

RPG Maker MV functions & event editor



Thematic area: in-Built Interactive Elements



Game engine: RPG Maker MV



Link: <https://www.rpgmakerweb.com/products/rpg-maker-mv>



Why & when to use this resource

RPG Maker MV is a game development engine designed to help users **create role-playing games and interactive adventures** without requiring any programming knowledge. It combines a **visual map editor, a database for managing game content and a powerful Event Editor** that allows users to create gameplay using graphical commands instead of code.

The engine includes **built-in assets such as characters, tiles, music, sound effects, animations and user interface elements**, allowing beginners to quickly build complete games. More advanced users can further customise their projects through JavaScript plugins.

One of RPG Maker MV's most important features is the Event Editor, which acts as a visual scripting system. Events control how characters, objects, doors, puzzles, dialogues, cutscenes and quests behave throughout the game. It proposes specific functions to easily implement and customise without coding.

The platform is particularly helpful for:

- ✦ Creating story-driven and exploration-based educational games;
- ✦ Creating NPC interactions and branching conversations;
- ✦ Building escape rooms and puzzle games;
- ✦ Teaching logical thinking through visual programming.



Strengths

- ◆ **Beginner-friendly no-code interface:** Most game creation tasks, events and interactions can be completed using accessible visual editors with clear functions and customisable features.
- ◆ **Complete game engine:** The software includes mapping tools, a database, audio management, animations, characters and battle systems that enable diverse types of games.
- ◆ **Large collection of built-in assets:** Users can immediately begin creating games using the included graphics, music and sound effects.
- ◆ **Flexible game design:** Although designed for RPGs, the software can also create adventure games, visual novels, puzzle games and escape rooms.
- ◆ **Large learning community:** Thousands of tutorials, templates, plugins, free custom assets and community resources are available online.



Limitations

- ◆ **Learning curve for complex events:** Simple interactions are easy to create, but larger projects require careful planning and organisation, with specific elements that need to be selected and adjusted to ensure each function works adequately. Large projects may contain hundreds of events, making clear naming and organisation essential to avoid confusion.
- ◆ **Designed mainly for 2D games:** The engine focuses on top-down 2D games with an old-school pixelated style and grid-based maps rather than on realistic, three-dimensional environments.
- ◆ **Wide variety of detailed functions and options:** Beginners may initially feel overwhelmed by the number of windows, menus and settings, even when creating a simple dialogue-based game.
- ◆ **Advanced customisation requires plugins:** Some specialised mechanics require additional plugins or JavaScript knowledge, which requires programming expertise and thus isn't accessible to beginners.



Tutorial sheet



How to use this tool

RPG Maker MV is organised around three main components:

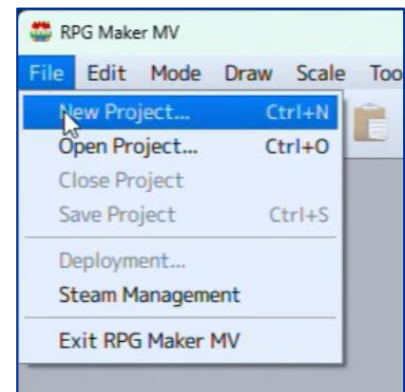
- ✦ **Maps**, a grid where you build the game world by placing visual assets in each square cell.
- ✦ **Database**, an interface where you manage characters, items, enemies, skills, common events, audio, map tilesets and other game data.
- ✦ **Events**, a function-based system where you create interactions, dialogue, puzzles, cutscenes and gameplay.

For most educational games, the Event Editor is the feature used most often because it controls how players interact with the world.

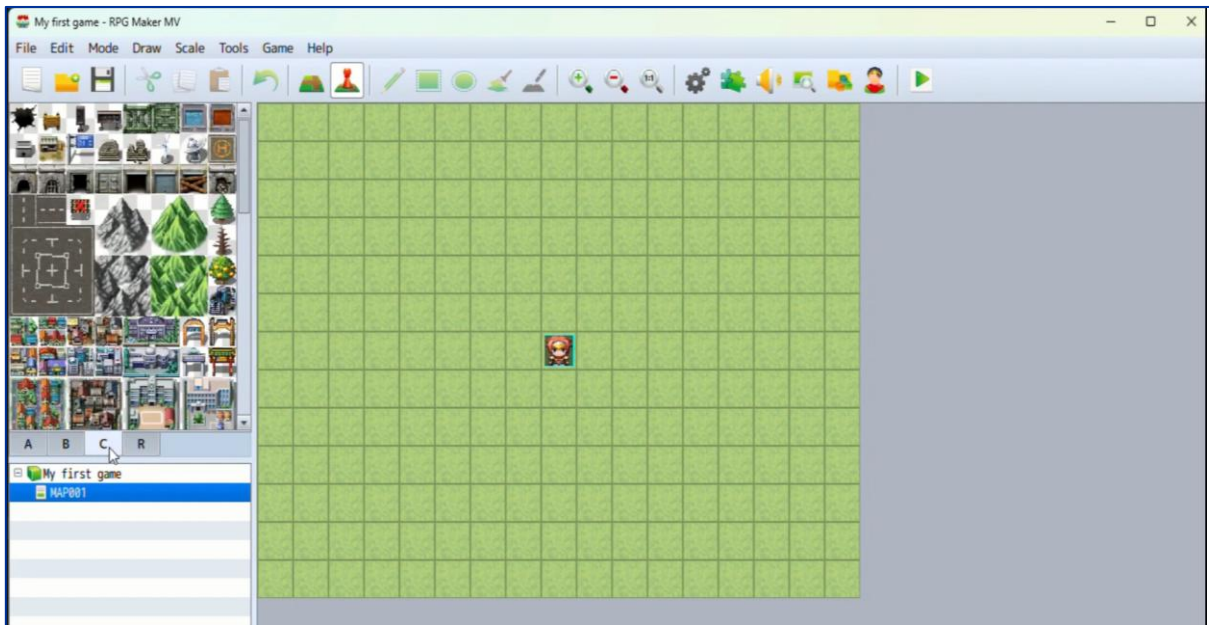


Step-by-step guide

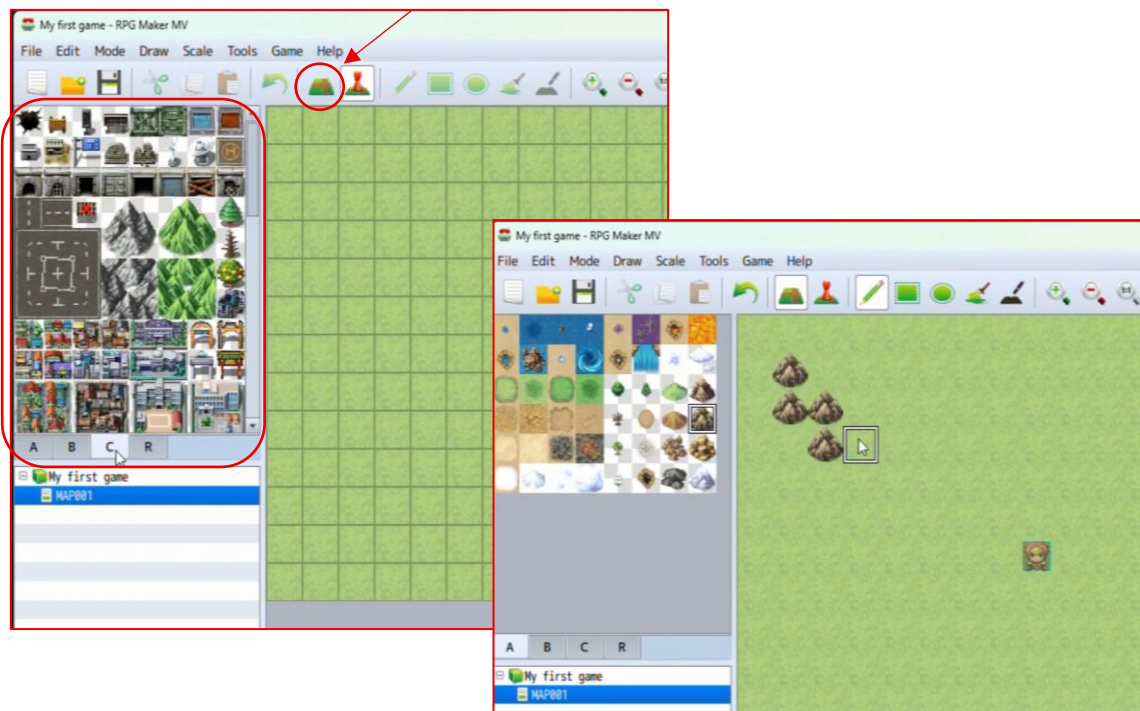
- ✦ **STEP 1:** Open RPG Maker MV and select "New Project". Choose a project name and location. The engine automatically creates a project folder which contains all the default resources.



- ✦ **STEP 2:** Explore the main editor, which contains several important areas:
 - Menu bar to adjust and customise the interface.
 - Toolbar to access specific functions and tools, such as the save option, the event editor, the database, character customisation and playtest.
 - Tile palette on the left side to show available visuals to place on the grid.
 - Map list to add, edit and navigate the different maps you create.
 - Map grid to see the game map and event placement.



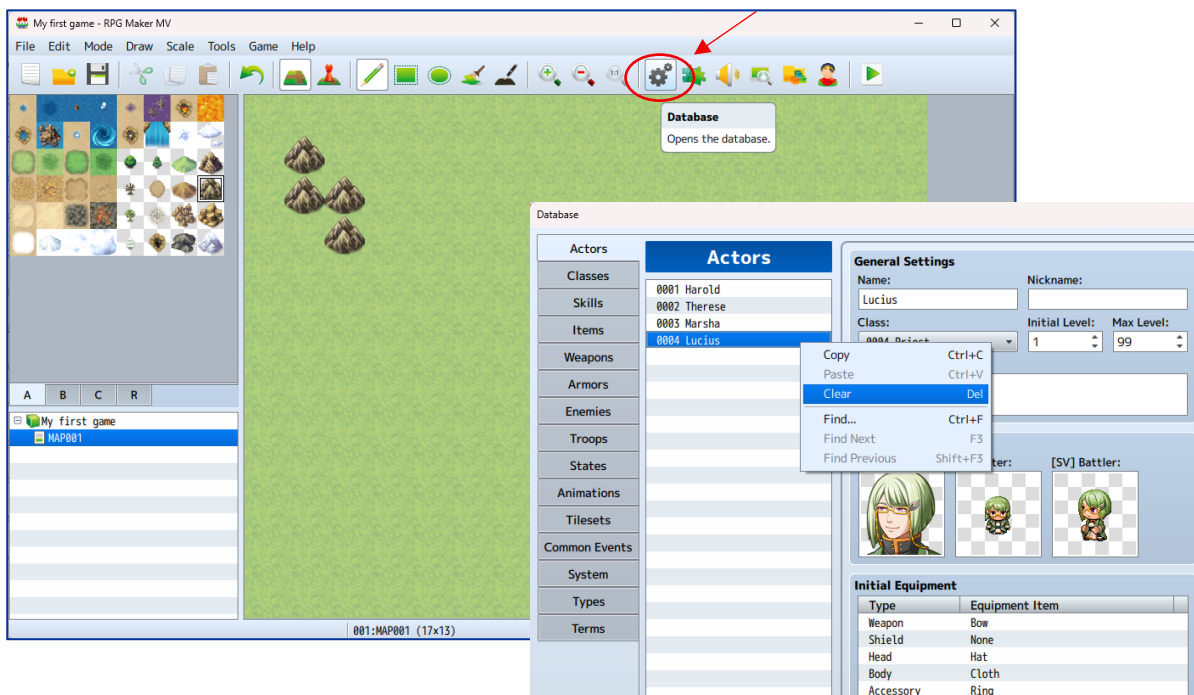
- ★ **STEP 3:** Enable the map move and build your map by selecting tiles from the side panel and placing them onto the map. You can create a wide variety of decors and environments, including outside landscapes, buildings, rooms, etc. Players will be able to move across the map. Some tiles will not allow players to walk through them.



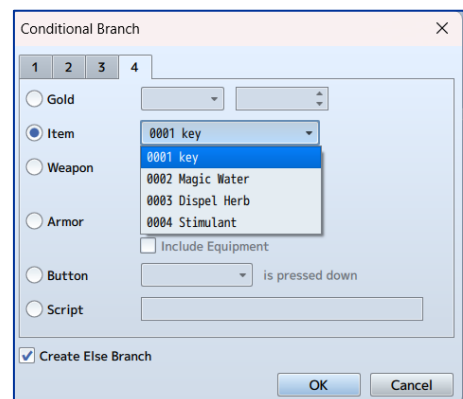
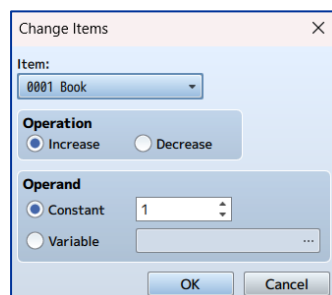
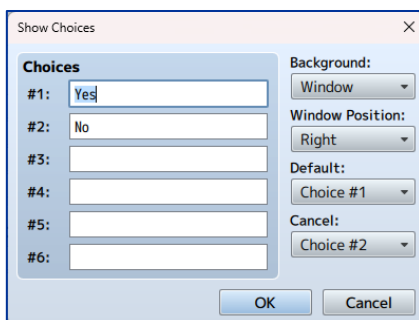
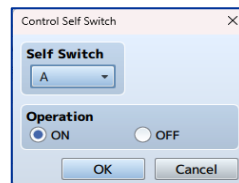
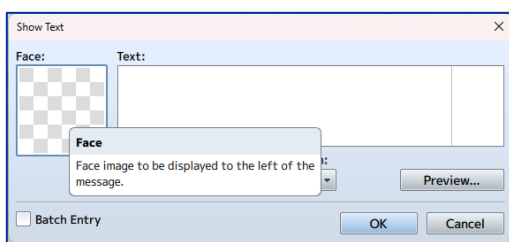
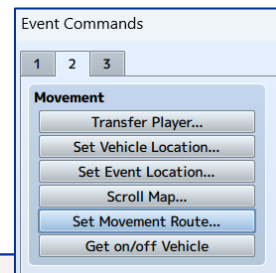
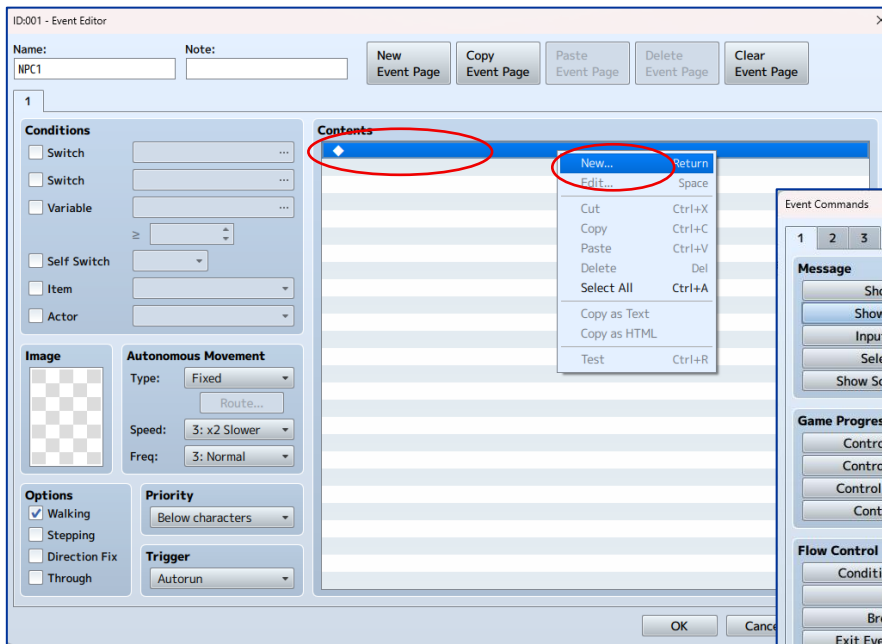
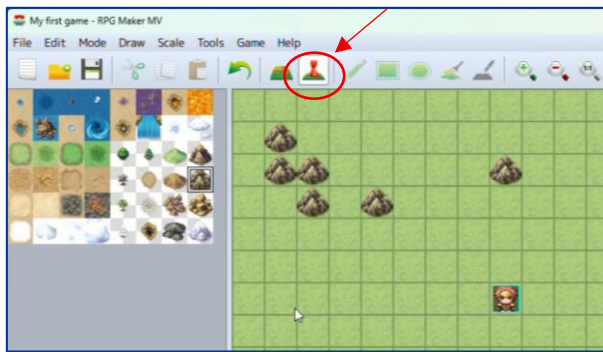


- ✦ **STEP 4:** Modify the characters by selecting the “Database” tab at the top. You can customise them as you wish using the available assets and save the visuals in the game folder to include custom characters in the dialogues and maps.

Note: The default game includes 4 playing characters. Adjust or remove the different “Actors” by right-clicking on their names, then on “Clear”.

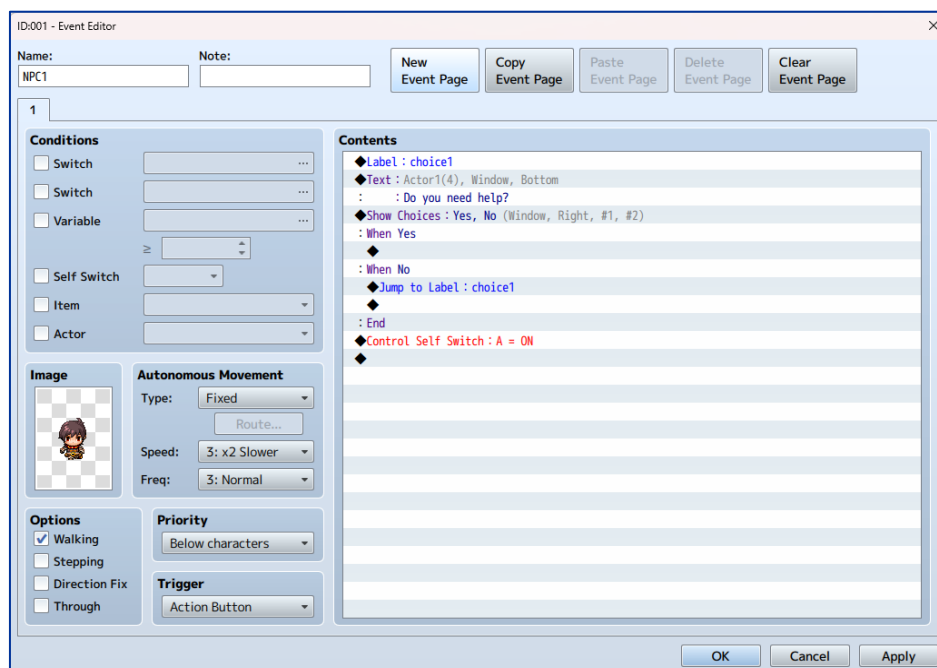


- ✦ **STEP 5:** Create an event by selecting the “Event Mode”. Double-click any tile where you want an interaction to occur. A new Event window will open, where you can adjust settings and create interactions. Basic event types include:
 - **Show Text:** Create a dialogue with a non-playable character.
 - **Show Choices:** Create a multiple-choice interaction within dialogue.
 - **Change Items:** Allows players to find or drop a specific item.
 - **Transfer Player:** Transports the player to a different map.
 - **Control Self Switch:** Ensures that events don't repeat by leading to a second event page within the same event window.
 - **Common Event:** Leads to a repeated event created in the Common Event tab in the Database.
 - **Conditional Branch:** Creates a conditional event that determines the conditions in which an event will be triggered (if a previous event was completed or an item was found).





- ✦ **STEP 6:** Configure the event by adjusting the settings in the Event window:
 - Add an event **Image** if you wish the Event tile to show a visual (such as a character, door, item, etc).
 - Adjust the **Autonomous movement** if you wish the Event to move across the map or stay in the same tile.
 - Adjust the **Priority** if you wish the player to be able to walk through the event or be blocked by it.
 - Adjust the **Trigger** type if you wish for the event to launch if the player moves through it (Player Touch), if the player interacts with it (Action Touch), on its own as soon as the player enters the map (Autorun) or at the same time as other events (Parallel).



- ✦ **STEP 7:** Test your game regularly with the “Playtest” button and interact with each tile and event to verify that:
 - Triggers, dialogues, choices and conditional branches work as intended;
 - Player movement and decor behave correctly;
 - Sounds and transitions occur at the right time.





Additional learning sources & tutorials

- ◆ RPG Maker MV product page and description:
<https://www.rpgmakerweb.com/products/rpg-maker-mv>
- ◆ RPG Maker MV official help page with instructions about key features:
https://rpgmakerofficial.com/product/MV_Help/
- ◆ RPG Maker MV tutorial about the key editor components:
https://rpgmakerofficial.com/product/MV_Help/page/01_03.html
- ◆ RPG Maker MV tutorials for specific mechanics and goals:
<https://www.rpgmakerweb.com/category/tutorials>
- ◆ Community-created video tutorials for various RPG Maker MV functions:
https://rpgmaker.fandom.com/wiki/Unofficial_Tutorials/RPG_Maker_MV/Suggested_YouTube_Videos



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