RPG starter kit - scripts
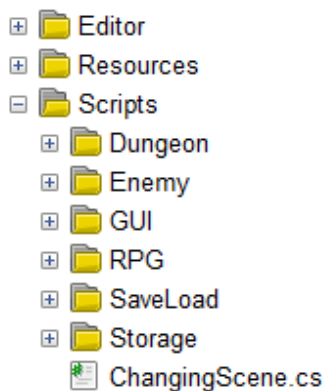
Script are split in two main parts

1. **Editor** - all scripts for Unity3d editor

2. **Scripts** - all other scripts

(folder Resources is used to store all XMl files except saved positions)

Folders in MonoDevelop

1. **Editor**

All editor scripts have in the name "Editor" e.g.: ConversationEditor, QuestEditor. Other scripts only support these editor windows.

For save / load are used scripts in folder "Scripts\Storage".

2. **Scripts**

a) **Dungeon** - scripts for generating dungeon, there is also class for generating random numbers

b) **Enemy** - all scripts that they are NOT directly connected to RPG starter kit, they can be used in any game, in this folder is also script for generating random numbers (RandomNumberGenerator)

      - random patrol movement (scripts: MovingPoint, RandomPatrol)

      - pathfinding (script: PathFinder)

c) **GUI** - all scripts for in-game windows   MainMenu, QuestLog, Conversation, all these scripts are attached to Player prefab

d) **RPG** - contains all scripts for RPG part of the game

      1. **Base** - base part of the RPG defining important interface IItem, global settings or

important classed e.g: Condition and ActionEvent (events in the game)

2. **CombatSystem** - now empty, it will be replaced by PlayerAttack script (in next   version)

3. **Conversation** - scripts for Paragraph and LineText - basic operation and conditions   with paragraphs, Conversation is displayed by Conversation GUI

4. **Hero** - all scripts for holding all information belongs to player, inventory, quest   log, hit points, current scene etc... script PlayerInformation is holder of all these   information and is used as part of save position for this kit

5. **Characters** - scripts for enemies and NPC, here you can find script for AI

6. **Item** - weapons, armor, items

7. **Quest** - quest

8. **XPSystem** - attributes, skills

e) **SaveLoad** - these scripts are used for saving / loading. RPG kit will save "SaveContent". This class contains "PlayerInformation" and List of "SavedScene".

f) **Storage** - saving and loading files to hard drive, using XMLSerialization

ChangingScene script is for loading new scene and storing information