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# Making Games with GameMaker

## Project 1

Due date: **Friday, August 24th, by 11:59pm**

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# Motivation

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- Projects 2-4 done in GameMaker
- Project 1: Designed to get you "up to speed" with GameMaker
  - Familiar with adding Art (sound and sprites) and Programming (iconic programming)
  - Learn capabilities to inform your own game design

# Project 1: Details

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

# Tutorials

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

# Grading

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- Guidelines on Web page
- Roughly
  - 1/2 for doing tutorial
  - 1/2 for customization
  - README (detailing customization) will be worth some points!

# Hints

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- *Stay on top of the assignments*
  - One due every two days
  - Need to do these to be ready for rest of projects
- *Start early*
  - This will uncover any problems with your account
  - Or GameMaker
  - 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 GameMaker