



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

# Design Review Game 2

- Basic Design Process:
- <http://www.ddiem.com/sjb2/GM%20Design%20Document.pdf>

# Gamemaker IDE: Tutorial 2

(Interactive Development Environment)

The screenshot displays the GameMaker 8.1 Lite IDE interface. The window title is "<new game>\* - GameMaker 8.1 Lite - [Sprite Properties: sprite0]". The menu bar includes File, Edit, Resources, Scripts, Run, Window, and Help. The toolbar contains various icons for file operations and development tools. On the left, a project tree shows folders for Sprites, Sounds, Backgrounds, Paths, Scripts, Fonts, Time Lines, Objects, and Rooms, along with Game Information, Global Game Settings, and Extension Packages. The main workspace is divided into three panels. The left panel, titled "Sprite Properties", shows the "Name" field set to "sprite0", "Width: 32", "Height: 32", and "Number of subimages: 0". It includes buttons for "Load Sprite", "Save Sprite", "Edit Sprite", and "Modify Mask". The "Collision Checking" section has "Precise collision checking" checked and "Separate collision masks" unchecked. The "Origin" section shows X and Y coordinates set to 0, with a "Center" button. The right panel displays a tutorial document titled "Tutorial" (Page 1 of 13) with the heading "Scrolling Shooter". The text describes scrolling shooters as a popular type of arcade action game and outlines the tutorial's goals. A red arrow points from the tutorial text towards the main workspace area.

<new game>\* - GameMaker 8.1 Lite - [Sprite Properties: sprite0]

File Edit Resources Scripts Run Window Help

Sprites  
Sounds  
Backgrounds  
Paths  
Scripts  
Fonts  
Time Lines  
Objects  
Rooms  
Game Information  
Global Game Settings  
Extension Packages

Name:

Collision Checking

Precise collision checking

Separate collision masks

Modify Mask

Width: 32 Height: 32  
Number of subimages: 0

Origin

X:  Y:

Center

OK

## Tutorial

Page 1 of 13

### Scrolling Shooter

Scrolling shooters are a very popular type of arcade action game, and are also rather easy to create with a package like *Game Maker*. In this tutorial we will make such a game and, in the process, you learn a number of aspects of *Game Maker*, in particular the use of variables. In a scrolling shooter the player controls an object, for example a plane, spaceship, or car, which moves over a scrolling background. Obstacles appear on the background that must be avoided and enemies appear that must be shot. Often bonus objects appear that can be picked up for addition benefits. During the game the number, variety, and strength of the enemies increases making it harder and harder to survive.

In this tutorial we will create a scrolling shooter called *1945*, in which the player flies in a plane over a sea and enemy planes try to destroy the player. We will treat aspects like how to create the illusion of motion using a scrolling background, how to control the plane, how to make enemies and bullets, and how to deal with the score, with lives and with the damage of the plane. But first of all we delve into a very important aspect of *Game Maker* that extends the possibilities considerably: the use of **variables**.

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

## Computer Lab.

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

- [First Tutorial](#)
- [First Game Tutorial Video](#)
- [First Game Tutorial PDF](#)
- [Second Tutorial](#)
- [Scrolling Shooter Part 1 Video](#)
- [Scrolling Shooter Part 2 Video](#)
- [Scrolling Shooter Tutorial PDF](#)
- 
- [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](#)

Copyright (c) 2016, all rights reserved. – Computer Lab.

# Finished game 2 review

- Use Video tutorial (below) to critique your completed Game
- <https://www.youtube.com/watch?v=zU8xSZHoA4c> Part 1
- <https://www.youtube.com/watch?v=1zijA1DMv28> Part 2