Interactive Media and Game Development

Code Samples

WPI

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
- More at:
  - http://www.mindtools.tased.edu.au/gamemaker/programming.htm

WPI

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:

  http://gamemaker.simondonkers.com/