

"Game Map" Introduction

This is part of the game map that will actually be used in "Imperial Knights."

In "Imperial Knights," including smaller maps such as inside shops, dungeons, and towns, there will be about 300 maps. It took a year just to make these maps, and all of them were created by Lib, so the quality is certified.

The dungeon maps were made in a way that gets you excited just from walking in them, so I'm really excited to show you guys the whole thing. (' ∇ `)

While making the maps this time, what we specifically focused on was "how wide the map is."

I've been told "Poison's maps are too wide!" in the past, so I thought this is a point that really needed big improvement.

Therefore, we made towns and inside shops compact by removing as much meaningless space as possible.

For dungeons, after adding a variety of narrow and wide spaces to avoid enemies with an symbol encounter, they seem to be organized compactly.

Combining this with the Fast Travel I introduced earlier, I think we've created maps that are quite convenient.

Also, "Imperial Knights" is currently customizing the UI design, such as the menu screen and status screen, in a big way.

I'd like to make a cool design that gets rid of the "RPG Maker" feeling as much as possible, so I would also like to introduce that once the design has been solidified to some extent.