Using Game Maker 8: A Chases-You Game

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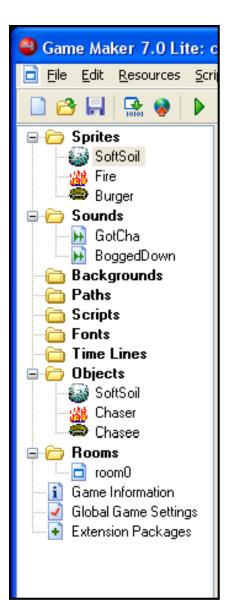




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mjb – July 16, 2010

Create Sprites, Sounds, and Objects





The Chasee Object should Follow the Mouse

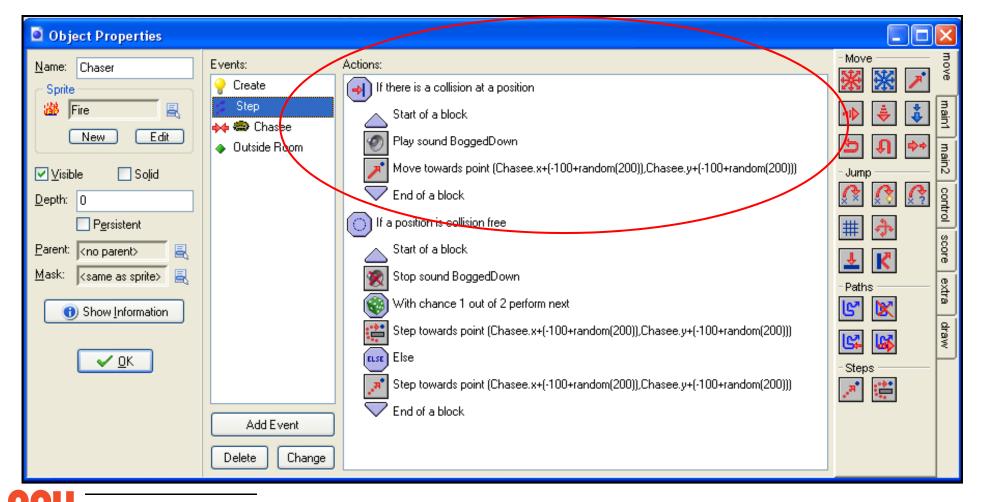
Object Properties				×
Name: Chasee	Events:	Actions:	-Move	move
🗢 Burger 📃		Draw the value of score	⇒ \$	main1
<u>New</u> Edit			jump →	main2
Depth: 0				control
Persistent Parent: <no parent=""></no>			#	ol score
Mask: <same as="" sprite=""> 🛃</same>			-Paths	re extra
Show Information			5	
<u>v</u> <u>o</u> k	Add Event		- Steps	draw
	Delete Change			



The Chaser Object Should Try to Get to the Chasee

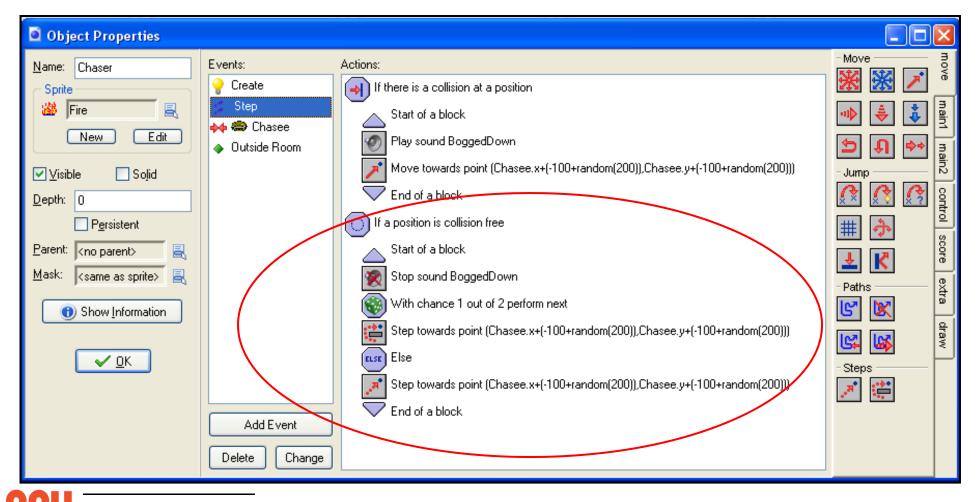
<u>N</u> ame: Chaser	Eivents:	Actions:	Move
Sprite Fire	Create Step	Step towards point (Chasee.x,Chasee.y)	₩ ₩ ×
✓ Visible Solid Depth: 0 Persistent Persistent Parent: <no parent=""> Mask: <same as="" sprite=""> Image: Show Information</same></no>	Outside Room	Step Avoiding Applies to Self Other Object: x: Chasee.x y: Chasee.y speed: 10 avoid: all instances	Imp ump Imp Imp <tr< td=""></tr<>
	Add Event Delete Change	Relative	

If the Chaser Object Overlaps with the Soft Soil, it Should Slog Through it Towards the Burger





If the Chaser Object Doesn't Overlap with the Soft Soil, it Should 50% of the Time Go Around the Soft Soil and 50% of the Time Go Through it



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If the Chaser Catches the Chasee, Play a Sound and Add One to the Score

Object Properties			
Name: Chaser Sprite Image: Fire Image: Fire Image: Visible New Edit Image: Visible Image: Persistent Parent: Image: Image: Persistent Image: Persistent	Events: Create Step Chasee Outside Room Add Event Delete Change	Actions: Play sound GotCha Set the score relative to 1	- Move main1 main2 control score extra draw



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If the Chaser Gets Outside the Room, Wrap it Around to the Other Side (You Could Also Bounce It)

Object Properties			
Name: Chaser Sprite Image: Fire Image: Fire Image: Visible New Edit Image: Visible Solid Image: Persistent Image: Visible Imag	Events: Create Step Chasee Outside Room Add Event Delete Change	Actions: Wrap in both directions when (- Move main1 main2 control score extra draw - Jump C C C C C C C C C C C C C C C C C C C





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