

RPG Wizard G v1.0.0 Officially Released

An RPG Construction Add-on for Godot 4

~ Build a complete, feature-rich RPG with GUI operations alone, no programming required ~

Game developer ponApp has officially released "RPG Wizard G v1.0.0," an RPG construction add-on for Godot Engine 4, on October 10, 2026. By simply installing it as a Godot plugin, users can build a full-featured RPG — including characters, battles, events, and 3D dungeons — using only GUI operations, with zero programming knowledge required.

Product Overview

"RPG Wizard G" is an RPG construction tool that runs on top of the open-source game engine Godot Engine 4. Once installed, a dedicated editing interface composed of 22 tabs is added inside the Godot editor, letting users progress through every stage of RPG creation using only mouse operations, without writing a single line of code.

Users can build scenarios and battle events in a GUI by arranging 74 types of "event content," and can freely customize game rules — damage calculations, hit judgments, level-up values, and more — using the proprietary "Formula" notation. In addition to standard parameters like HP and MP, users can freely define their own custom parameters (e.g. Focus, Karma, Lifespan).

Thanks to the included sample data, users can launch and verify a sample game immediately after purchase, then begin modifying it to build their own RPG. Games built with the tool can be exported for multiple platforms (Windows / macOS / Linux / Android / iOS) using Godot's export features, and may be freely sold or distributed, commercially or non-commercially.

3 Key Features

[1] No programming required — build a complete RPG with GUI alone

All elements of RPG creation — characters, enemies, maps, events, items, states, drops, UI, input, and more — can be edited through the 22 editor tabs in the Godot editor. You can complete a turn-based command battle RPG without writing a single line of code.

[2] Customize damage and growth with Formulas

Every number that determines game balance — damage, hit rate, action order, parameter growth on level up, enemy AI probabilities, drop rates — can be freely defined using the proprietary "Formula" notation. From simple expressions like "attack $\times$ 2 – defense" to last-stand power that scales with remaining HP, you can express your own game rules directly.

[3] HP, MP, and your own custom parameters — all freely defined

In addition to standard parameters like HP / MP / STR / AGI, you can freely add custom parameters such as "Focus," "Karma," or "Lifespan." Combined with the Attach system (equipment / passive effects) and full timing control for States (status effects, buffs, debuffs), you can build highly distinctive RPG systems.

Other Features

- 3D Dungeon Mode (Wizardry-style first-person view)
- Minimap (with explored-cell tracking)
- Multi-language support (Japanese / English built in, additional languages configurable)
- Save / Load (multi-slot + auto-save)
- UI customization (freely swap windows, buttons, bars)
- Keyboard / Gamepad input mapping

Product Information

Name	RPG Wizard G
Version	v1.0.0
Release Date	October 10, 2026
Author	ponApp
Target Environment	Godot Engine v4.7.1
Target OS	Windows 11 / macOS / Linux
Export Support	Windows / macOS / Linux / Android / iOS / Web (based on Godot's export features)
Languages	Japanese / English (additional languages configurable)
Distribution	Paid download (zip file)
Price	BOOTH : 2,980 JPY (tax included) itch.io : 29.99 USD
Where to Buy	BOOTH : https://ponapp.booth.pm/items/8963883 itch.io : https://ponapp.itch.io/rpgwizardg
Official Site	https://rpgwizardg.jis.click/en/
Manual	https://rpgwizardg.jis.click/en/manual/
Promo Video	https://youtu.be/9sHxbORF_c8

License

- Games built with this tool may be freely sold and distributed, commercially or non-commercially. Credit is optional.
- Redistribution of the tool itself (asset) is prohibited, with or without modification.
- See the bundled `LICENSE.txt` for details.

Development Background

Godot Engine has rapidly gained attention in recent years as an open-source, commercially-usable game engine. However, for beginners who want to make an RPG, programming has remained a significant hurdle.

"RPG Wizard G" was developed to address this gap — providing an environment where developers with no programming experience can build full-featured RPGs using GUI operations alone, while still leveraging Godot's powerful multi-platform export capabilities.

Press Kit

A press kit containing screenshots, logos, videos, and other materials is available. Please feel free to use these for coverage.

Press Kit URL : <https://rpgwizardg.jis.click/en/press-kit>

Contact

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Support page : <https://ponapp.jis.click/support.php>