

Contest – stage 2

In this stage, we begin working with D’jinni. We must create a location on the basis of area gl24 (village), set the day/night cycle, weather, hook houses to this location, add a map and finally decorate it with “placeables”. As a result, we will obtain a location prepared for arranging the characters and implementing the quests.

Preparing the location includes the following tasks:

1. Creating new modules on the basis of area gl24 (together with skybox)
2. Hooking the generics (houses), ways out of them to the location and into them from the location as well as inner passages to cellars or upper floors.
3. Setting day/night cycles, weather
4. Setting the map (all necessary files enclosed) and map pins
5. Setting the starting point for a player
6. Decorations of the main area and houses (including bonfires and herbs)

Below, I enclosed links to useful articles on Djinni Wiki. Should there be any questions or doubts, use the forum.

Links to English articles:

http://djinni.wikia.com/wiki/First_steps_with_D%27jinni – something to begin with

http://djinni.wikia.com/wiki/Creation_of_passages_between_Locations - creation of passages between locations

http://djinni.wikia.com/wiki/Movement_between_areas - another tutorial useful while creating passages between locations

http://djinni.wikia.com/wiki/Module_and_area_creation - everything you need for making decorations, day and night cycles, weather and adding starting point waypoints

http://djinni.wikia.com/wiki/Location_files - list of all locations in the game

http://djinni.wikia.com/wiki/Setting_Objects_on_Locations. - tutorial about placeables