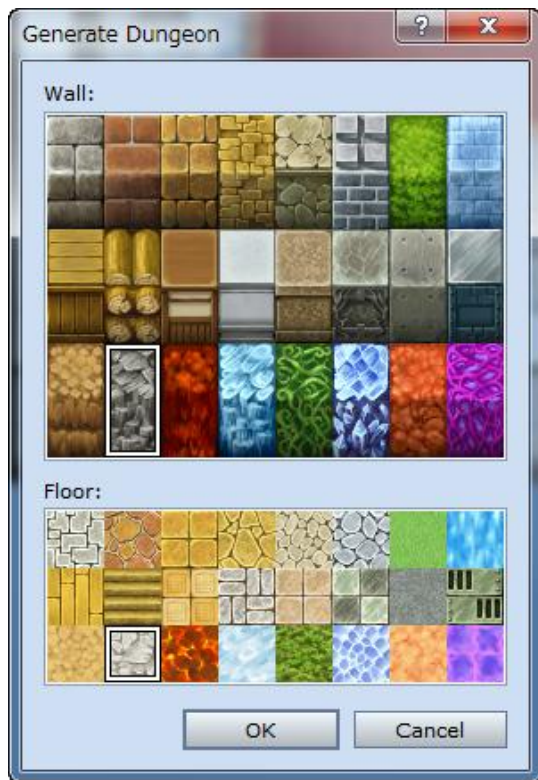
## Using the "Generate Dungeon" Function

Since dungeons are typically maze-like areas, it can be very difficult to draw them well if you are not used to it. That's where RPG Maker VX's "Generate Dungeon" function comes in.



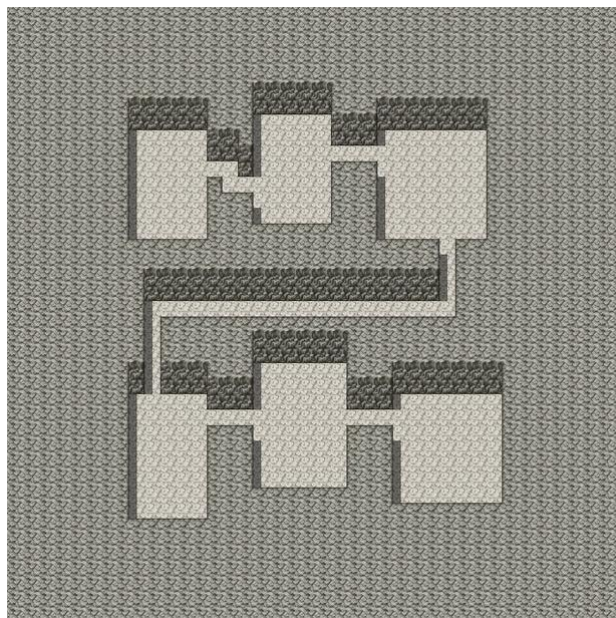
\*Calling the "Generate Dungeon" function.

This feature is called from in the map tree. Right-click on the map we just created and select "Generate Dungeon..." from the pop-up menu.



\*The "Generate Dungeon" dialogue.

In the "Generate Dungeon" dialogue you choose which tiles you would like the dungeon's walls and floor constructed from. We've selected the pair of tiles found second from the right on the very bottom row in both the wall and floor sections.



\*The automatically generated dungeon.



+The “Generate Dungeon” function generates dungeons in a totally random manner. You’re dungeon will most certainly look different from the one shown here.

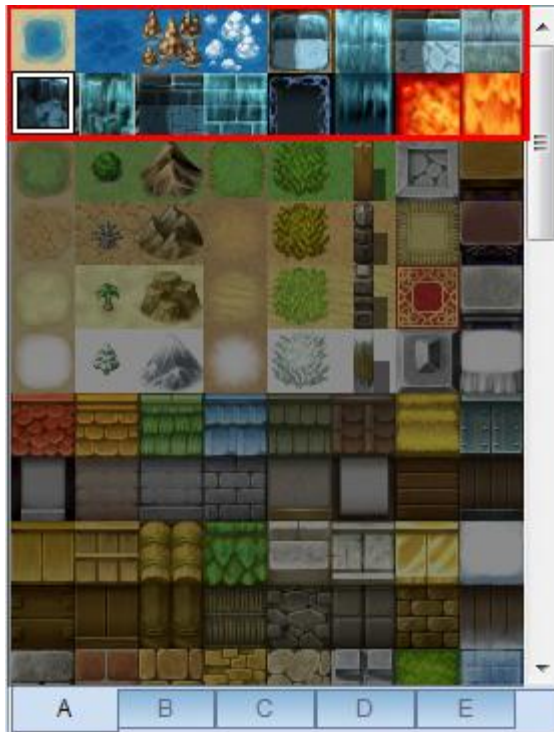
## Decorating the Map

You can edit the newly drawn map with the map editor. The new map looks a bit bare, so we’ll use some tiles to make it look better.



\*Tileset D

The best tiles to use in a dungeon are found mostly in tileset D. That said, feel free to use tiles from sets B and C as well if you like. Arranging things just the way you like can be a lot of fun.



\*Tileset A – pools



\*Cave of Demons Level 1 completed.

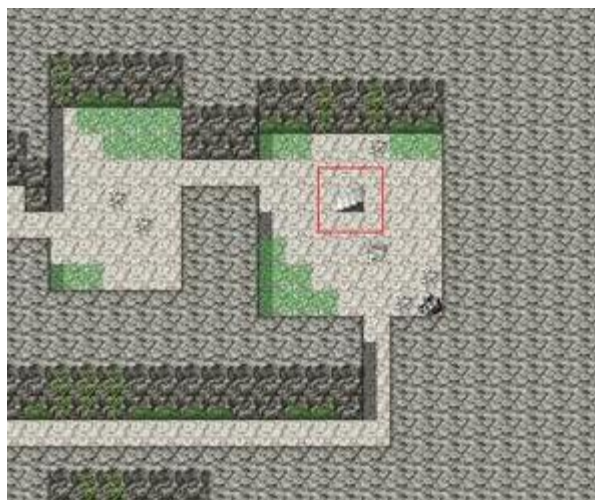
We've added some rocks and ivy to our map from tileset D. We've also made use of the autotile feature and accented the terrain with a few pools of water.

## Placing Stairs



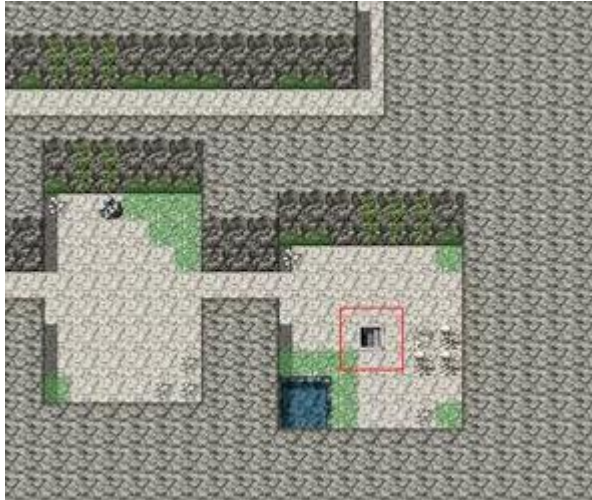
\*Tileset C – stairs

We'll now place some stairs to allow movement between maps. Let's put some stairs to exit up onto the Field map, and another set of stairs to continue down into level 2. We can use tiles from tileset C



\*Stairs leading up to the Field map.



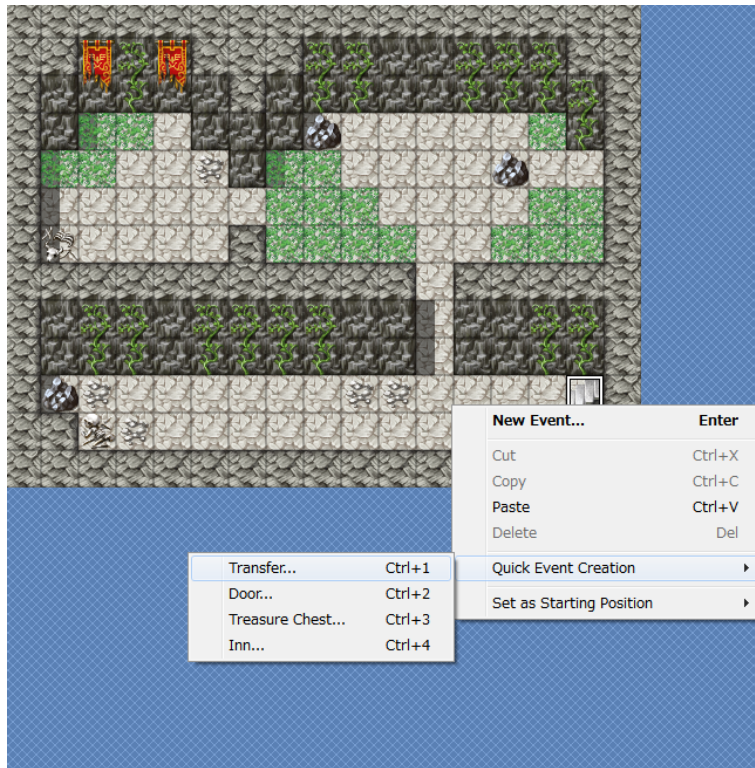


\*Stairs leading down to level 2.

We've set the stairs leading up the Field map at coordinates 027,010 and the stairs leading down to level 2 at 028,028. Since our map will probably look much different than yours, there is no reason to put the stairs in the same location. The point is to ensure that the stairs aren't too far or too close to each other. Also, don't forget to set up the "Transfer" event once the stair tiles are in place.

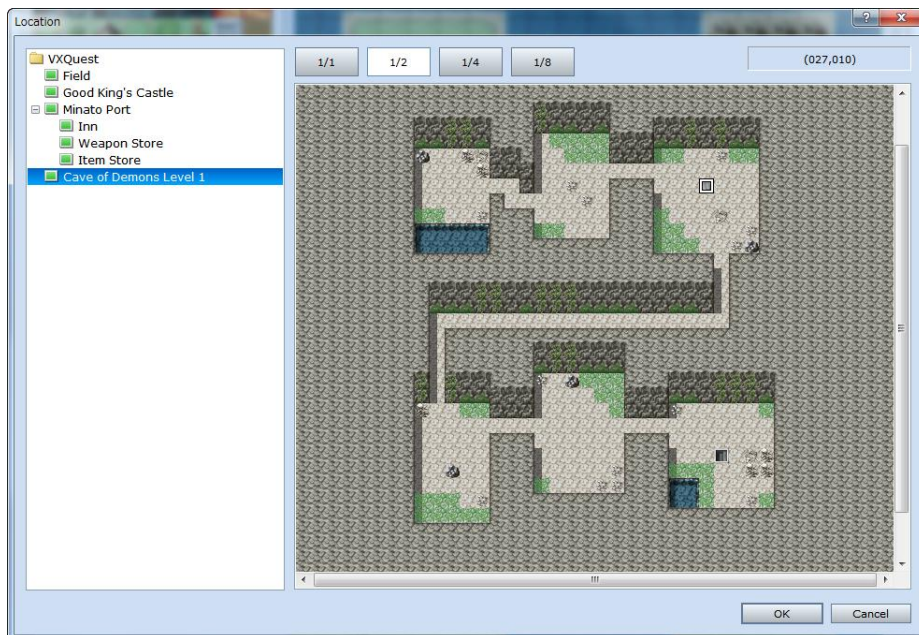


Switch to Event mode.



\*Calling the Quick Event Creation function

Right-click on the stairs leading up to the Field map. Select “Quick Event Creation” and then “Transfer” from the pop-up menu.



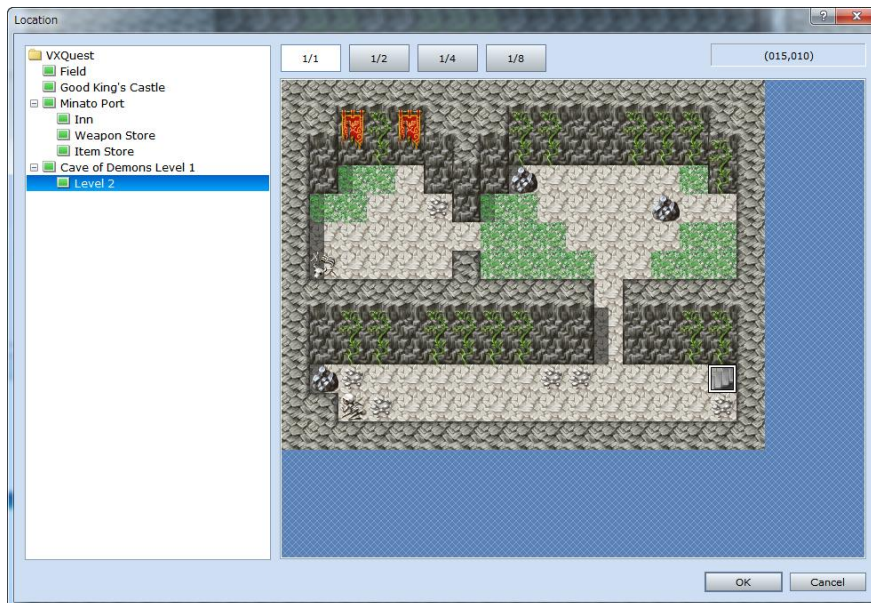
\*Selecting the destination map and coordinates.

We'll set the Field map as the destination map. Double-click on the entrance to the Cave on the Field map preview (015,019). Leave the "Direction" setting at "Retain". Next, create the "Transfer" Event for the opposite direction - into the Cave from the Field map.



\*Calling the Quick Event Creation function.

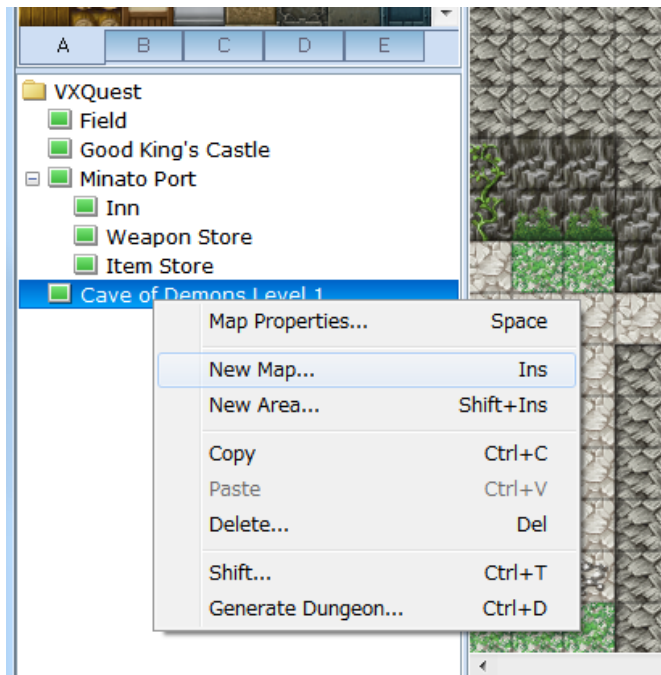
Right-click on the entrance to the Cave of Demons and select "Quick Event Creation" -> "Transfer".



\*Setting the destination map and coordinates.

We'll set the coordinates just as we did with the last map. This time we'll select 027,010 of the Cave of Demons map. Once completed, our characters should be able to enter and leave the Cave of Demons Level 1 map freely.

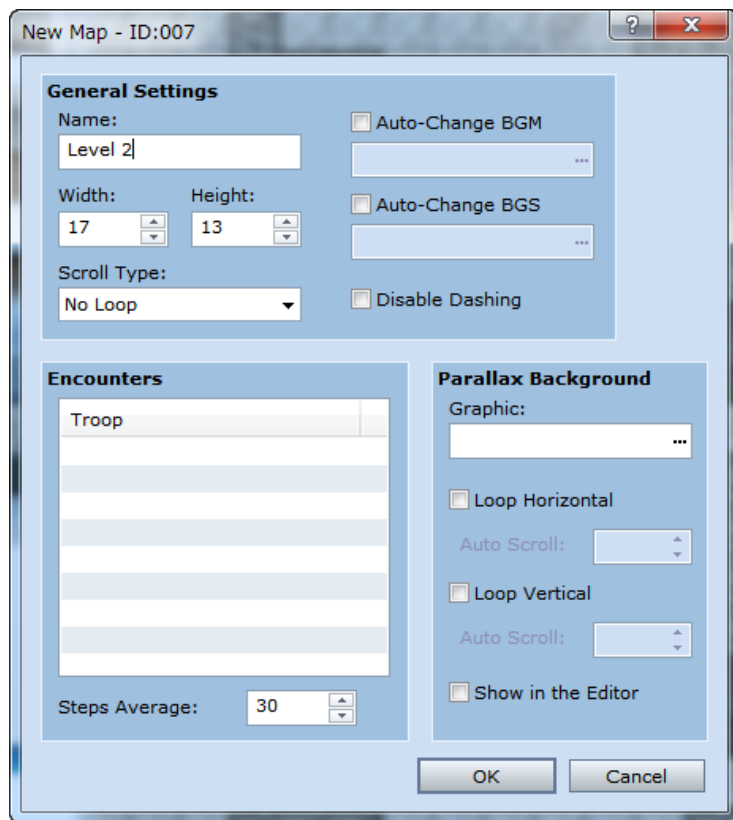
## Creating Level 2



### \*Creating New Map

Just as when we created the Minato Port map (Level 6), Level 2 of the Cave of Demons map will be related to its parent map. Ensure that the Cave of Demons Level 1 map is highlighted and then right-click on it. From the pop-up menu select "New Map..."





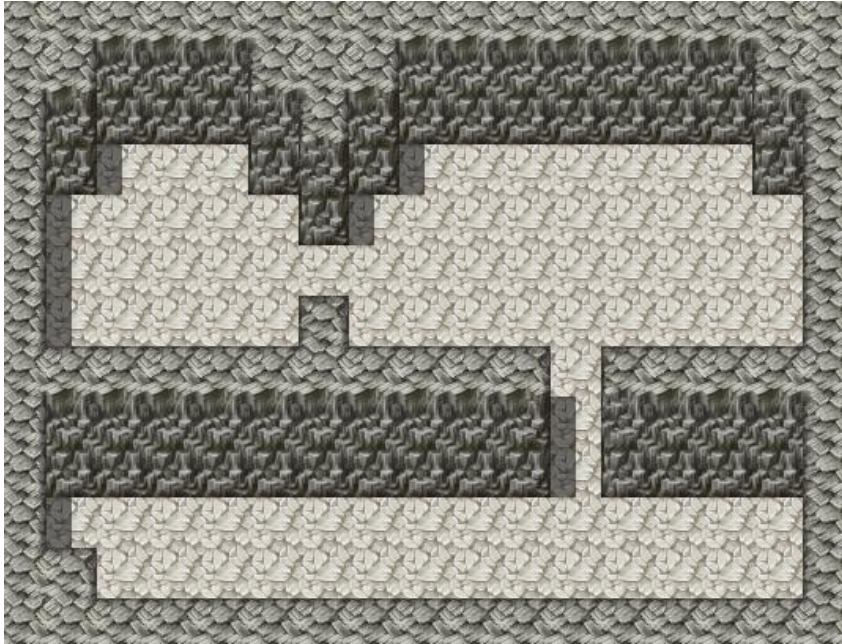
#### \*New Map settings

We've created a new map and named it Level 2. The map size is the default 17 by 13. Since it's related to its parent map, Level 2 will automatically receive the BGM setting of Dungeon1.



Switch to Event mode.





\*Level 2 before decorating.

Level 2 will be a special map used specifically for the airship Event, so instead of generating it automatically, we'll draw it by hand. We've used the same tiles as in Level 1.



\*Level 2 post-decorating.

Use tiles from tilesets B, C, and D to decorate the map.



\*Stairs leading up to Level 1.

Just as in the previous map, we need a stairway leading up to Level 1. We'll place that at 015,010. Next, set up the "Transfer" Events between the two levels.



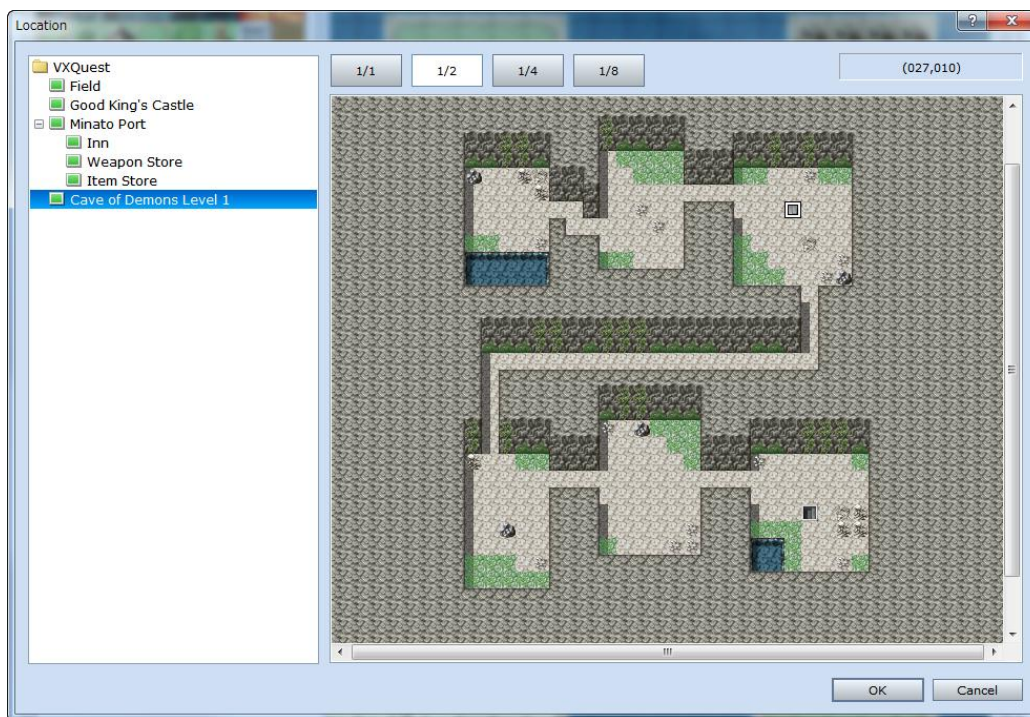
Switch to Event mode.





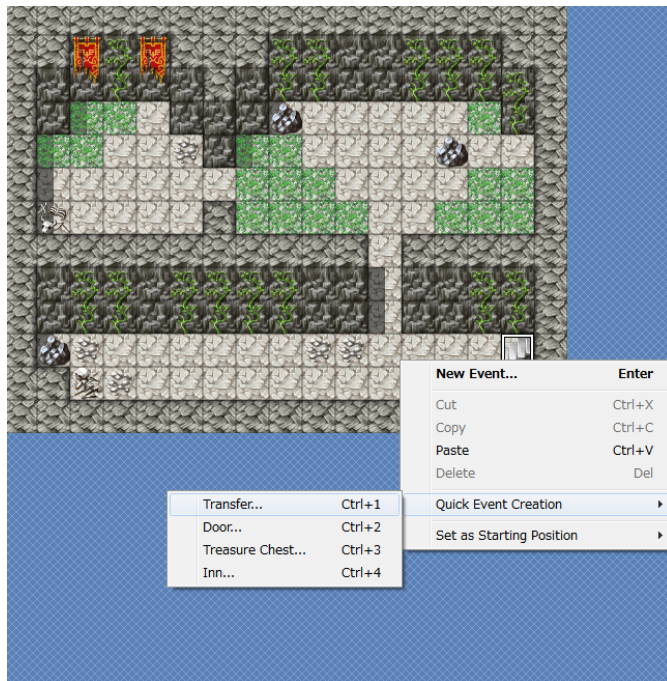
#### \*Calling the Quick Event Creation Function

Right-click on the stairs leading up to Level 1 and select “Quick Event Creation” followed by “Transfer”.



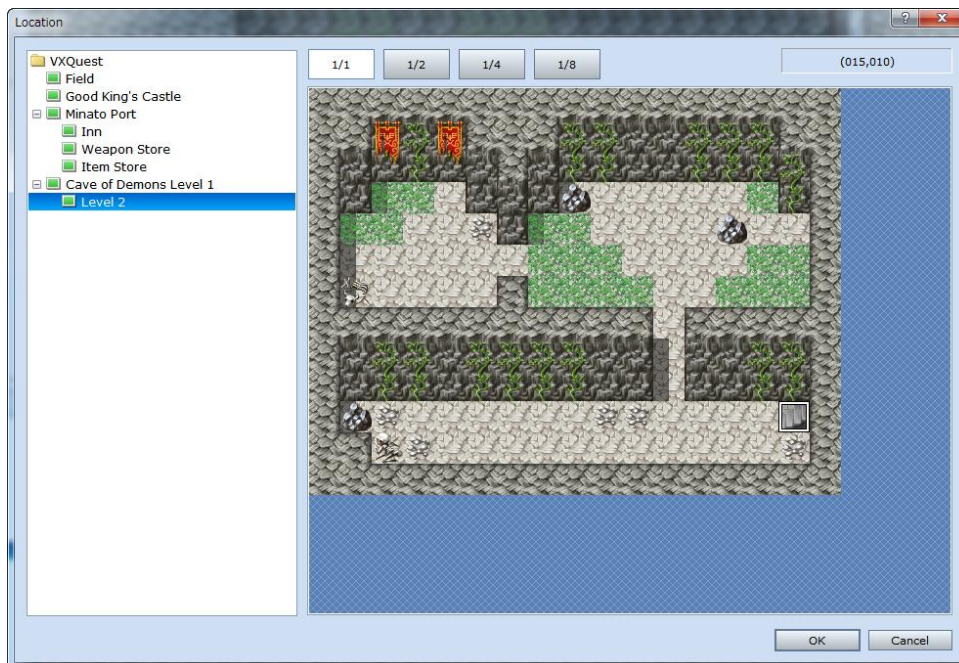
#### \*Setting the destination map and coordinates.

We'll set the destination map as Cave of Demons Level 1. After that, we'll choose the stairs leading down to Level 2 (in our case 028,028) and double-click. The “Direction” setting can be left to “Retain”. Following the same pattern, let's create the “Transfer” Event that takes the player down to Level 2.



\*Calling the Quick Event Creation function.

Next, right-click on the stairs leading down to Level 2 (in our case, 028,028) and select “Quick Event Creation” followed by “Transfer”.



\*Setting the destination map and coordinates.

We'll set the destination map and coordinates just as with the other "Transfer" Events. For this map we'll use the stairway we previously placed at 015,010. Once completed the characters should be able to move about freely in the Cave of Demons. Be sure to Playtest your maps.

Congratulations! You've cleared level 10. Next, we'll add Events to the Cave of Demons.

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