# Level 2: Drawing Maps

Welcome to Level 2 of the RPG Maker VX Introductory Course. In Level 1 we decided on a general story line for our adventure:

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## 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.

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In this Level, we will get some hands-on experience using RPG Maker.

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

## Step 2: Setting Up a New Project

Now that we have a general story line, lets get to it and begin using RPG Maker. Click on the "New Project" button located in the top left corner.
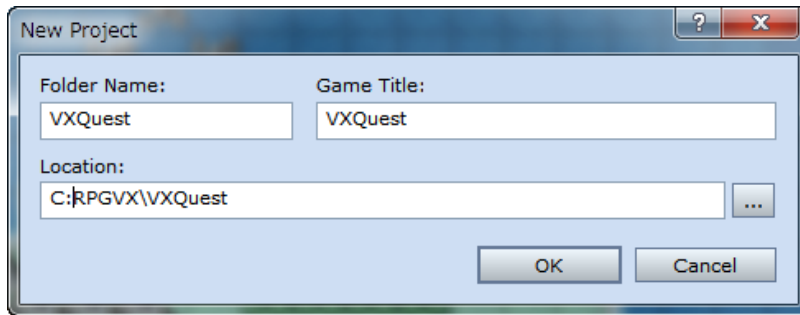
In this window, we need to enter some basic information about our game. In the "Folder Name" box, we will name the folder where our game data will be saved. The "Title" box is for the name of the game we are about to create. Let's type VXQuest in the "Folder Name" box. The "Title" box should automatically update.

## Step 3: Preparing to Draw Maps

Next, let's set the stage for our adventure by creating a field map within our world map. The default setting for world maps is 100x100. This is a bit too large for our purposes, so let's reduce it to 30x30.

Find the line of text that reads "MAP001" on the left hand side of the screen and right-click on it. From the menu that appears, select "Map Properties".
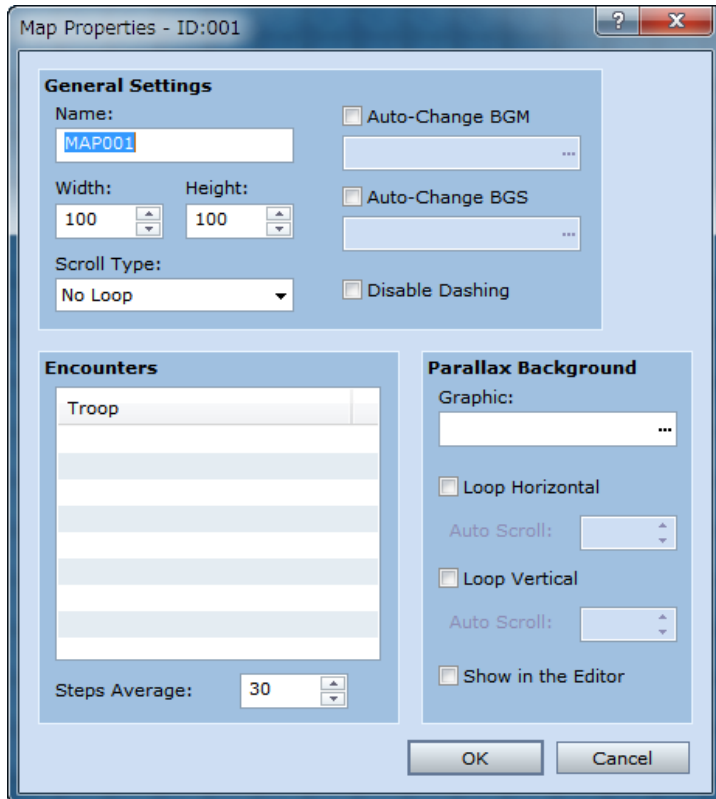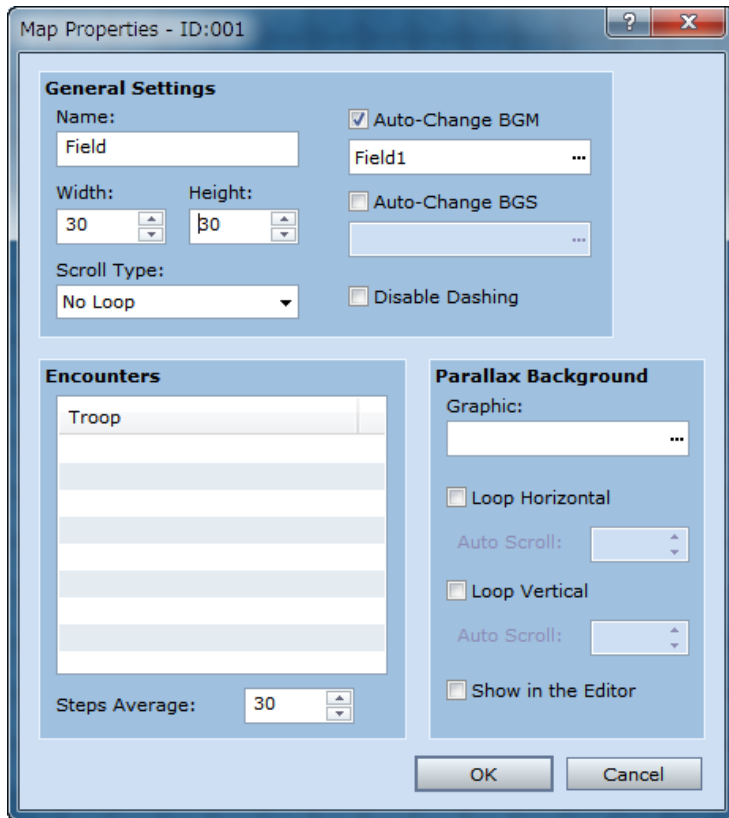
*Map Properties Window

Hopefully you will see the same window as pictured above. Here, we can adjust several map settings, including its size and background music (BGM).

## Adjusting Width and Height

In the General Settings pane, you should see the Width and Height selection boxes. Change the number from 100 to 30 in both of these boxes. Our map is currently named MAP001. This is a bit awkward, so let's change it to Field.

## Selecting BGM

Check the Auto-Change BGM box by clicking on it. Next, click the ellipse (...) on the right. A list of all available BGM choices will appear. You can listen to the various options and choose one that fits your map. Since we are creating a field map, lets go with "Field1". Of course, the BGM will change whenever enemies appear, but we'll adjust that setting later.

*Map Properties Window (after we made the adjustments).
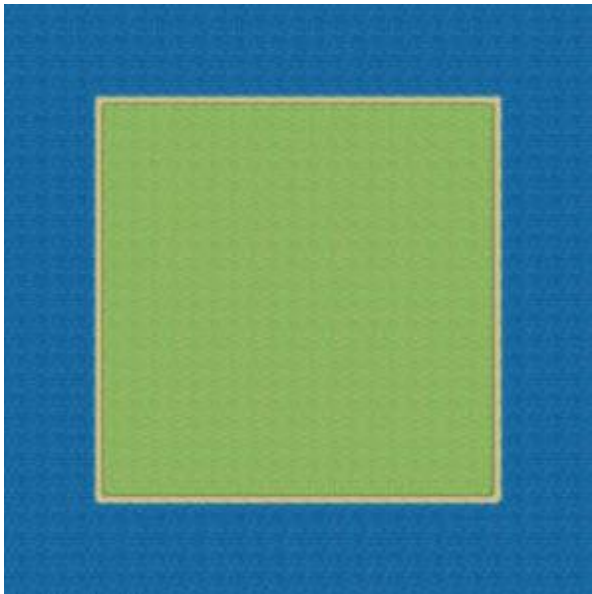
## Step 4: Drawing Maps

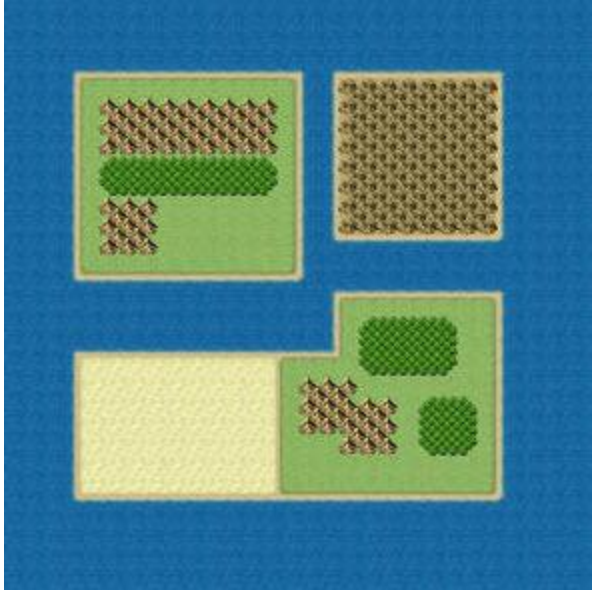Now we're ready to draw our map.



Switch to Map mode.

Select the Grassland tile.



*Create a large island using the Grassland tile.

In this step, we are creating the general outline of our field map, so don't worry about the details just yet.

According to our story line, our characters need a boat or an airship to reach different locations. So, let's divide the large landmass into a couple of islands. The map would be a bit boring if all it contained were grasslands, so lets spice things up by adding topographical features like forests and mountains. Let's save the top-right island for the Devil King's lair. Since he's a nasty guy, filling it in with desolate mountains seems appropriate.



*Develop the map by adding topographical features.

To keep your map as realistic as possible, try to draw your islands with non-regular shapes and add some accents using the different tiles available. Try not to get too caught up in this stage, for you could

spend hours tweaking everything. Get to a point where things look good and move on. Remember, you can always come back and make adjustments later.

Now that the topography is taken care of, let's refer back to the story line and add map symbols like towns, dungeons, castles, caves, etc. as necessary.



*The Completed Field Map!

The key to drawing good maps is knowing beforehand where you will need to put important map symbols. Armed with this knowledge, you will be able to make much better decisions about the shape of your map.

## Step 5: Testing the Map

Now that we've created our field map, it's time to give it a playtest. But, before we can do this, we must decide on the starting point of our main character.
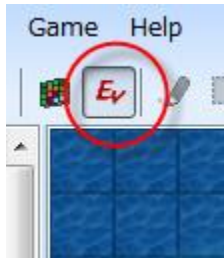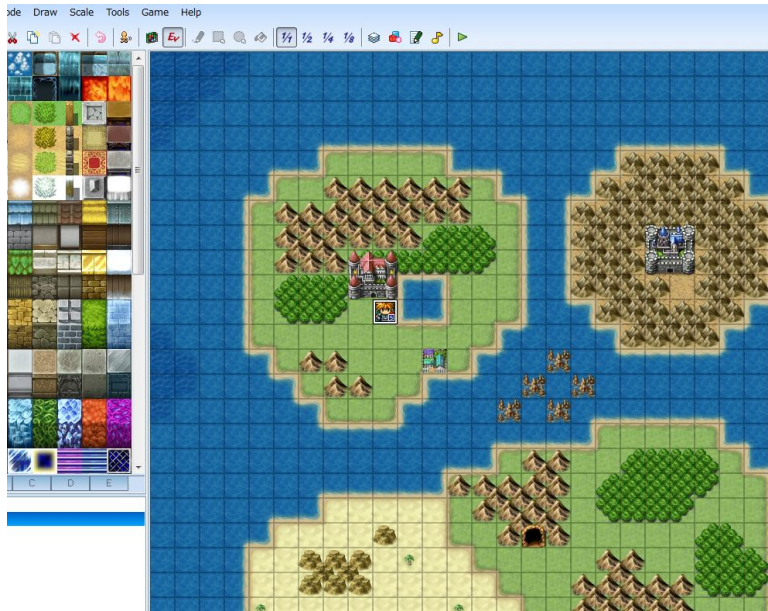


Switch to Event mode.
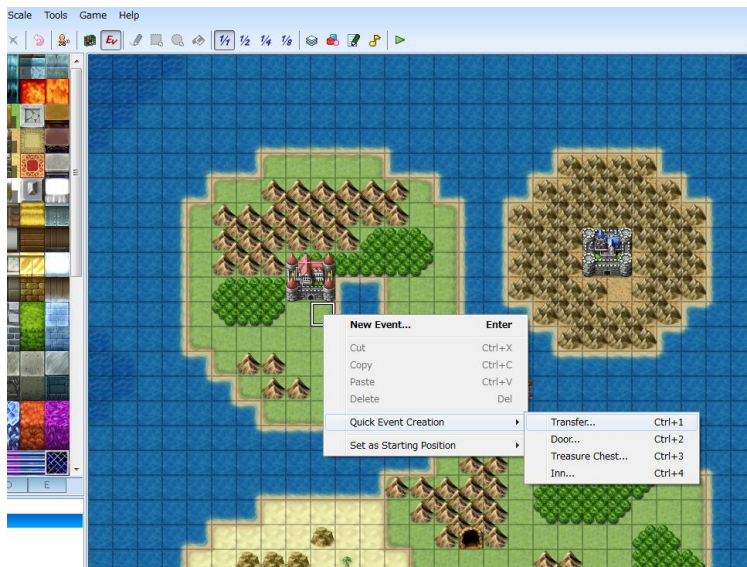


*Selecting the start position

Right-click on the tile you've selected as the starting position. From the menu that appears, select "Set as Starting Position" and then "Player".

Once the starting position has been set, we can begin a playtest and walk around. This will give us a much different impression of our map than from the map editor. As of yet, we will be unable to enter any of our towns, castles or other areas.

Congratulations! You've completed Level 2! Next, we'll discover how to create events.

*The "Open Project" feature is disabled in the trial version of RPG Maker VX. In order to use this sample data, you will need to purchase the full version.