GameMaker: The Independent School 2015

(all content for this class, including Gamemaker and additional resources, is available at http://tinyurl.com/Gamemaker2015)

Week 2 Project: Your First Game

Complete your first game and show it off in class on Tuesday. Here are some ideas, listed roughly easy to hard to do. *This is not a required assignment.*

This makes a very good game:

- [ ] A sprite (the main character) moves around in a room on the screen [see section I of week 1]
- [ ] When the sprite hits a wall it bounces off the wall [see section I of week 1]
- [ ] If we click on the sprite, we get points! :-) [put "set score" in a collision event]
- [ ] The sprite randomly changes direction sometimes [see section II of week 1]
- [ ] There's fun music, sound effects for hitting the sprite and for when the sprite bounces [see Section III of week 1]
- [ ] When we click on a sprite it explodes. [see section IV of week 1]]
- [ ] If we click and miss the sprite, we lose points! :-([see section V of week 1]
- [ ] Maybe there's more than one sprite, perhaps good and evil sprites bouncing everywhere and clicking on the evil sprites is bad and makes you lose points. [everything you need to know is in the sections of week I]

Here are some challenges:

- [ ] There's a time limit to the game [use an alarm. See below]
- [ ] The game gets harder the longer you play [change the speed relative when the sprite randomly changes direction]
- [ ] Draw your own sprites!
- [ ] Make your sprites choose a new random location after every time you click on them
- [ ] Record your own sounds using the Windows Sound Recorder
- [ ] Add a new room to you r game. [bah? No we haven't given you a clue on this.]
- [ ] ??? Surprise us!

Adding an Alarm for a time limit to the game

1. Create a new object and call it "controller." This will be an invisible object in your room which you'll use to time the ending for our game. In the future you can also use it for all sorts of things such as background music, displaying health, etc.
2. Since the controller object is invisible, we don't need to associate a sprite with it.
3. Add a "create" event to your controller object.
4. In your create event add the action "set alarm." You'll find it in the "main 2" tab. Choose Alarm 0.
5. Set the number of steps for how long you want your game to last. There are 30 steps in a second so if you want your game to be 10 seconds, you would choose 300 steps.
6. Add an "alarm" event in your controller object. Choose alarm 0 again.
7. Add whatever actions you wish to happen at the end of the game. For example, you might choose "Show high score" from the score tab and "restart game" from the main2 tab
8. Add your new "controller" object anywhere you wish in your room. It will show up as a question mark in a blue circle because it has no sprite associated with it.

Need help? Email me for help: john.harrison@alum.mit.edu