Using Game Maker 8:
A Chases-You Game

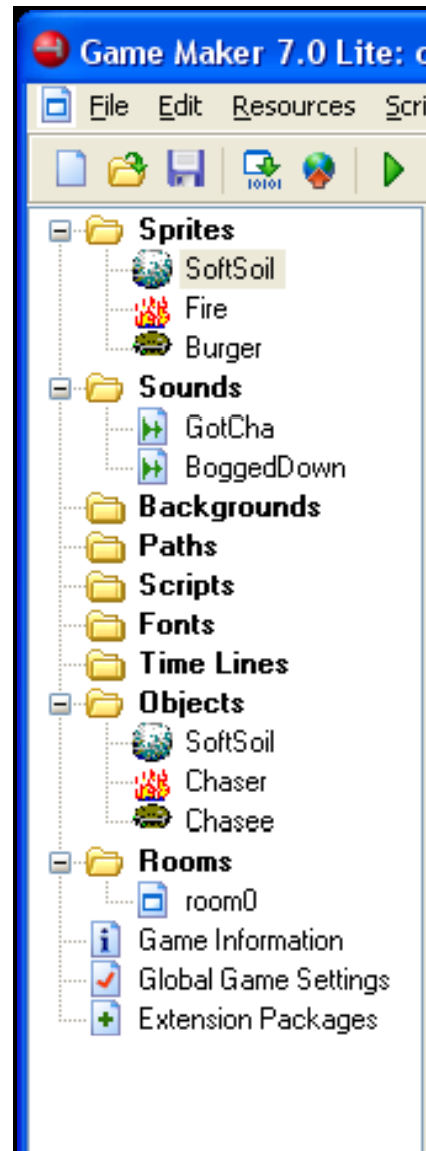**Mike Bailey**

mjb@cs.oregonstate.edu
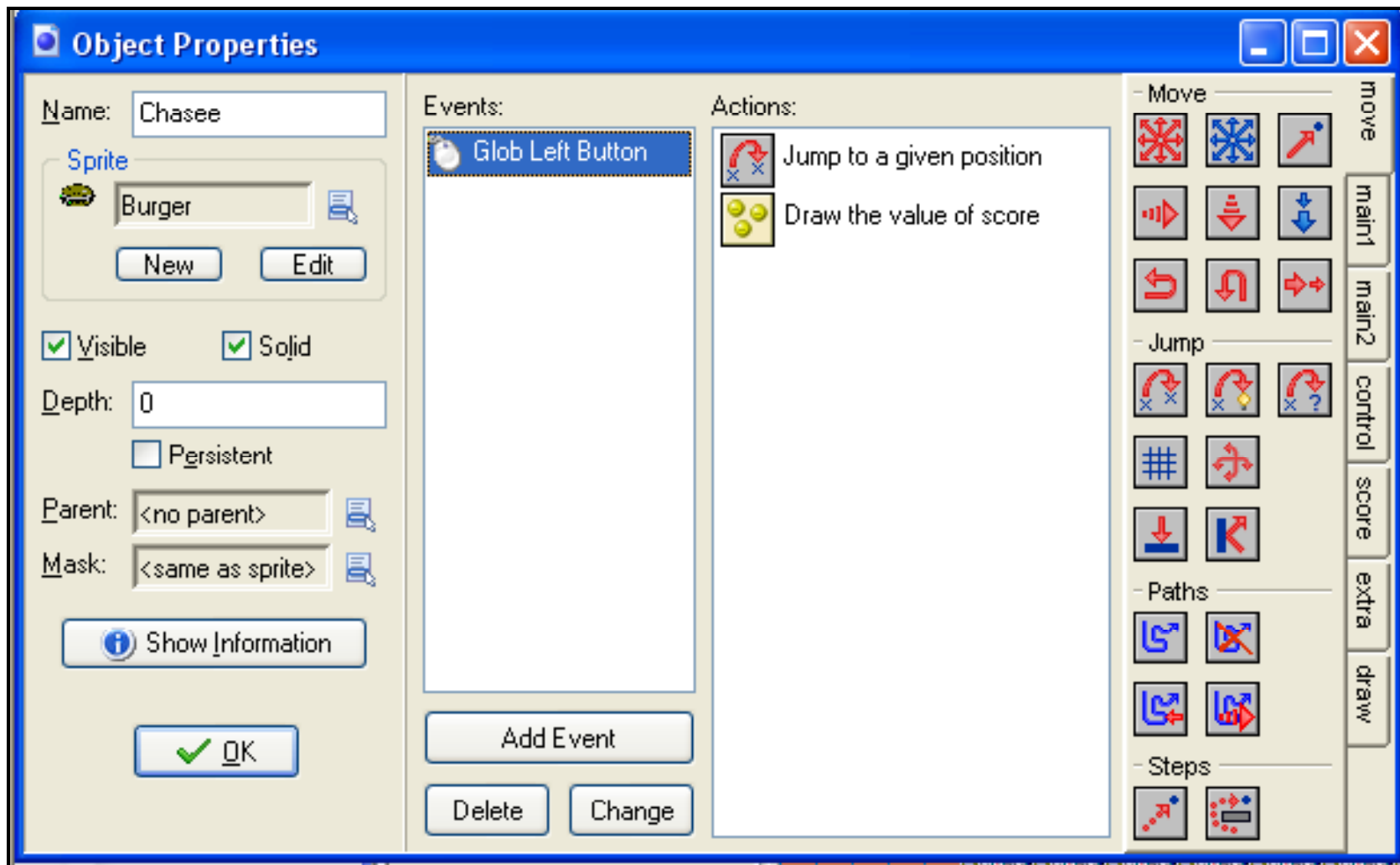
http://cs.oregonstate.edu/~mjb/gamemaker
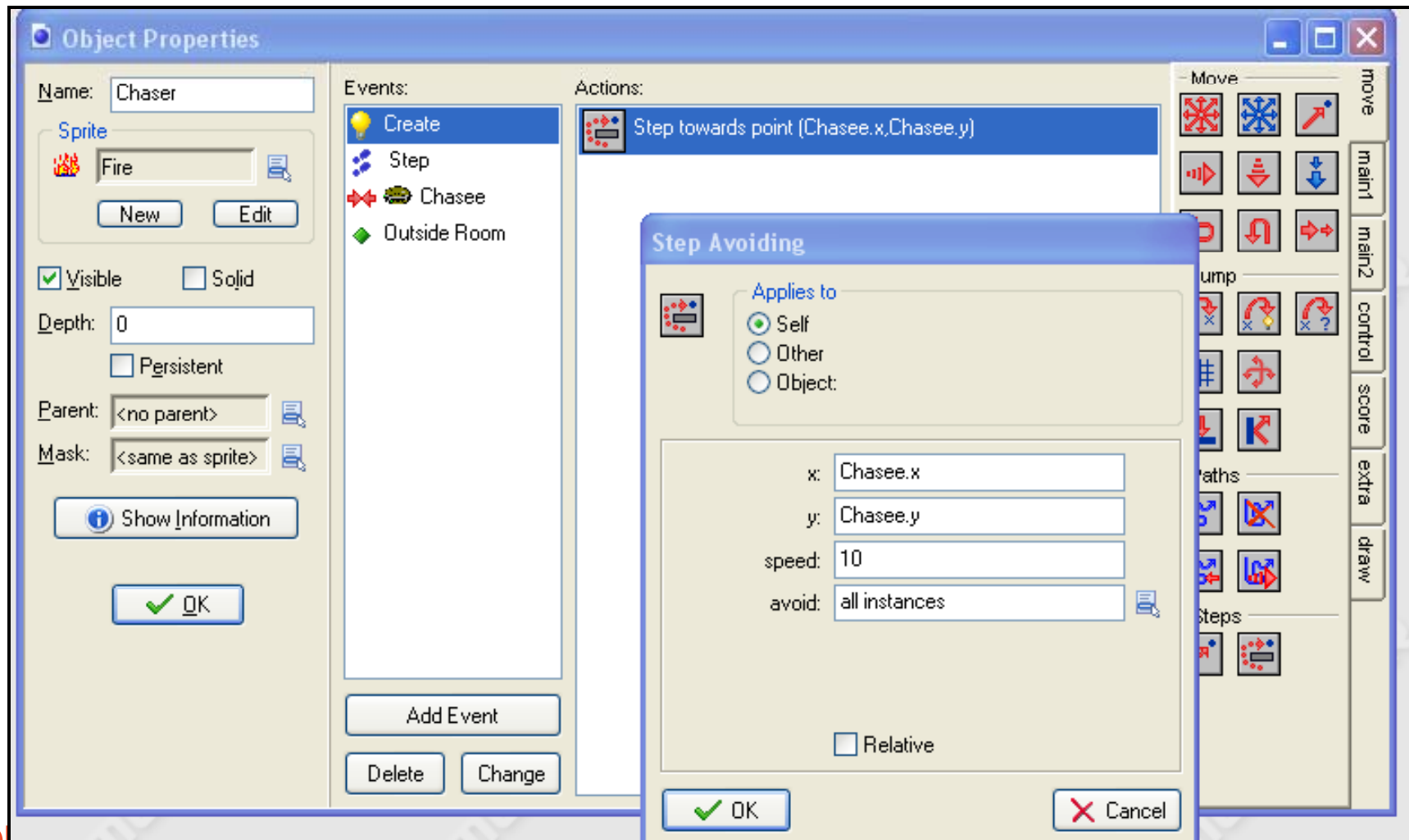
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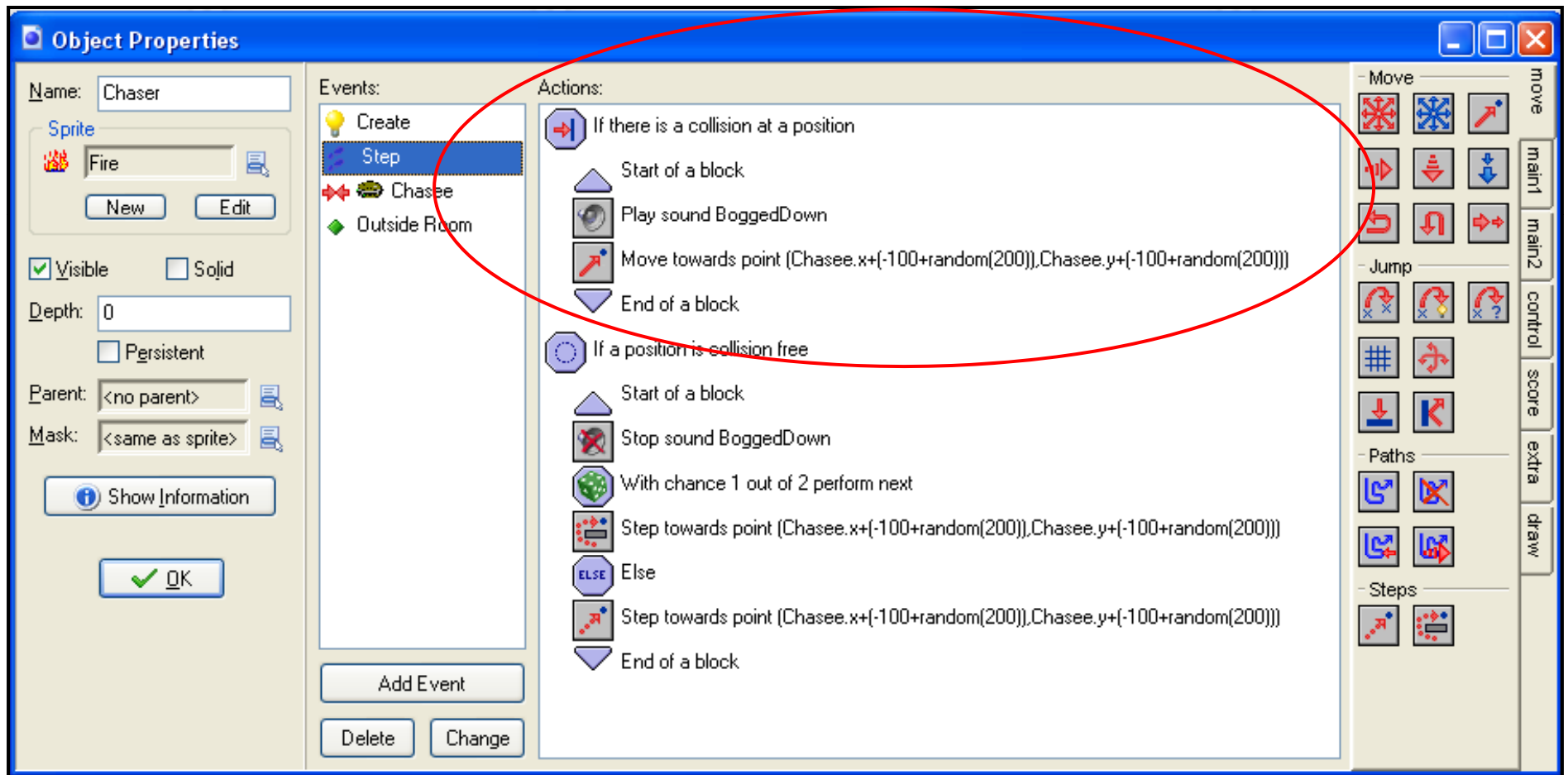
Create Sprites, Sounds, and Objects
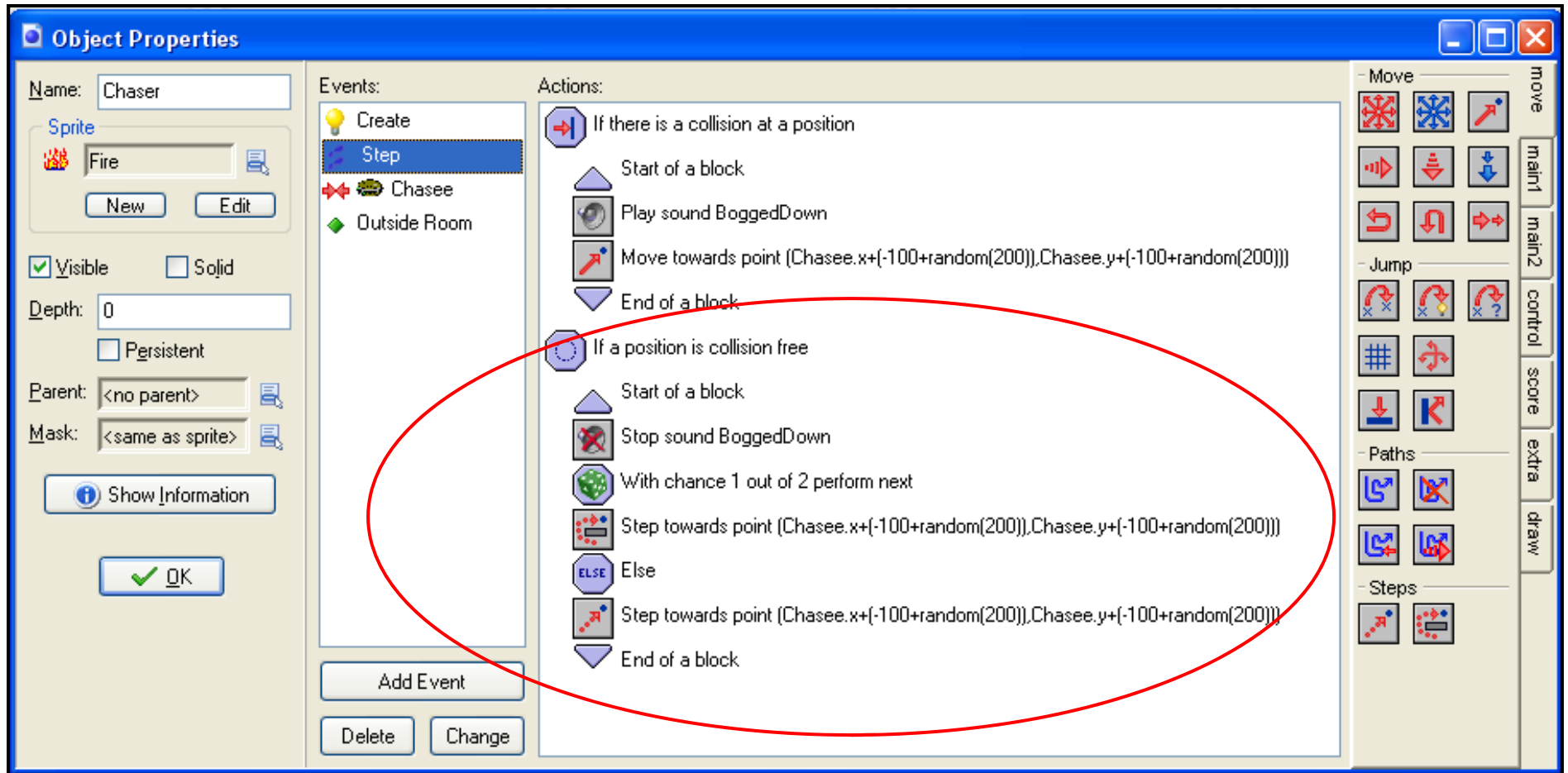
The Chasee Object should Follow the Mouse
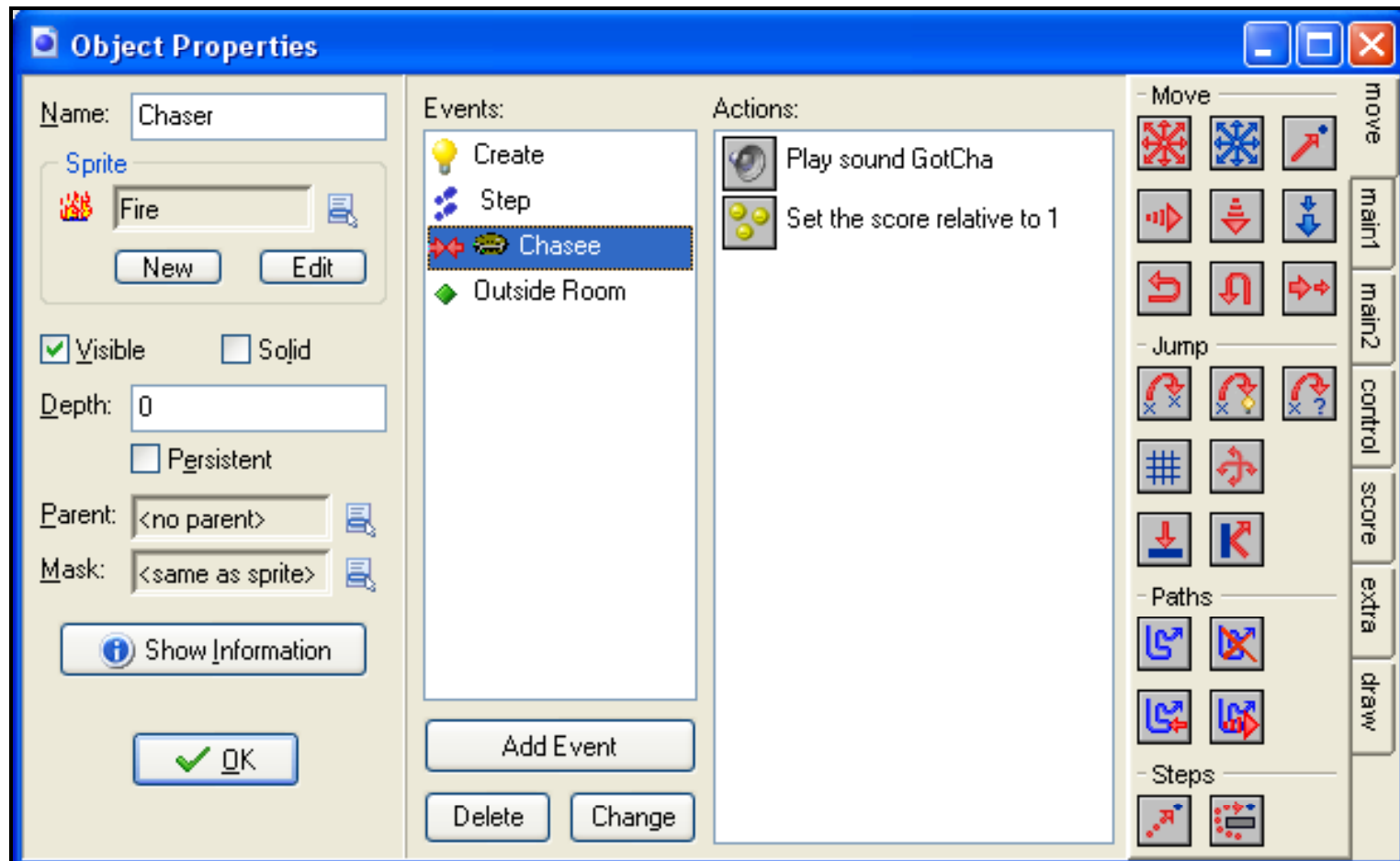
The Chaser Object Should Try to Get to the Chasee

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

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

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

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Computer Graphics