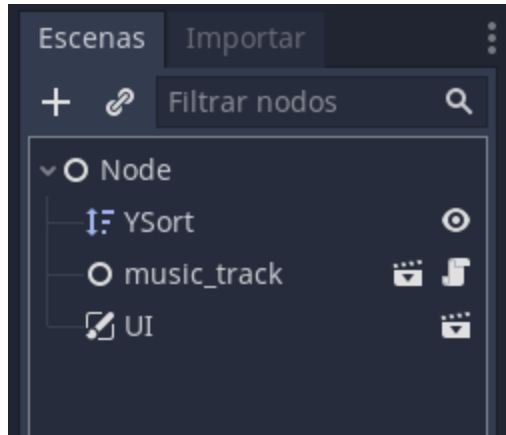
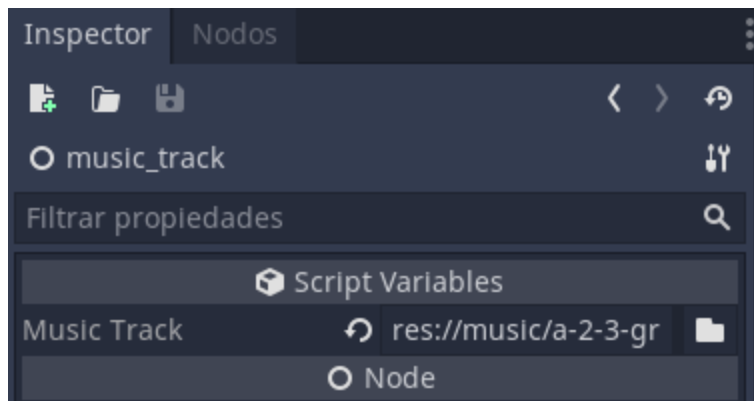


## How do I make a new level?

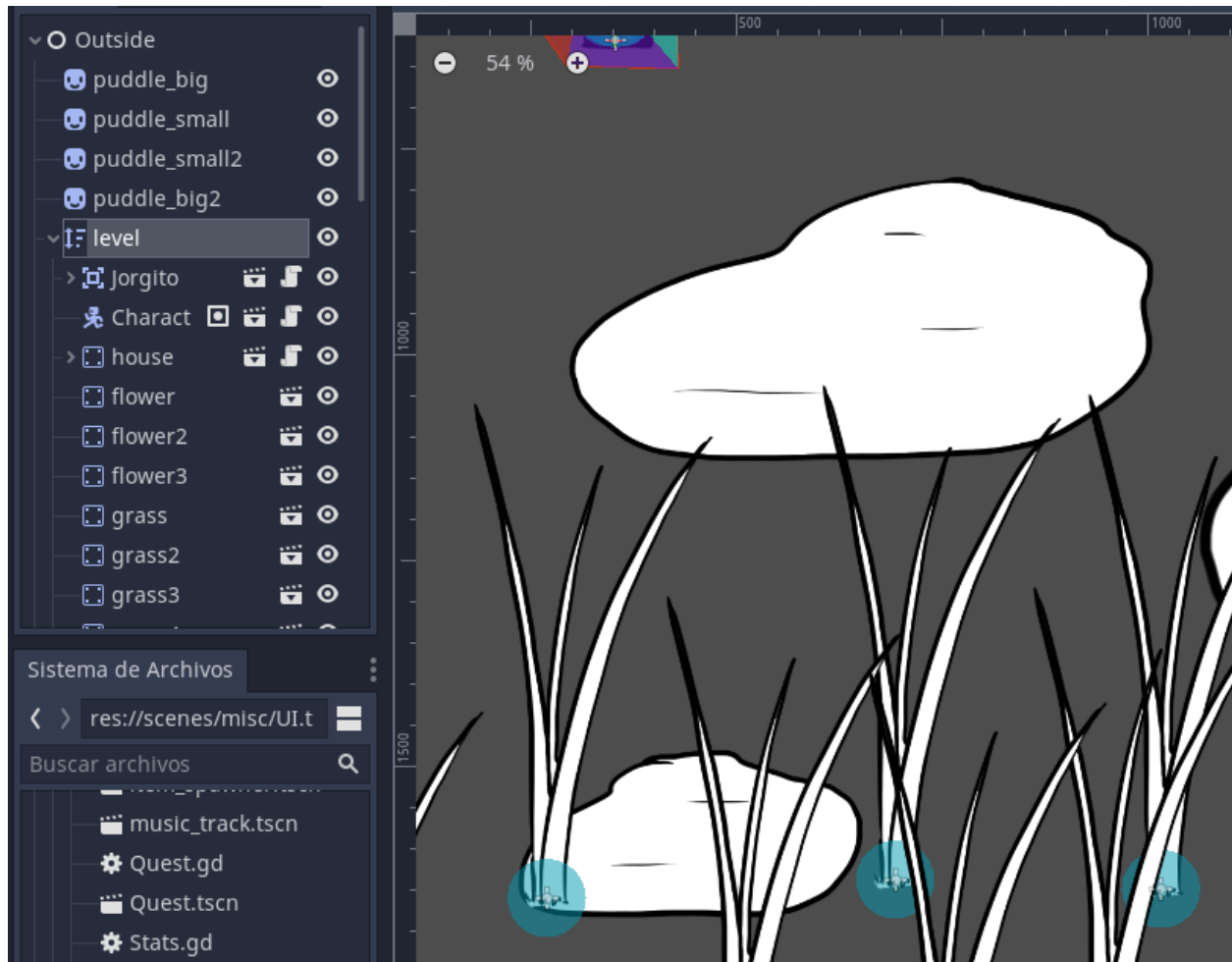
1) Create a new scene with a Node or Node2D as root. Add a YSort node as child and drag to the level the scenes `res://scenes/misc/music_track.tscn` and `res://scenes/misc/UI.tscn` keeping them as children of the root node.



2) Clicking on `music_track` you see a “Music Track” property in the inspector. You can drag any ogg file to it and it’ll autoplay when entering the level



3) Everything flat that should always appear below the rest of the elements (floor decoration, water puddles, etc) can be dragged to the scene as a direct child of the root node. Everything with height like characters, trees, houses, etc goes inside the YSort node. This will sort them automatically in the z dimension based on their y position.

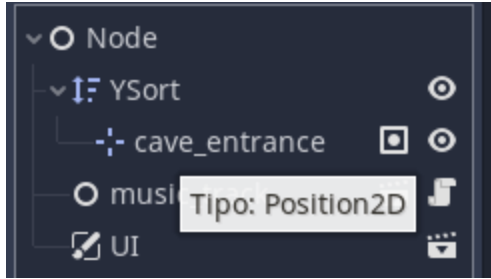


## How do add add the player character to the level?

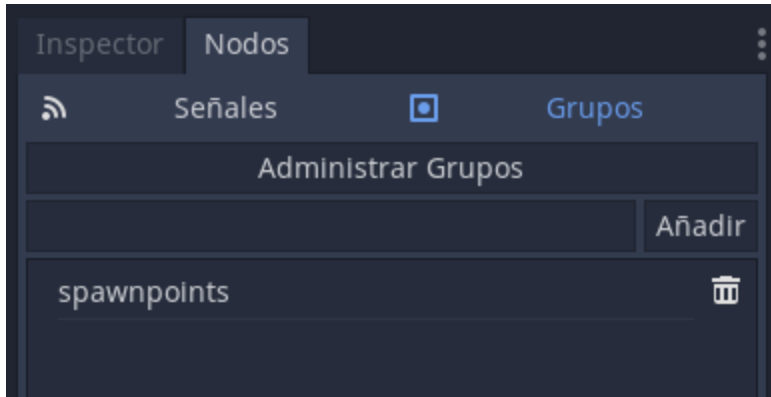
Add the scene `res://scenes/characters/pj.tscn` as a child of the YSort node. If we don't define any spawnpoints the position of that scene will be used for spawning.

## How do I add a spawnpoint to my level?

1 ) Add a Position2D node and give it a name, preferably all lowercase and without spaces.



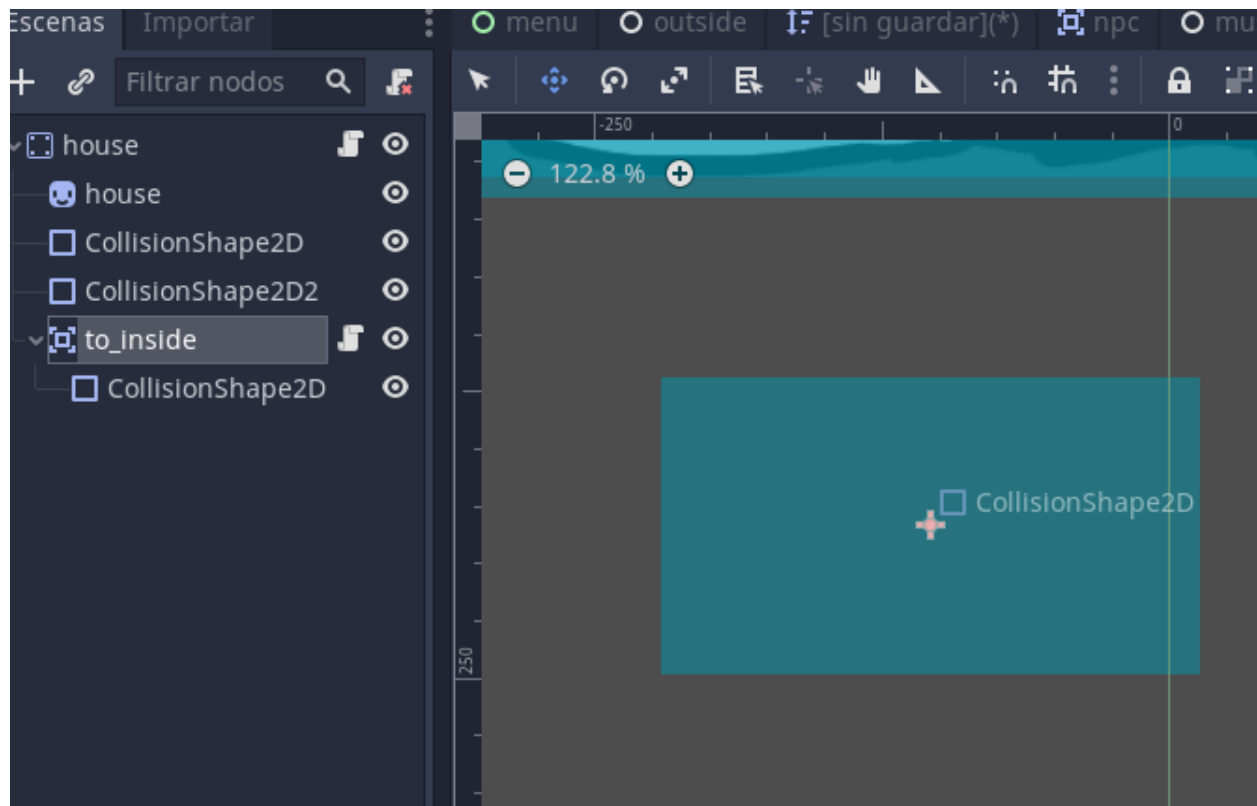
2 ) Add the Position2D node you just created to the “spawnpoints” group



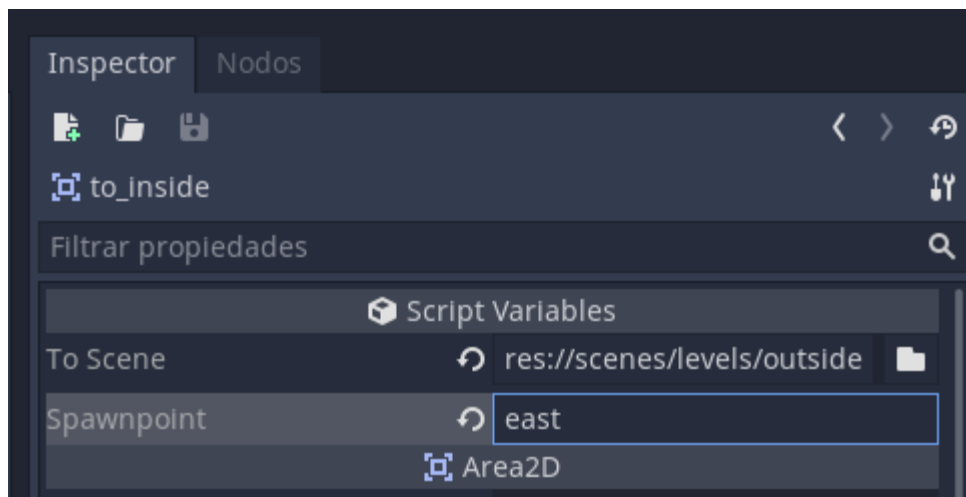
3) Place it wherever you want it in the scene.

## How do I make doors that go from level to level?

- 1 ) Crear an Area2D node with a CollisionShape2D in whatever shape you want.
- 2 ) Assign to it the script at `res://scenes/misc/exit.gd`

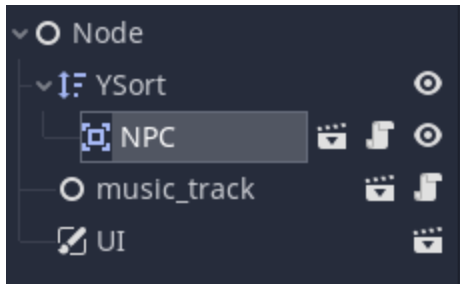


3 ) Click again on the Area2D. The inspector will show a “To Scene” variable where you can drag and drop your destination scene. You can optionally type the name of a spawn point in “Spawnpoint”. If the destination scene contains a spawn point with that name the player will spawn there, otherwise it will just spawn wherever the character scene is placed in the level. This is useful for levels with multiple entrances/exits

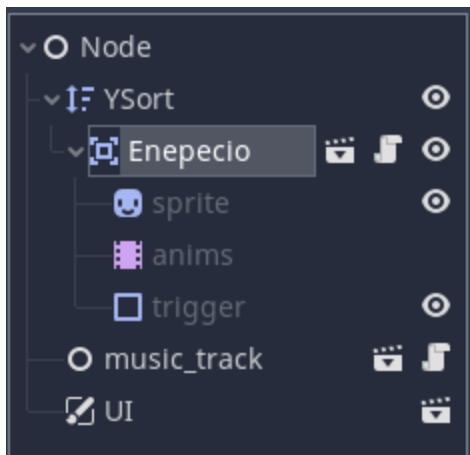


# How do I add an NPC?

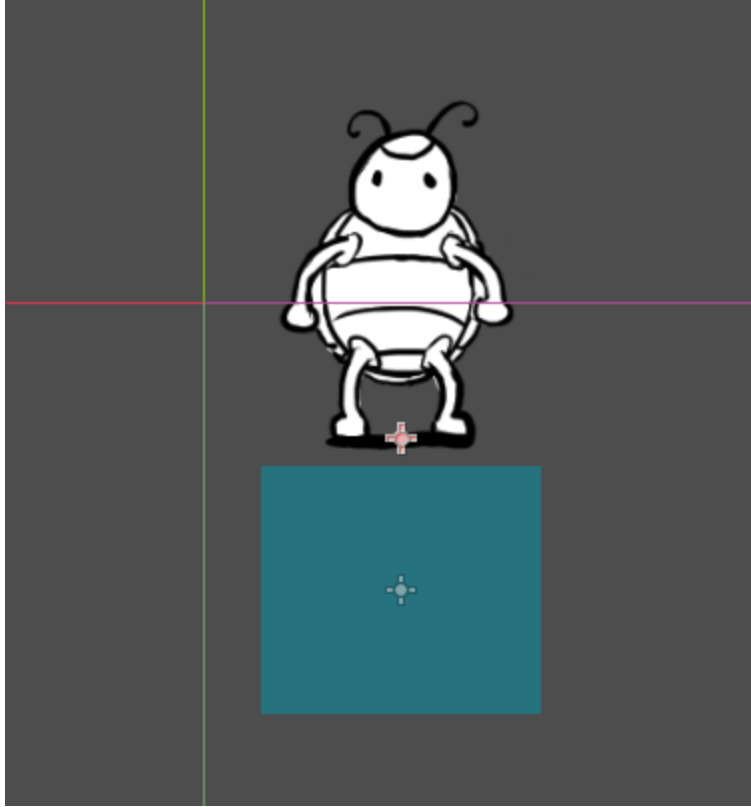
1 ) Drag to the level the scene at `res://scenes/characters/npc.tscn` and make it a child of your YSort node.



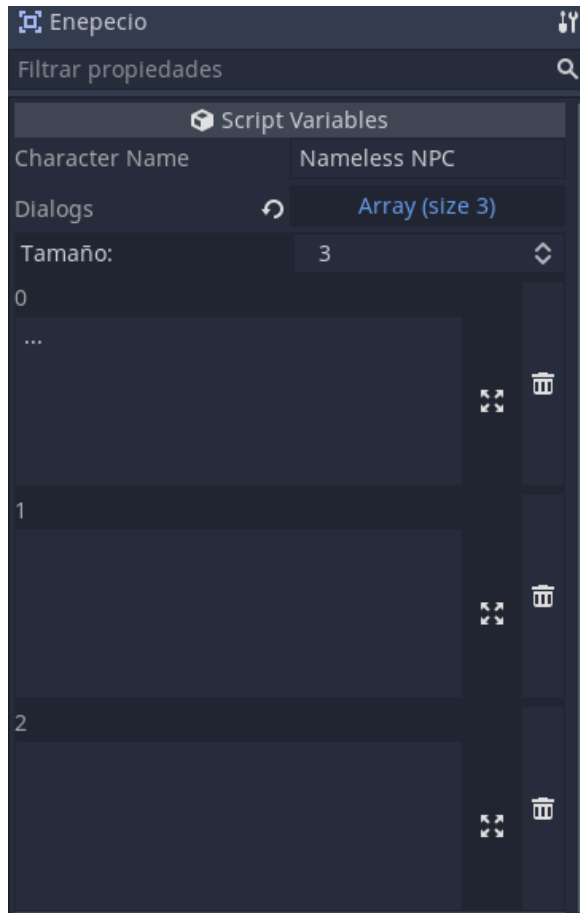
2 ) Right click on your newly added node and select “Editable Children”



3 ) You can place the trigger node wherever you want, or even change the shape for a new want if you don't want it to be a square. This defines the area where the player has to be standing to interact with the NPC. Make sure you don't have to NPCs with overlapping triggers.

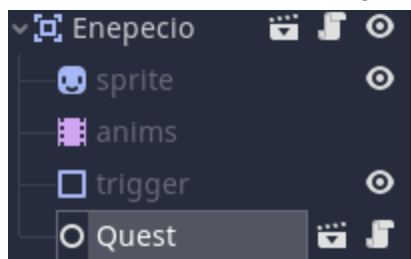


4 ) If we click on the main node for our npc we'll see some options in the inspector. We can give the NPC a name for the dialog box and assign it some dialogs. The NPC will say a different one, in order whenever you talk to them, going back to the first one when out of dialogs.



## How do I create a quest giver?

1 ) Drag the scene at `res://scenes/misc/Quest.tscn` to the level, setting it as a child of an NPC. This will turn it into a quest giver



2 ) Click on the Quest node and in the inspector you'll see the following options:

Quest Name: The name for our quest. Can be anything we want

Required Item: The item type we have to find. It can be any text but has to match with the "Item Name" property of the quest items you'll spawn.

Required Amount: The amount you need for the quest to be deliverable

Reward Item: The name of the item you'll receive. It can be any string.

Reward amount: The amount of that item to give to the player.

Initial Text: This is what the NPC will say when giving the quest.

Pending Text: Reminder text if we talk to the NPC without the required items.

Delivered Text: What the NPC will say when we complete the quest

Once the quest is complete the NPC falls back the generic dialog list.

The screenshot shows the 'Inspector' panel in Unreal Engine, specifically the 'Quest' section. The 'Node' tab is selected, and the quest is named 'Life as a Rappi Guy'. The configuration includes a required item 'Generic Item' with a quantity of 10, and a reward item 'Generic Reward' with a quantity of 1. The 'Initial Text' is 'TLDR; bring me 10 thingies', the 'Pending Text' is 'You forgot? I want 10 thingies', and the 'Delivered Text' is 'Thank you! Here's your reward..'. Each text field has a small icon in the bottom right corner, likely for text formatting or wrapping.

Script Variables	
Quest Name	Life as a Rappi Guy
Required Item	Generic Item
Required Amount	10
Reward Item	Generic Reward
Reward Amount	1
Initial Text	
TLDR; bring me 10 thingies	
Pending Text	
You forgot? I want 10 thingies	
Delivered Text	
Thank you! Here's your reward..	



## How do I check if the player has an item/has completed a quest, in order to allow it into some part of the map.

You can use an Area2D and connect the `body_entered()` signal. See `exit.gd` as reference.

-- You can use `if body is Player` to make sure it's the player entering the area

-- To match against an item you can do `if Inventory.get_item(item_name) > required_quantity:`

For example:

`If Inventory.get_item("Red Access Card") > 0:` checks if the player has at least 1 item called "Red Access Card"

-- To check if it has a quest in any state you can do `if Quest.get_status(quest_name) == state:`

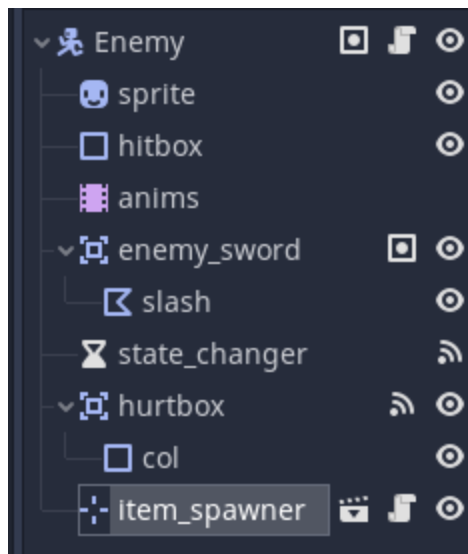
For example:

`If Quest.get_status("Defeat the Demon Lord") ==`

`Quest.STATUS.COMPLETE:` checks if "Recreate Image in Minecraft" is complete

## How do I make a character spawn an item when killed?

1 ) Add `res://scenes/misc/item_spawner.tscn` as a child scene of our enemy

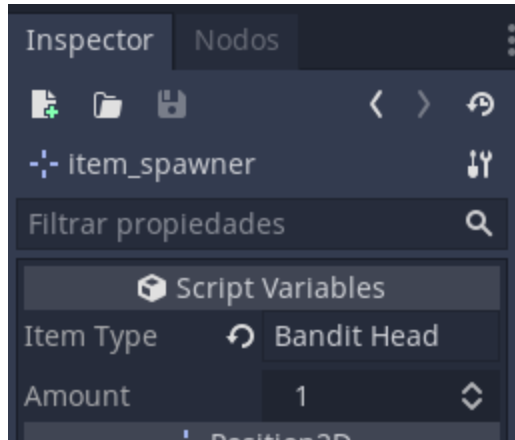


2 ) When clicking `item_spawner` you'll get the following in the inspector:

Item Type: The item name. If it's required for a quest the string must match exactly with Quest.required\_item

Amount: Amount of the item you receive when picking it up.

If making a kill quest you can make the enemy drop a part of its body. If it drops money it could be something like "Gold", "100"



3) In the enemy script, when we want it to spawn an item we do

`get_node("item_spawner").spawn()` or simply `$item_spawner.spawn()`

```
123 func despawn():
124     var despawn_particles = despawn_fx.instance()
125     get_parent().add_child(despawn_particles)
126     despawn_particles.global_position = global_posit
127     if has_node("item_spawner"):
128         get_node("item_spawner").spawn()
129     queue_free()
130     pass
```