

GameMaker: Jardine Middle School 2014

(all content for this class, including Gamemaker and additional resources, is available at <http://tinyurl.com/Gamemaker2014>)

Maze Games: Winning, Losing, and Scoring

Overall Description:

1. Have a countdown timer decreasing the score, so the slower you complete the maze, the lower the score
2. Have a “you lose” room if you get hit by an enemy.
3. Have coins you can collect for points.
4. Have a treasure chest you need to get in order to “win”. Show the high score table if you get to the chest.

I. Countdown Timer for Score

- | | |
|---|--|
| 1. Make a “create” event for your main character, if you don't already have one. | which corresponds to the alarm action you just created. In your alarm event set the score to a negative number relative. This will subtract that number from the score. A good starting choice is -10. |
| 2. Add an action to the create event which sets the score to something high, maybe 1000 | |
| 3. Set an alarm action in the create event to go “off” in 30 steps (1 second) | 5. Also in the alarm event, add an action to set the alarm again, perhaps 30 steps (1 second) later. |
| 4. Create an alarm event in your main character | |

II. Make a “you lose” room for when your character runs into an enemy

- | | |
|--|---|
| 1. Create a background by right-clicking on the backgrounds folder. | 7. Click on the room and select the “backgrounds” tab. Choose the background from the drop-down menu toward the middle of the window |
| 2. Choose “edit background” | |
| 3. In the image editor, choose “transform → resize canvas” | 8. Add in your main character a collision event with the enemy. Add to this event an action under the “main1” tab called “different room.” Select your “you lose” room in the dropdown for this action. |
| 4. uncheck “keep aspect ratio” and set the number of pixels to width 640 pixels by height 480 pixels | 9. <i>Bonus: add an object in the room you created to restart the game after a certain number of seconds.</i> |
| 5. Draw your “you lose” screen using the image editor | |
| 6. Add a room by right-clicking on the “rooms” folder | |

III. Have coins you collect for points:

- | | |
|--|--|
| 1. Make a sprite for your coin | menu as you want to destroy the “other” instance (the coin) and not the “self” instance (the main character). |
| 2. Make an object for your coin. The object needs no rules nor does it need to be solid | |
| 3. Add a collision event in your main character with the coin. In this event add the following actions:
a. from “main1” choose “destroy instance.” check the “other” radio button in the “applies to” | b. In the “score” tab choose “set score”. Set the score to something positive (10?) and choose relative so this value is added to the score. |

IV. Have a treasure chest to complete the room

- | | |
|---|--|
| 1. Create a sprite and object for your treasure chest | 4. <i>Bonus: add a room with new challenges instead of ending the game.</i> |
| 2. Add an event to your main character: collision with chest. Give the event an action of showing the high score table and restarting the game. | 5. <i>Bonus: “activate” the treasure chest only when all of the coins are gone. Hint: use the action “check instance count” in “control”</i> |
| 3. <i>Bonus: add a “you win” room, copying the same logic as your “you lose” room</i> | |

Don't forget to save your work on your flash drive!