

PROCJAM BASIC BUNDLE

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Hey! Here's just some quick info about this bundle that (I hope) should help you with your programming.

The basic bundle has most of the assets needed to make a simple RPG. It includes simple outside environments, obstacles, rewards, enemies, and characters. It also all is made on a simple palette of colors, which you are welcome to change to add more variety:



| | | | | | | |
|----------|----|----|-----|-----|-----|-----|
| r | 35 | 37 | 34 | 60 | 117 | 192 |
| G | 43 | 95 | 120 | 160 | 187 | 235 |
| B | 33 | 64 | 74 | 106 | 149 | 211 |

Environment Tiles

In the main folder are the environment tiles. Every tile has the name of the tile and a two digit number, starting with "00". They also all follow the following rules.

- Any tile with the title "Name00" is a corner tile. The corner is an upper right corner
- Any tile with the title "Name01" is an edge tile. The edge is a left edge
- Any tile with the title "Name02" is an inverse corner tile. The corner is a lower right corner
- Any tile with the title "Name03" and above is a filled tile. There may be several filled tiles to a type of environment. This is just to add some variety, so a large patch of these tiles doesn't look repetitive and obvious.

Water is a special type of environmental tile. Almost every water tile has a suffix of "_00" or "_01". This is so you can animate the water by alternating between "_01" and "_00" tiles. In the case of the edges, it will look like a waterline receding and advancing; very pretty! In the case of filled tiles, there is no suffix, but they can be played like an animation by varying which tile is shown over time.

People Assets

In the “people” folder you’ll find several characters that can be used in your game; there’s two Heroes, and a few NPCs; they’ll all have the naming convention “NameXX_YY” where “XX” is a two digit number, starting with “00” and counting up by 1, and “YY” is the same. “XX” is used to tell the characters apart, while “YY” is used to label the pose of a character. All of the characters are posed according to the following naming convention:

- Any character with the title “NameXX_00” is a victory pose. The character faces the front, and holds one hand over their head.
 - Only heroes have this pose, which is why NPC characters do not have a pose labeled “npcXX_00”
- Any character with the title “NameXX_01” is standing and facing forward.
- Any character with the title “NameXX_02” is facing forward and taking a left step.
- Any character with the title “NameXX_03” is facing forward and taking a right step.
- Any character with the title “NameXX_04” is standing and facing the right.
- Any character with the title “NameXX_05” is facing right and taking a left step.
- Any character with the title “NameXX_06” is facing right and taking a right step.
- Any character with the title “NameXX_07” is standing and facing the back.
- Any character with the title “NameXX_08” is facing back and taking a right step.
- Any character with the title “NameXX_09” is facing back and taking a left step.

If you want to make a convincing walk cycle for any character, you can cycle between left step, standing, right step, and standing again while facing the same direction.

Everything else

All other assets are in the “Objects” file, including obstacles, weapons, and enemies. Objects that are of the same type will have the same name and have a number to differentiate between them, for example, “NameXX”, where “XX” is a two digit number starting from “00” and going up by 1.