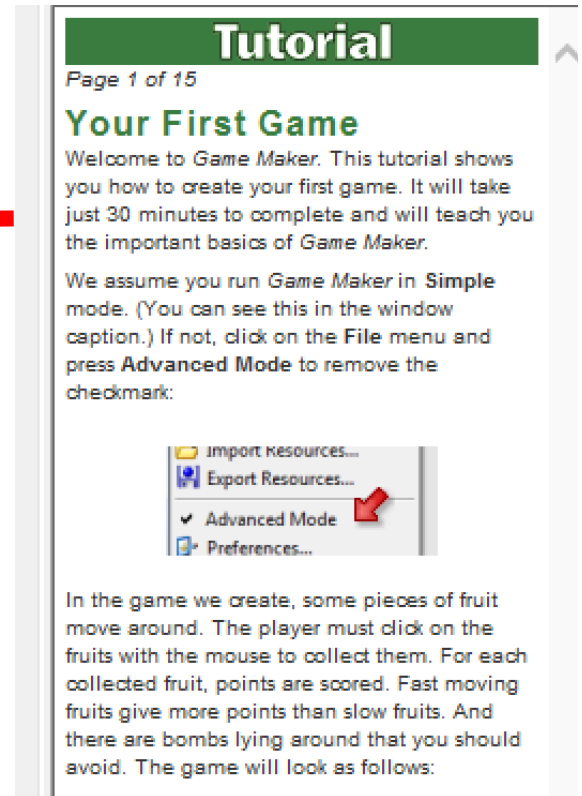
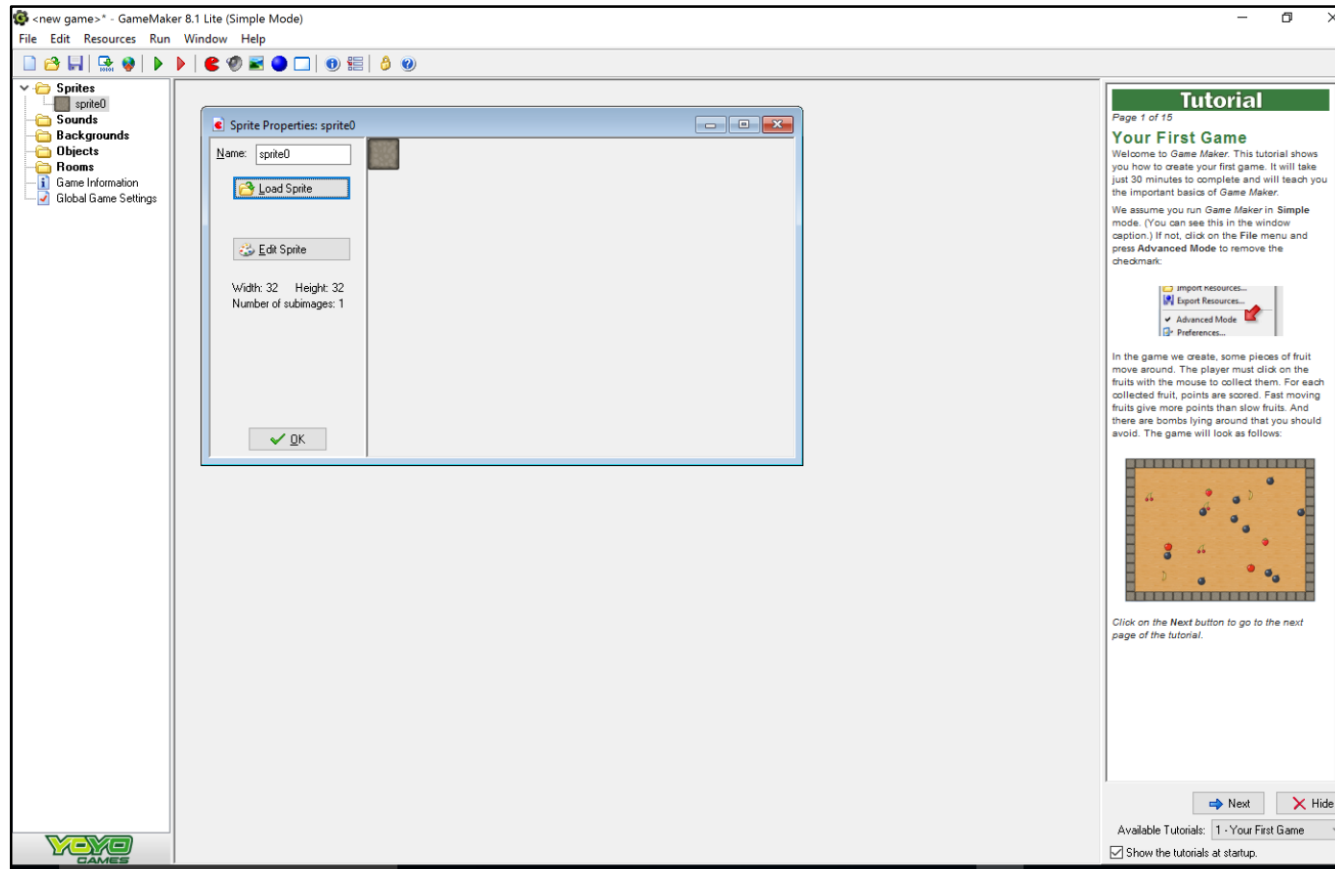




<http://www.yoyogames.com/>

Gamemaker IDE: Tutorial

(Interactive Development Environment)



http://www.ddiem.com/sjb2/

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Links to Tutorials and Source Code Examples.

Gamemaker Links

GameMaker Home Page, [GameMaker](#).

This site also contains many useful video tutorials.

Lesson 1 Introduction to GameMaker: [Current Lesson](#).

GameMaker Overview

GameMaker is a design tool for the creation of video games using drag and drop action sequences or a scripting language known as Game Maker Language, which can be used to develop more advanced games that could not be created just by using the drag and drop features. GameMaker was designed to allow novice computer programmers to be able to make computer games without much programming knowledge.

Videos & Tutorials Here

- [Start-up & clouds](#)
- [Sprites](#)
- [Create Objects](#)
- [Writing Code](#)
- [Create Events](#)
- [First Game Tutorial](#)
- [First Game Tutorial Video](#)
- [Basic Game Design](#)
- [GameMaker Online help Page](#)



[Lesson 1](#) [Lesson 2](#) [Lesson 3](#) [Lesson 4](#) [Lesson 5](#) [Lesson 6](#) [Lesson 7](#) [Lesson 8](#) [Lesson 9](#) [Lesson 10](#) [Lesson 11](#) [Lesson 12](#)

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Finished game review

- Use Video tutorial (below) to critique your completed Game
- https://www.youtube.com/watch?v=1MXN_JE-QZ0