

Game Maker

version 1.1 (Nov 15, 1999)

by

Mark Overmars

Introduction

Writing computer games normally is a lot of work and requires skill in programming. So wouldn't it be nice if you could make your own games in an easy way? **Game Maker** was written to do just that. It allows you to make games like Pacman by just using some simple clicking and drag-and-drop with your mouse. It is suited for adults and children from age 8 upwards (with a little help from an adult). But even though it is simple to use, **Game Maker** allows you to make appealing games, with animated graphics, backgrounds, sounds, etc.

Game Maker can be used free of charge. It requires a reasonable powerful computer (depending on the complexity of the game) running Windows95 or later. It comes with a collection of freeware images and sounds to get you started. Also there are a number of example games, in particular Pacman, Sokoban, Breakout and a Peg game. These are mainly provided as examples and not as full-blown games. On the web-site

<http://www.ccs.uva.nl/~m.e.kovf@ide/gamemaker/index.html>

more extensive games will be provided in the future. Send you own creations to markov@gem.cs.uva.nl and I might add them to site. (See below on how to do this.)

The global idea

Games created with **Game Maker** take place in one or more rooms. (Rooms are flat, not 3D (sorry).) In these rooms there are various objects. Some objects belong to the background and don't do anything, some form walls, or other static things, and others are moving around and/or act and react.

So the first thing to do is to make some objects. Below you find more information on how to do this but let me give a global description here. Objects first of all have an image such that you can see them. (You can give objects an empty image if you don't want to see them.) Objects also have a name for easy reference. Note that you can place multiple instances of the same object in a room. So if you have e.g. three monsters you need only to define one object (unless you want them to have a different image or different behavior). Objects can be solid, that means that they cannot occupy the same place, or not. Also, they can be active, that is, walk around and react to each other, or passive. For example, background objects will neither be solid, nor active. Other objects can walk over them and nothing happens. Walls are solid but not active, so other objects cannot run into them. Figures that move around in your game are active and might be solid or not, depending on their use.

Active objects can perform actions. There are different moments, called events, when actions are required. The most important ones are: creation, collision, and meeting events. When an instance of an object is created (either because it was placed in the initial room, or when it is created during the game) these actions are performed. Such actions for example put the object in motion. When an active object collides with a solid object, a collision event happens, and the object should take appropriate action (e.g. reverse direction or stop, and make a sound). When an active object meets another object, a meeting event happens. You should take action, based on the object you meet. For example, if you meet a monster you might kill yourself, and if you meet a bonus object you might add something to the score (the bonus object should in

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