Making Games with Game Maker

Project 1

Due dates:
A) Sunday, August 30th, by 11:59pm
B) Tuesday, September 2nd, by 11:59pm
C) Thursday, September 4th, by 11:59pm

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
  - ½ for doing tutorial
  - ½ 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*