

GameMaker: The Independent School 2015

(all content for this class, including Gamemaker and additional resources, is available at)

Week 2: Gamemaker at home

Guess what? You can continue building your games at home with any Windows or Mac computer. Here's how:

General Overview

1. Gamemaker is a commercial product currently developed by yoyogames.com. A free version of Gamemaker called *Gamemaker Studio* is available online and from their website. We are **not** using this version in class because it is more limited than Gamemaker 8.1, a free version they released earlier. In addition, Gamemaker 8.1 and Gamemaker Studio are not compatible with each other. Therefore, get Gamemaker from the resources listed on this sheet as opposed to from a Google search online.
2. Besides Gamemaker, we provide you with a bunch of sprites, sounds and backgrounds we have collected on the web. We also give you some tutorials and sample games written by other middle school students in Wichita.
3. The Gamemaker version we are using is supported in Windows only,. However, it is possible to run Gamemaker on Mac using an emulator called *Crossover*. In Mac Gamemaker sounds don't always work, and there may be other limitations. *Crossover* is \$59 and has a 14-day free trial.
4. If you look online, you will find a version of Gamemaker for Mac. It is too old, too limited, and incompatible with the Gamemaker software we are using.

Windows and Mac

1. Download "Gamemaker 8.1 with additional resources and installer" from <http://tinyurl.com/Gamemaker2015>. The file will be called "Jardine GM8 Resources.zip." Alternatively, copy "Jardine GM8 Resources.zip" from a laptop in class to your flash drive, then drag the zip file to your desktop on your computer at home.
2. Unzip "Jardine GM8 Resources.zip" to your desktop. You should now have a folder on your desktop called "Jardine GM8 Resources."

Windows Only

1. Open the "Jardine GM8 Resources" folder, then the "Applications" folder inside that. The double-click "GameMaker-Installer-8.1.exe"
2. At the end of the installation process, leave the box "Start GameMaker" checked and click "Finish."
3. When GameMaker starts, choose "stable channel" for updates and "advanced mode"
4. Close Gamemaker.
5. Double-click "runme.bat" inside the "Jardine GM8 Resources" folder on your desktop. This will install a bunch of sounds, sprites, and backgrounds in convenient places for you to find for your games.

Mac Only

1. Download "Crossover Mac Trial" from www.codeweavers.com. Install Crossover.
2. Run Crossover and choose "Install Windows Application." In the application list choose Microsoft .NET Framework 2.0 Service Pack 2. Under "bottles" chose "New Windows Vista Bottle" and go through the installation process. choose "restart later" when asked, then click DONE.
3. Back in the Crossover interface choose "Install Windows Application" but this time choose "other application" from the list of applications.
4. When prompted to select an installer, navigate to "Jardine GM8 Resources" then "applications." choose GameMaker-Installer-8.1 and click on "use this installer." Choose Microsoft .NET Framework 2.0 Service Pack 2 as your bottle.
5. At the end of the installation process, leave the box "Start GameMaker" checked and click "Finish."
6. When GameMaker starts, choose "stable channel" for updates and "advanced mode"

Yay

You now have Gamemaker at home! Now you can browse sprites and sounds in the "resources" folder, get help in the "tutorials" folder, and play games written by other middle school students in Wichita. Cool, eh?