

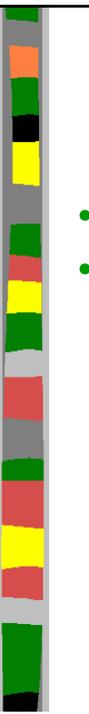


# Making Games with Game Maker

## Project 1

Due dates:

- A) Sunday, August 27th, by 11:59pm
- B) Tuesday, August 29th, by 11:59pm
- C) Thursday, August 31st, by 11:59pm



## Introduction

- Projects 2-4 done in *Game Maker*
- 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





## 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



## Assignments

- *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
  - $\frac{1}{2}$  for doing tutorial
  - $\frac{1}{2}$  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*

