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RPG Creation Tool for PC "RPG Developer Bakin"
Enhanced Useful Functions for 3D Dungeon RPG Creation!
Major Update Implemented!
A sample game that introduces each feature is also available.

June 28, 2023, Sapporo, Japan - SmileBoom Co.Ltd. is pleased to announce the release today of update Ver. 1.3, which enhances the 3D dungeon RPG creation functionality, for "RPG Developer Bakin," currently available in Early Access on Steam.



Added functions to make 3D dungeon RPG creation even more convenient.
A major update (Ver. 1.3) was implemented today, focusing on functions useful for 3D dungeon RPG creation. More party members, attack range, a mechanism to enhance items, orthographic camera projection, mini maps with auto-mapping, expanded picture book functions, etc., etc., etc. We have also added a sample game to give you a better idea of how to use each function. And of course, we are also adding features to improve the usability of the tool and further expand the range of games created.

[RPG Developer Bakin] Ver. 1.3 New Features Trailer: <https://youtu.be/3CXX1wNGGRU>

RPG Developer Bakin Ver. 1.3 Update Summary

- Increase in Number of Party/Enemy Members



The maximum number of members has been doubled to "8" in response to requests for a larger number of members to form a party. The number of enemies appearing in a battle has also been increased to "8". Regarding the area where the number of enemies is specified in the Map Settings and Event Panel, it is now possible to specify up to 8 enemies.

- Battle Related

Added functions such as "attack range" and "member rearrangement" that can introduce concepts such as "front/back row" into battles. It is now possible to add attack range to weapons so that attacks cannot reach the back row, and to create commands to send "sleeping" or "combat disabled" members to the back of the party.

- 2D Style Battle Related

Added a function that is useful for creating so-called front view 2D battles with a background of 2D image placed on a billboard. For example, the "Orthographic Projection" option added to the Camera Tool makes it easier to use the camera for creating 2D games, as the size and visibility of the projected object is no longer affected by its distance from the camera.



- Enhancement Items

Combine database/event/layout to create enhancement items like "Sword +1" or have them dropped by enemies.

- Mini Map with Auto Mapping

Mini map display function, including auto-mapping function, has been added. Various settings can be made in the Layout Tool, Game Definition, and Event Editor.



- Expanded Picture Book Features

New features have been implemented to enhance the monster, item, and skill picture books. It is also possible to filter by tags specified in the Database.

- Dungeon RPG Sample Game



A simple dungeon RPG sample game has been added to the Game Gallery. It includes elements such as the dropping of enhanced items using item customization events, 2D-style battles, and the influence of attack range on battles. Please use this as an example of how to use the main functions of Ver. 1.3 for your game creation.

In addition, many other features and improvements have been added, including the ability to specify the order in which Free Layout for Events is displayed and improvements to the operation of the Layout Tool. Please take this opportunity to try creating your own game with "RPG Developer Bakin".

About RPG Developer Bakin



"RPG Developer Bakin" is a game creation tool that combines ease of use and high features, making it easy for anyone to create games inspired by "your world". It includes a map editor that allows you to create maps as if you were playing a game, an event creation system that controls the game by simply arranging panels with functions, a database that provides detailed character status settings, advanced screen effect settings that can dramatically change sceneries, and many other tools. Graphics and sound assets are also provided, so you can start creating "your game" right away. We started Early Access on Steam in October 2022, and are working to improve and add features to the tool as we receive requests from creators to make it a better tool for the commercialization of the product.

Screenshots





Factsheet

Title: RPG Developer Bakin

Genre: Game Creation Tool

Recommended System Requirements:

OS: Windows10 (64bit), CPU: Core i5-8400/Ryzen 5 1500X or better, Memory: 16GB, Graphics: NVIDIA® GeForce™ GTX1650/AMD Radeon™ RX570, Storage: 8 GB available space

Distribution Store: Steam https://store.steampowered.com/app/1036640/RPG_Developer_Bakin

Early Access Start Date: October 17, 2022

Early Access Edition Price: \$69.99 USD

Development / Publisher: SmileBoom Co.Ltd.

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Official Website: <https://rpgbakin.com/en>

Official Twitter: <https://twitter.com/RPGBakin>

Official Facebook: <https://www.facebook.com/RPGDeveloperBakin>

Official Discord: <https://discord.gg/yKwuye2>

Logos, videos, screenshots, and other materials for this release can be downloaded from the URL below.

https://smileboom.com/dl/press/RPGDeveloperBakin_Assets_20230628_EN.zip

About SmileBoom



The Company is a game development company based in Sapporo, Japan. Since its establishment in 2008, the company has continued to create "amusing games that will make anyone smile" and "tools for future creators" for young people, such as the "SmileBASIC" series for powerful high-speed programming on consumer hardware and "Smile Game Builder" for easy 3DRPG creation tool on PC. On the other hand, as a development team with unique sensibilities and advanced skills, we have developed and assisted in the development of major titles and experimental efforts for many major developers. The development team has a wide range of experience and a wealth of ideas ranging from 8-bit PCs to the latest game consoles.

Official Website: <https://smileboom.com/en/>

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