

Using Game Maker 8: A Chases-You Game

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<http://cs.oregonstate.edu/~mjb/gamemaker>

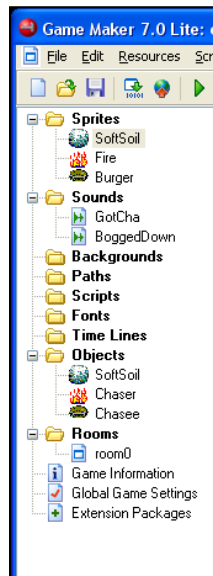
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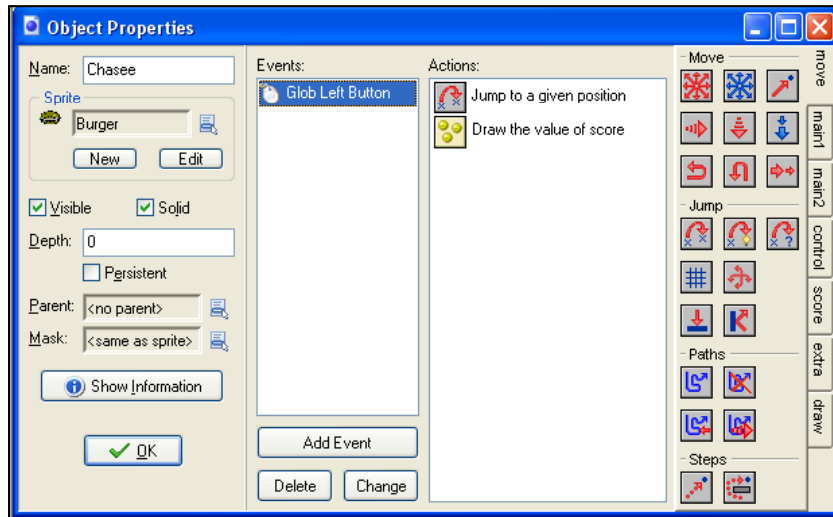
Create Sprites, Sounds, and Objects



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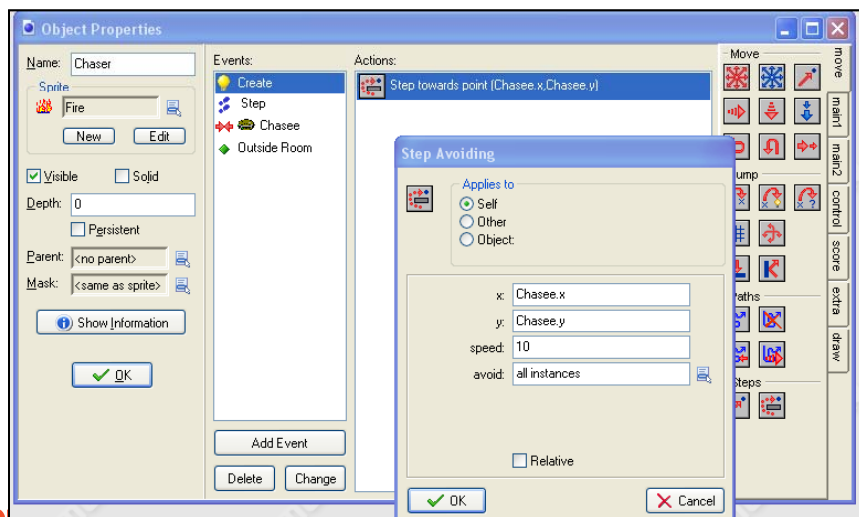
The Chasee Object should Follow the Mouse



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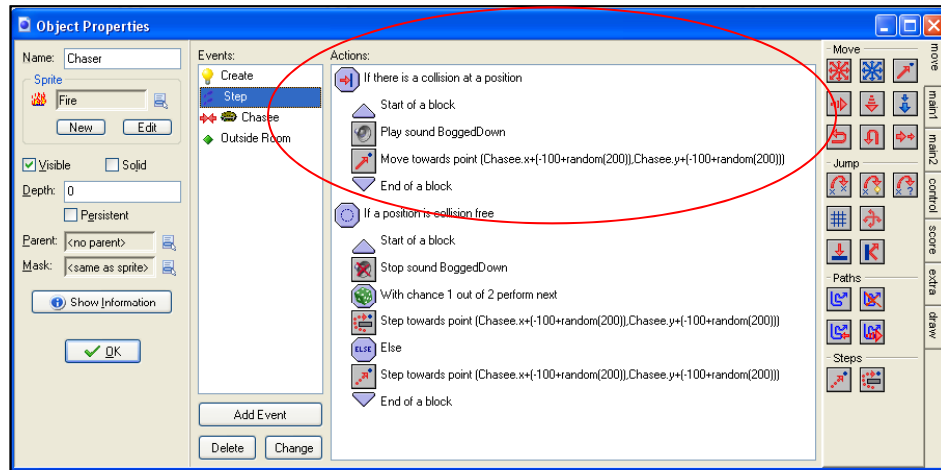
The Chaser Object Should Try to Get to the Chasee



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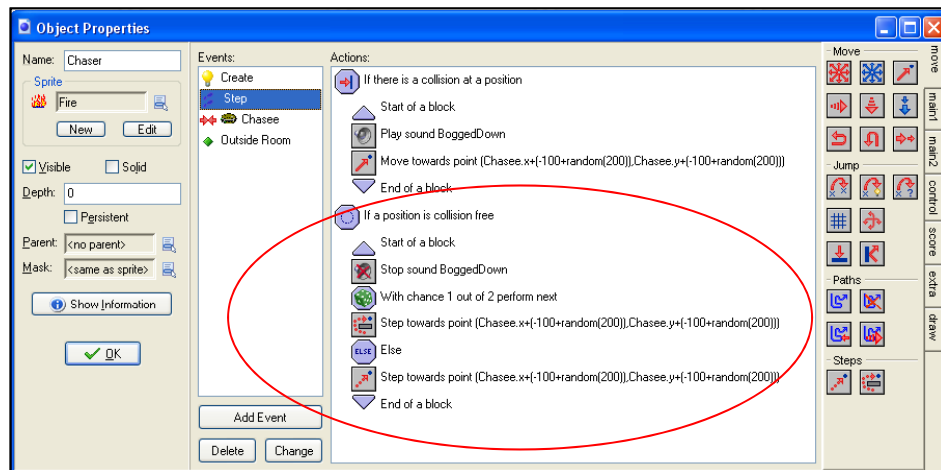
If the Chaser Object Overlaps with the Soft Soil, it Should Slog Through it Towards the Burger



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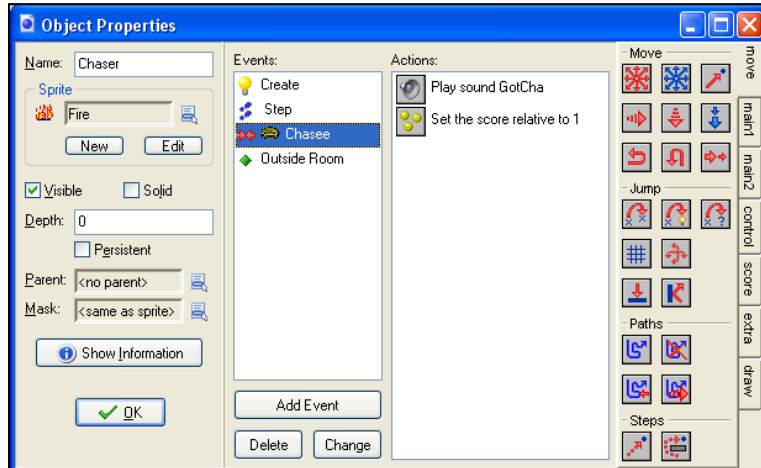
If the Chaser Object Doesn't Overlap with the Soft Soil, it Should 50% of the Time Go Around the Soft Soil and 50% of the Time Go Through it



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



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

