

GameMaker: Jardine Middle School 2014

Day 1: Your First Game

Game Description:

- A sprite (the main character) moves around in a room on the screen
- When the sprite hits a wall it bounces off the wall
- If we click on the sprite, we get points! :-)
- If we click and miss the sprite, we lose points! :-(
- There's fun music, sound effects, and a sprite explosion so we know when we hit the sprite

I. Getting Started

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| 1. set up sprite and room: <ul style="list-style-type: none">a. create a spriteb. create object for spritec. put sprite in room | 2. make your sprite move! <ul style="list-style-type: none">a. create a rule to make object move when created | 3. make walls around the room | a. create a brick sprite | b. make an object for the brick sprite | c. make the brick solid | d. outline the room with brick sprites | 4. make sprite bounce against the bricks <ul style="list-style-type: none">a. create a rule in the main character object for collision |
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II. Add randomness to motion

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| 1. in the <i>create</i> event of the main sprite, add an <i>alarm</i> action <ul style="list-style-type: none">a. set the number of steps in which to trigger that alarm | 2. add an <i>alarm</i> event to the main sprite <ul style="list-style-type: none">a. choose a new random direction | b. reset the alarm to “go off” after a certain number of steps | c. optional: use <i>random_range</i> to choose the minimum and maximum steps for the alarm to “go off” |
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III. Add sounds:

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| 1. add the sound you want for when you hit the sprite in the <i>sounds</i> section | 2. add an action to play the sound for a left mouse button event | 3. using similar logic, add a sound for wall bounce | 4. add a sound for when sprite randomly changes direction from our alarm | 5. add background music and make it loop <ul style="list-style-type: none">a. what event should start the background music? |
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IV. Make an explosion when you click on the sprite

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| 1. add a new sprite which represents your explosion | 2. in your collision event: <ul style="list-style-type: none">a. change to your new sprite | b. wait (sleep) for a bit | c. change back to your old sprite | d. start moving! |
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V. Add penalty when you miss

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| 1. add a global mouse left-press event | 2. add a “set score” action of -1 <i>relative</i> |
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VI. Bonus stuff: can you...

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| 1. Draw your own sprites? | 2. Make sprite choose a new random location after every time you click on it? | 3. Record your own sounds using the Windows Sound Recorder? | 4. gradually make the game harder? | a. make the main sprite get faster and faster? | 5. Set an end to the game <ul style="list-style-type: none">a. time limitb. high scorec. add room(s) |
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