



Making Games with Game Maker

Project 1

Due date: **Wednesday, July 8th**, by **11:59pm**

Motivation

- Make your own game in Game Maker
- Project 1: Designed to get you "up to speed" with Game Maker
 - Familiar with adding Art (sound and sprites) and Programming (iconic programming)
 - Learn capabilities to inform your own game design (Project 2)



Project 1: Details

- Series of 3 assignments
- For each
 - Complete Tutorial
 - Extend in some individual way
 - Add art
 - Add programming
 - About "10%" addition
 - You'll let me know what



Tutorials

1. *Fruit* (from Game Maker tutorial)
 - Game maker basics (sprites, objects, events)
2. *Pong* (custom tutorial)
 - Game from scratch (assumes *Clown* is done)
3. *Maze or Shooter or Scroller* (from Game Maker pages)
 - Your choice (could do all 3! But turn in only 1)
 - More advanced Game Maker actions



Grading

- ½ for doing tutorial
- ½ for customization
- README (detailing customization) will be worth some points!



Turn In

- For each part a), b) and c)
 - Need Game Maker file (.gmk)
 - Need README stating customization
- Need Zip everything up
- Email it to me (claypool@cs.wpi.edu)

Hints

- *Start early*
 - This will uncover any problems with your system
 - Or Game Maker
 - Or your ability to download and extract and read files
 - Etc.
- *Think ahead*
 - Think about what kind of game you might like to make (that's Project 2)
 - Consider what you see in *Game Maker*
 - Look at sample games that are available