Maid_san's Caving Adventure Images Crack Dll

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About This Content

- Introduction -

Maid_san's Caving Adventure is an action game originally released on XBOX 360's XBLIG.
A lot of time has passed since its release in 2011.
I started off spontaneously, drawing graphics as pixel art.
At that time I was having a hard time creating graphics!
And making not only all graphics but also the whole game alone was even harder!

Anyway, a lot happened and after being away for a while,
Pixel Game Maker MV got released.
So I decided to get on my butt and start developing some new games.
And that's when it hit me.
I'm sure there are various people who were thinking to do the same thing.
However, no graphics, no game!
And so I decided to help those in need of some graphics by making this DLC.

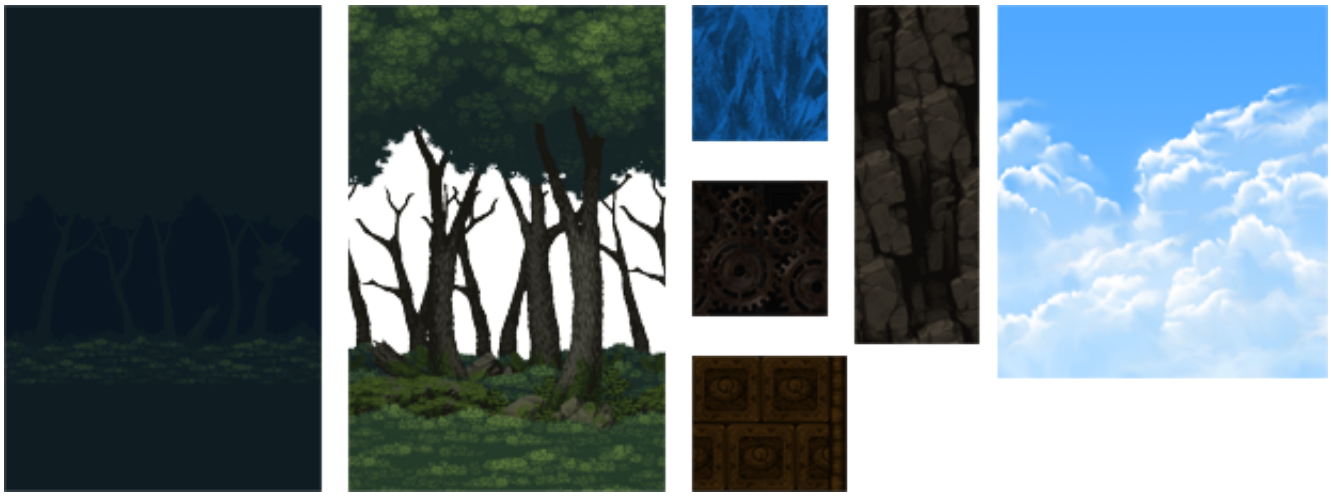
When organizing this DLC, I noticed that there is much less material than I thought there was.
I realized how little material was needed to make Maid_san's Caving Adventure.
Feel free to create your own games with these materials!

Notice
Maid_san's Caving Adventure Soundtrack is not included in this DLC.
KoheiGallery does not own the rights to this soundtrack, so please do not use it.

- About the content -

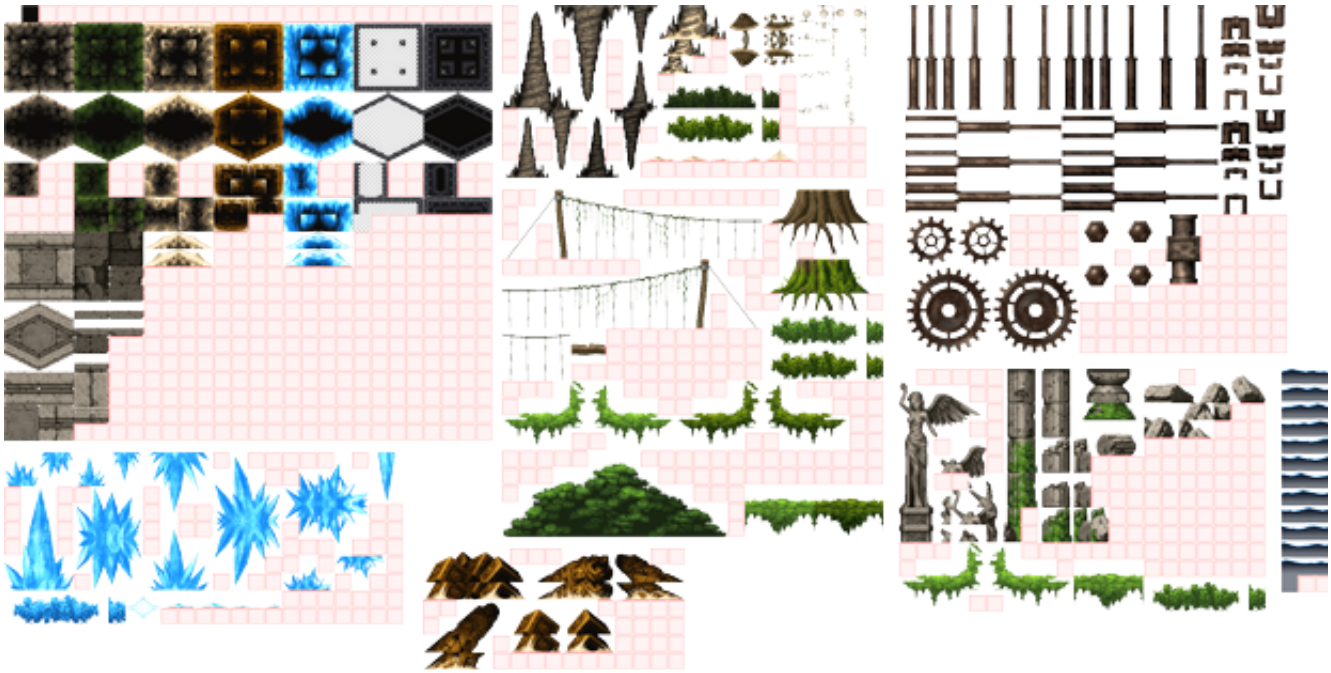
All content in this DLC is from Maid_san's Caving Adventure.
However, the characters are not included.
Characters have their own personality, so I'd like you to make one that fits your game.
As the possibility to make slopes is a feature of Pixel Game Maker MV,
I added slopes in the tile map.
Also, I added materials of a canceled game.
All materials are in the following folders:

- BG
The folder with all background images.
They are all loopable horizontally or vertically, so please use them with the tiles.

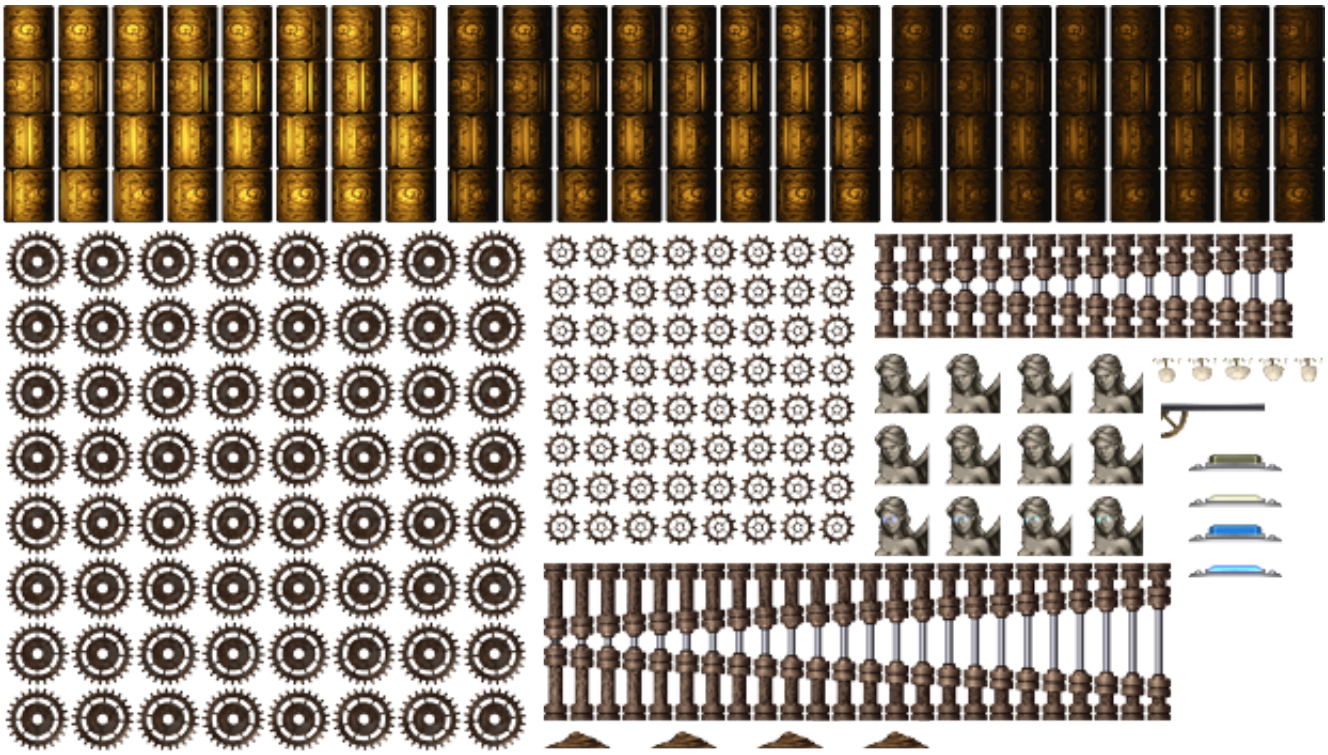


- Item
All items are in here. They all have their own animations.
The sizes are as follows:
item_star_L 64x64
item_parfait 32x64
item_shoes 64x32
itembox 78x64
Others 32x32

- MapChip
All tiles are in here.
The tilemaps are 32x32 in size.
mapchip_water is animated from top to bottom and so they are connectable horizontally.
And the lowest tile is used for places other than water.

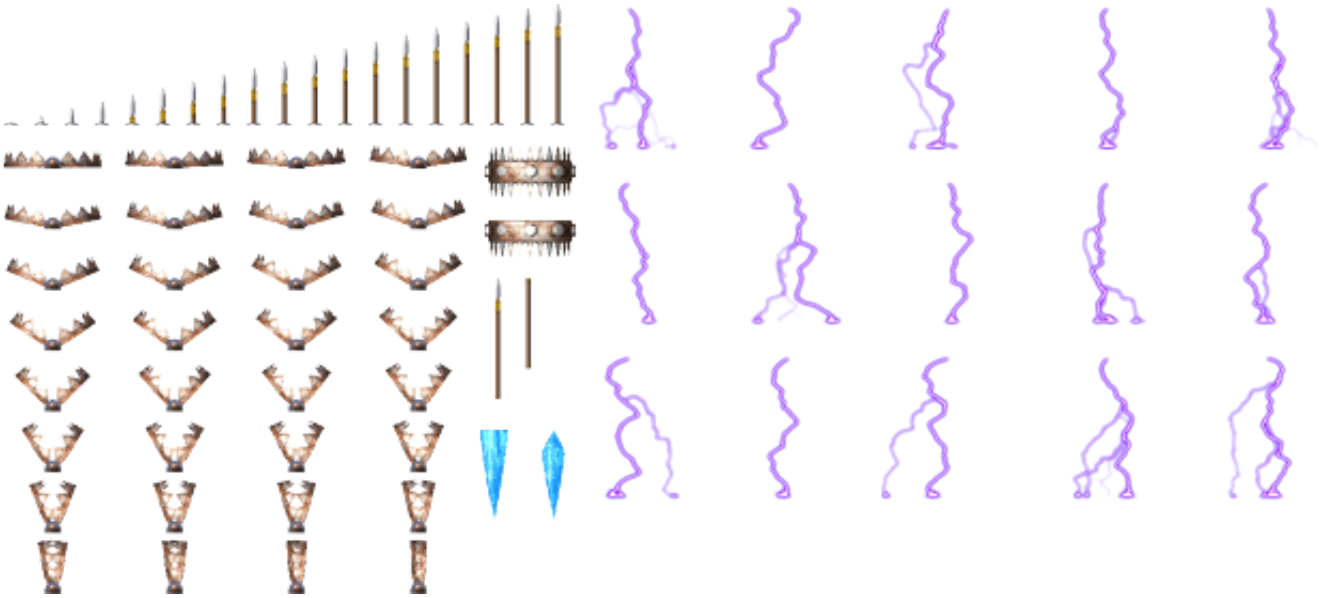


- Object
These are the background objects for the stage.
They all have their own animation patterns.
There are a lot of different patterns, so be careful when setting the animations.
All objects are animated from the upper left to the lower right.
obj_door_A 192x256
obj_door_B 192x256
obj_machine_A 160x160
obj_machine_B 96x96
obj_machine_C 32x192
obj_machine_D 32x128
obj_mushroom 32x32
obj_ruins_A 64x64
obj_ruins_B 64x64
obj_ruins_C 64x64
obj_shit 96x32
obj_switch 96x32
obj_temple 64x64

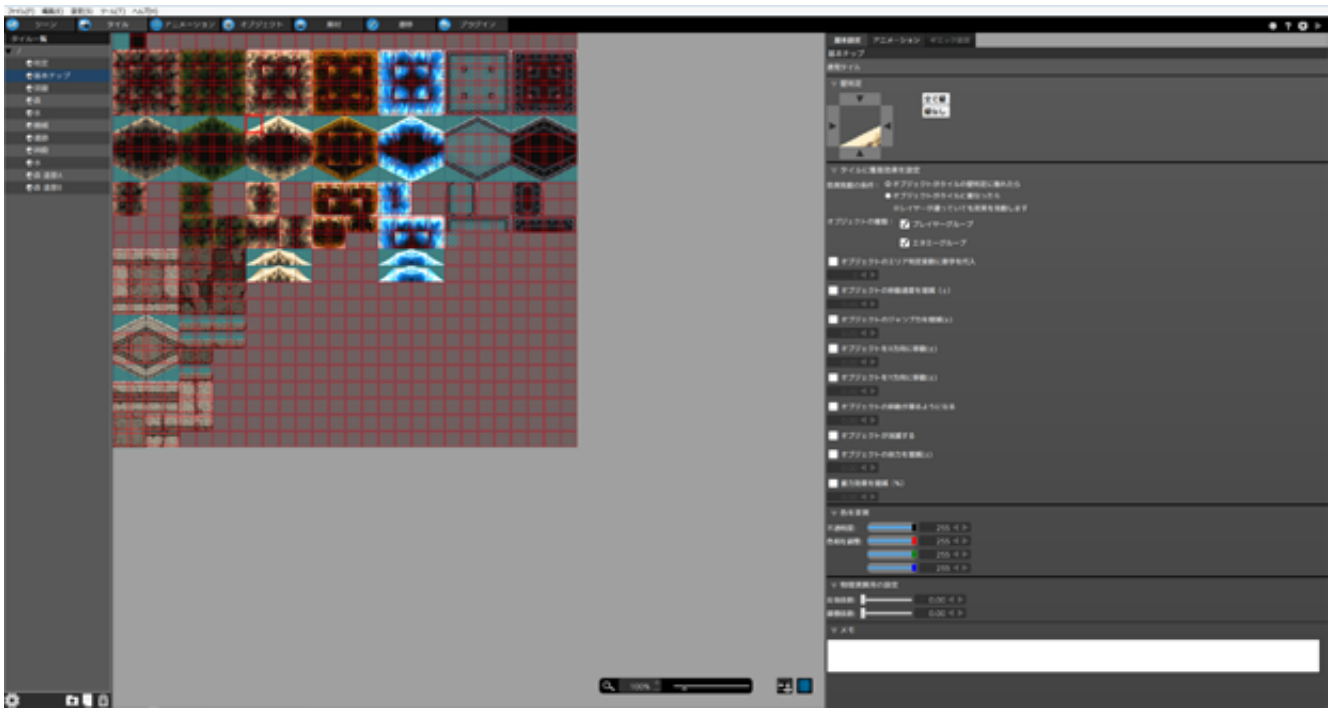


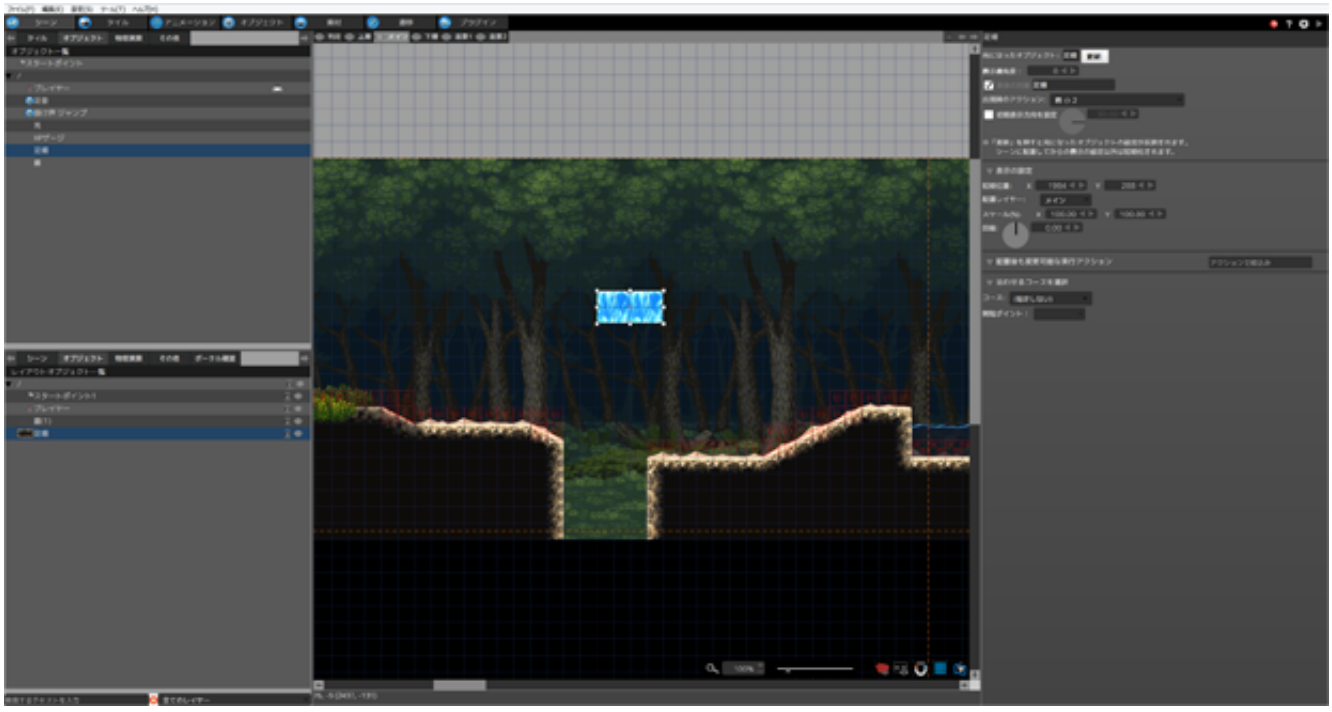
- Platform
These are for walkable platforms.
You can use them for moving platforms, vanishing platforms, and more.
Some of these have animations.
platform_I 96x32
platform_J 96x32
platform_K 96x32
platform_R 32x32
platform_S 128x32

- Trap
These are objects that can cause you damage.
Some have animations.
The sizes are as follows:
trap_A 32x128
trap_B 128x64
trap_C 64x96
trap_D 96x64
trap_E 96x40
trap_F 32x128
trap_G 210x230



- Example of use(Pixel Game Maker MV) -





- Storage location of purchased material -

The default save location is the following path.
C:\Program Files (x86)\Steam\steamapps\common\The Maid_san's Caving Adventure - □□□□□□□□□ -

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- Guidelines on the Use of Maid_san's Caving Adventure Images -
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Title: Maid_san's Caving Adventure Images
Genre: Indie
Developer:
KoheiGallery
Release Date: 17 Dec, 2018

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Minimum:

OS: Windows

Processor: Intel Core i5 1.9GHz

Memory: 100 MB RAM

Graphics: Corresponding to OpenGL

Storage: 10 MB available space

English,Japanese

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