

Game Maker

Lab Project 1

This project will allow you to be creative. You will create your own game using the concepts that you learned in the previous labs found in the book. If you want to implement a concept, you should refer back to the Game Maker book for specific instructions.

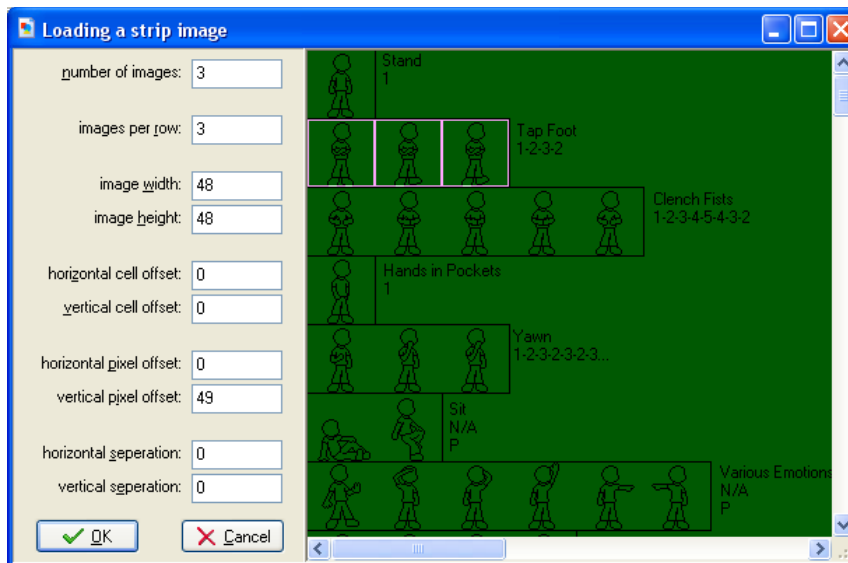
In this project you will need to create a game where a user moves a game character to the left and right. If the character the user will control is on the ground, the user will try to dodge or gather objects being dropped from the sky. You will need to decide whether the game ends then an object gets by your user or if it collides with your user. This all assumes there is a second object that in the sky dropping objects. For example a stork might move across the top of the screen dropping babies from the sky. The user would use the left and right arrow keys to move a basket that catches the babies. Each baby caught will increase the user's score.

Don't forget to make your game appealing to others. This includes selecting great looking sprites, a good background, and sprites that move smoothly.

Program Requirement:

You will design your game with the following requirements in mind.

- 1) Use the Internet to find a background that creates the back drop for your game.
- 2) Use the Internet to find a sprite sheet (below) that has images that can be brought into Game Maker.



- 3) You will use Photoshop, Fireworks, or Paint to transform your sprites and background as needed.
 - a. Transformations include: reflections, cropping, flood fills, etc.
- 4) You must create sub-images that move to the left and to the right smoothly.
 - a. The key to getting a sprite that moves smoothly is to copy a sub-image and paste multiple copies of the sub-image to create a smooth look.

- 5) You must create an object that uses the Left Arrow key and the Right Arrow key to move back and forth
- 6) You must create a second object that moves on its own and wraps around the screen.
- 7) You must create an object that is either dropped down or shoots up.
- 8) You will program collisions with actions that hold the users interest.
- 9) You will need to implement a scoring scheme.
- 10) You will need to download from the Internet background music (MP3) and implement it into your game

Extra Credit:

- 1) Get one of your game characters to jump onto a solid block and fall properly to the ground

Project Goals:

- 1) You will learn to add sprite strips to your project.
- 2) You will learn to design a game's logic.
- 3) You will practice inserting basic *events* and *actions* we learned from chapters 2-4.
- 4) You will be responsible to make it appealing and appropriate for other students to use.

Hint File:

- 1) If you need help getting started with the movement, you may open the file named Chap5 Man Walk.gmk on P:\Teacher READ ONLY\Marc.Long\Principles of CS\GameMaker\Labs.