

Forum:[Hack Forums](#)

Thread: [\[Monogame\] RPG - A Pokemon Style Game](#)

Chappie - June 28, 2016, 11:48 am

Well, I am working on a Pokemon-style game that is essentially a 2d RPG. As of now I am working on implementing essential features such as inventory, map creating, tile interactions and animations. I figured I would share it with people and maybe get some input on ideas, features and the future of this project.

This is the first time I have worked with any type of game development since I was 16(22 now), so I am still getting familiar with some things. Luckily, Monogame uses the XNA framework so I have quite a few things I am familiar with. So far I am in week 4 of this project.

Polimon

As for now, I have scratched my original concept. I will simply be making a 2d RPG framework that I will use when I come up with an official game concept.

Features:

- [x]Map Creation Tool
- [x]UI Notifications
- [x]Start Menu
- [x]Item Description Notifications
- [x]Pickup items/tiles
- [x]Traveling to new locations
- [x]NPCs
- [x]Music and sound effects
- [x]Quests and nested quests
- [x]Quest stage notifications
- [x]Location music and sound effects

[Video: <https://www.youtube.com/watch?v=W3Bhg41Yd54>]

Zilog80 - June 28, 2016, 1:56 pm

Nice to find another Monogame dev around here ?

I coded this long time ago using Monogame too:

[Video: <https://youtu.be/BCfNBiw9DFQ>]

If you have any question about Monogame I could help you.

severos - June 28, 2016, 3:52 pm

Did you try making a generic inventory code or a parent inventory then derive from it for your player and monster inventories?? maybe it can speed things a bit for you, and makes less code.

Chappie - June 28, 2016, 4:01 pm

(Jun 28, 2016 01:56 PM)Zilog80 Wrote: [\[CITE\]](#) Nice to find another Monogame dev around here ?

I coded this long time ago using Monogame too:

If you have any question about Monogame I could help you.

Amazing effects and it looks like a sick game. I deffinitely will keep you in mind if I have any questions Google can't solve!

(Jun 28, 2016 03:52 PM)severos Wrote: [\[CITE\]](#) Did you try making a generic inventory code or a parent inventory then derive from it for your player and monster inventories?? maybe it can speed things a bit for you, and makes less code.

The players backpack is under a ItemView I made filled with SlotComponents(Container of items) I also made. I could easily give an inventory to wild monsters, or perhaps "Trainers" with their own monsters.

I try to make things as flexible as possible. Although, I don't plan on giving wild monsters their own inventory.

Chappie - July 8, 2016, 6:56 pm

Added in battle matching. Don't mind my amazingly ugly textures I have as place holders for now.

Chappie - July 16, 2016, 9:47 pm

Update video with a more recent one.

The tool I'm using to record it shows flickering of the textures, but the client running the game does not.

SIM-1725686 - July 16, 2016, 11:00 pm

Very interesting use of MonoGame. I coincidentally had a somewhat similar idea, but in the style of Ingress or Pokemon Go.

Ninja - July 17, 2016, 7:02 am

Trumpkin OP. Please nerf.

Chappie - July 17, 2016, 6:02 pm

(Jul 17, 2016 07:02 AM)Ninja Wrote: [\[CITE\]](#) Trumpkin OP. Please nerf.

Lmfao. Thanks for the chuckle.

Chappie - July 26, 2016, 3:24 pm

Scratched my initial concept and decided to just work on essential RPG features. Open to ideas!

Updated OP with new video.

kr0sis - July 27, 2016, 8:09 am

Wow, nice work man!

It would be nice if I can check it out some day.

Chappie - July 27, 2016, 10:46 am

(Jul 27, 2016 08:09 AM)kr0sis Wrote: [\[CITE\]](#) Wow, nice work man!

It would be nice if I can check it out some day.

The source or the game itself?

I have thought of putting my progression with it on GitHub. However, I am far too embarrassed by my code to do that just yet. I can be a messy programmer - something I need to work on.

SIM-1725686 - July 27, 2016, 6:40 pm

(Jul 27, 2016 10:46 AM)Schlemiel Wrote: [\[CITE\]](#) The source or the game itself?

I have thought of putting my progression with it on GitHub. However, I am far too embarrassed by my code to do that just yet. I can be a messy programmer - something I need to work on. Imho it's worth it to put it on Github anyways.

Chappie - July 30, 2016, 9:02 pm

Added in quests and nested quests. Along with location music and sound effects.

Updated OP with new video.

x factor fan - August 1, 2016, 6:08 pm

this is very good my friend.. thumbs up..))