
RPG Creation Tool for PC "RPG Developer Bakin" "Plug-ins" Feature to Extend the Range of Usage! Major Update! Participating in the Sapporo Game Camp booth at the Tokyo Game Show 2023!

September 19, 2023 - Sapporo, Japan -SmileBoom Co.Ltd. is pleased to announce the release of update ver. 1.4 for "RPG Developer Bakin", currently available in Early Access on Steam, which makes it easier to use plug-ins created with C# code and enhances the game creation features of this tool. We are also excited to announce that "RPG Developer Bakin" will be on playable exhibition at the "Sapporo Game Camp" booth at the Tokyo Game Show 2023, which will be held from September 21, 2023.



Plug-ins are simpler to use, and features are implemented to extend the range of Bakin's creation.

In this update ver. 1.4, we have implemented many features that extend the use of plug-ins written in C#. Bakin has continued to add features since its release, and we are pleased to provide an environment that makes it easier for you, the creators of Bakin, to add the features you need. Sample plug-ins are also available on the Steam Workshop.

In addition to features related to plug-ins, we have added other features that are useful for creating games with Bakin.

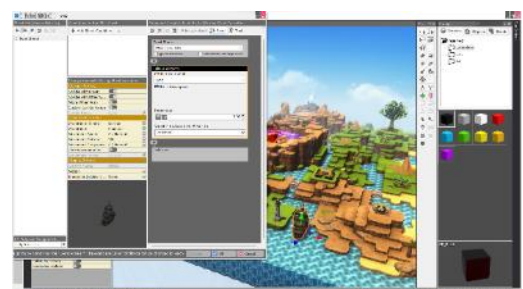
RPG Developer Bakin ver. 1.4 Update Summary

- Ability to Link External DLL Files, such as the Steam Library:

We implemented the ability to link external DLL files not included in Bakin to plug-ins, so you can accomplish things like "I want to install the Steam Achievements feature in my game". As samples, we have also released sample code to integrate Steam Achievements.

- Ability to Call a Function Set in a Plug-in in an Event:

We implemented a function that allows to call a plug-in with several functions (methods), such as "turn on/off the display of the message window during a conversation", at any time within an event.



- Ability to Import C# Plug-ins in a Zip File:

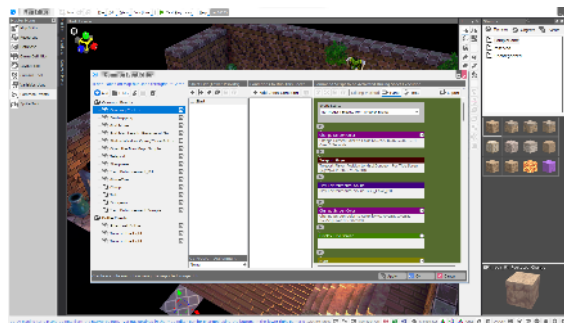
We implemented a function that allows sharing a zip file on the Steam Workshop with a collection of C# plug-ins that have been created. You can import shared plug-ins and apply them to your own projects.

- Sample Plug-ins Are Now Available:

Sample plug-ins that take advantage of the various features added to the Steam Workshop in this update are now available. Please use this information along with the information posted on the RPG Developer Bakin Manual Wiki. Sample plug-ins will be added gradually in the future.

- Common Event Editor:

An editor has been implemented to reduce the time and effort required to create common events that are often used in the game creation process. In fact, this editor was created as a plug-in. We are working on an environment where you can create your own "tool plug-ins to extend Bakin's Editor" in the future.



- Opening the Use of Free Layout for Events at the Battles:

It is now possible to use the "Free Layout for Event" during battles to display menus and UI separately from the battle layout.

- Ability to Hide the Mouse Cursor During Play:

We implemented a function to fix the mouse position in the center and hide the mouse cursor to make it easier to play the created FPS/TPS games that are played with a mouse.

Many other features have been added and improved.

Please take this opportunity to try your hand at creating games with "RPG Developer Bakin".

Playable Exhibition at TOKYO GAME SHOW 2023!

We will exhibit "RPG Developer Bakin" as a playable exhibition at TOKYO GAME SHOW 2023, which will be held from September 21, 2023 (JST). The booth will be in the "Sapporo Game Camp", which SmileBoom participates in managing. We are looking forward to seeing you there.

About Sapporo Game Camp

This is an organization of game development companies in Sapporo and the city of Sapporo working to nurture future game creators. We hold game jams, seminars, and programming courses to teach students and children the joy of game creation. SmileBoom Co.Ltd., the developer of "RPG Developer Bakin", is also helping to run the organization and will be exhibiting the tool as a playable exhibition.

[Sapporo Game Camp Official Website] <https://sapporo-game-camp.com/>

Overview of "RPG Developer Bakin" Exhibit at Tokyo Game Show 2023

Event Name: Tokyo Game Show 2023

Date and Time:

Business Days: September 21 (Thu.) - 22 (Fri.), 2023, 10:00am - 5:00pm

General Public Days: September 23 (Sat.) - 24 (Sun.), 2023, 10:00am - 5:00pm

Venue: Makuhari Messe (Mihama-ku, Chiba City) Exhibition Halls 1-11 / International Conference Hall / Event Hall

Exhibit Name: Sapporo Game Camp

Booth: 3 Hall / Booth #03-N10

Official Event Website: <https://tgs.cesa.or.jp/en/>

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.

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_20230919_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/>

Media Contacts:

Nobuki Nagai and Akari Tsuruta
info@smileboom.com