

Tile Tick Core RPG

Getting Started Guide

Thank you for purchasing **Tile Tick Core RPG**! This framework provides a modular, Old School RuneScape-inspired foundation for building tile-based RPGs in Unity. It is designed to be easy to understand, extend, and customize so you can focus on building your game rather than reinventing common RPG systems.

Before You Begin

Tile Tick Core RPG is built on top of the Tile Tick Movement System, which is already included with this package. No additional imports are required.

Before creating your own content, we recommend opening the included demo scene and spending a few minutes exploring the framework. The demo showcases the core systems working together and serves as an excellent reference when building your own RPG.

For detailed setup instructions, tutorials, and API documentation, please visit the online documentation linked below.

Online Documentation

Complete setup guides, tutorials, and documentation are available online:

<https://www.greencloakgames.com/docs/tile-tick-core-rpg/index.html>

Discord Community & Support

Need help, found a bug, or have a feature request? Join the Green Cloak Games Discord to get support, report issues, and stay up to date with future releases.

<https://discord.gg/9Nz5YsN6Vk>

Included Demo Scene

The included demo scene showcases the core gameplay systems working together, including combat, skills, inventory, equipment, gathering, NPCs, loot, and world interactions. Exploring the demo is the fastest way to become familiar with the framework.

Thank You

Thank you for supporting Green Cloak Games! Your feedback helps shape future updates and improvements. If you enjoy using Tile Tick Core RPG, we'd greatly appreciate a review on the Unity Asset Store.