Interactive Media and Game Development

Code Samples

Game Maker Code Samples

- **Follow the Ball**
  - The ball follows the cursor and the ghosts follow the ball if it gets too close
- **Shoot from Both Sides**
  - Demonstration of shooting
- **Persistent Rooms**
  - Example of persistent rooms
- **Questions**
  - Examples of getting input from players
Other Possibly Useful Samples

• **Move at Click**
  - Select and object and move to mouse click. Useful for RTS type action.

• **Inventory Tutorial**
  - Basic inventory management, as might be needed for RPG

• **More at:**