



Making Games with Game Maker

Project 1

Due dates:

- A) Sunday, August 26th, by 11:59pm
 - B) Tuesday, August 28th, by 11:59pm
 - C) Thursday, August 30st, by 11:59pm
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Motivation

- Projects 2-4 done 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 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 us know what

Tutorials

- *Clown* (from Game Maker pages)
 - Game maker basics (sprites, objects, events)
- *Pong* (custom)
 - Game from scratch (assumes *Clown* is done)
- *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

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

Hints

- *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 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*