

# Using Game Maker 8: A Comes-At-You Game

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## “Burn-Me” – the Game



The idea is that fires come at the burger. He needs to either hit them or avoid them, depending on how you want the game play to work.

## Define the Sprites: Resources→Create Sprite

1. burger = **Sprites** → various → **Burger.ico**
2. fire = **Sprites** → various → **Fire.ico**

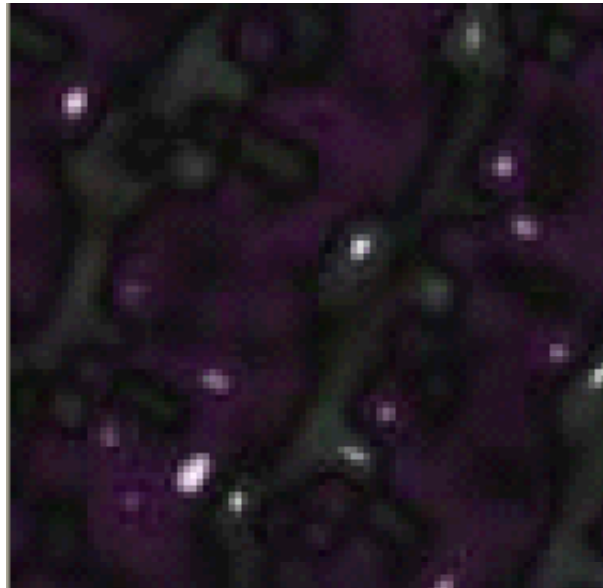
## Define the Sounds : Resources→Create Sound

1. zap = **Sounds** → zap.wav



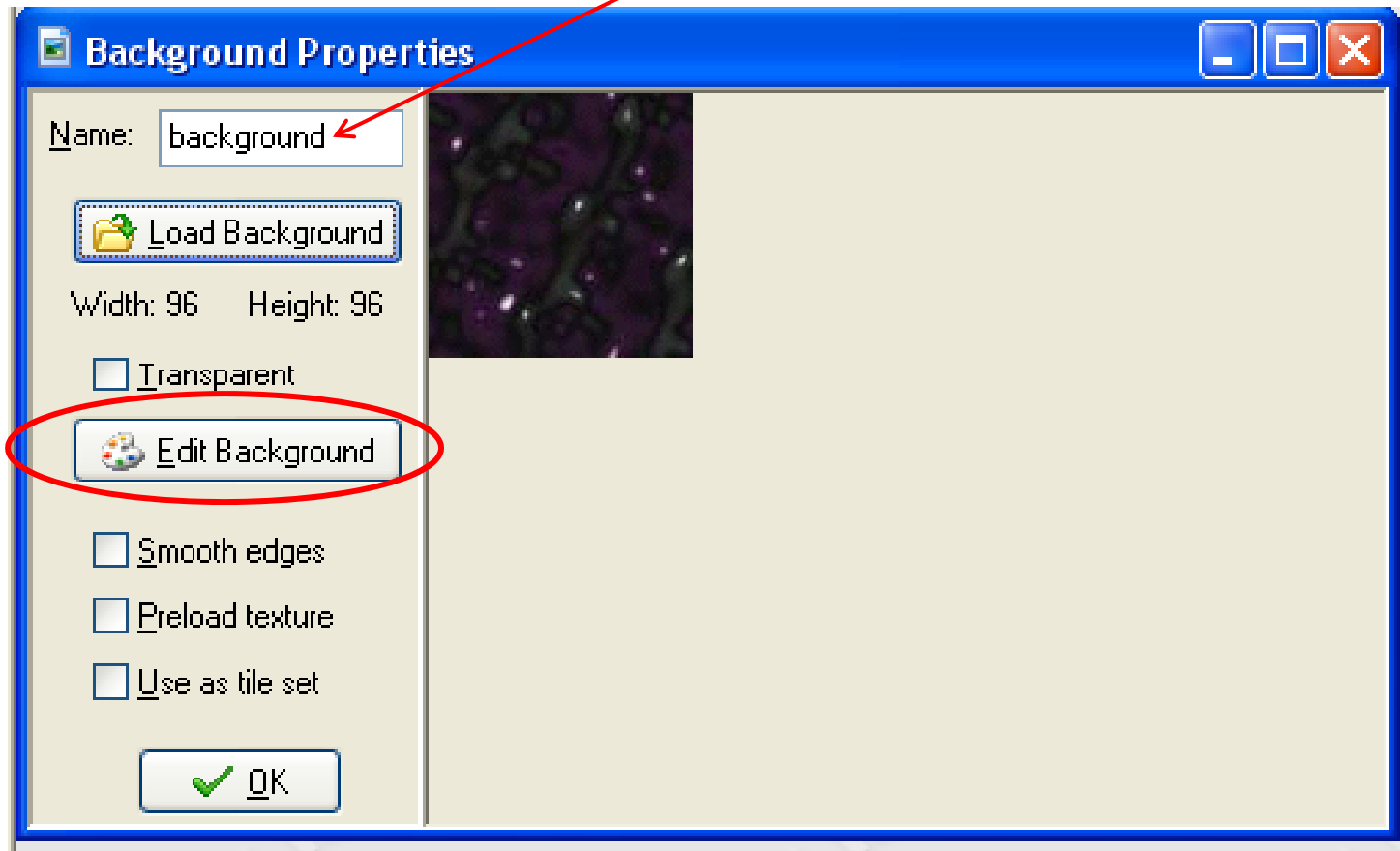
## Define the Background: Resources → Create Background

1. Background = **Backgrounds** → **stars.gif**

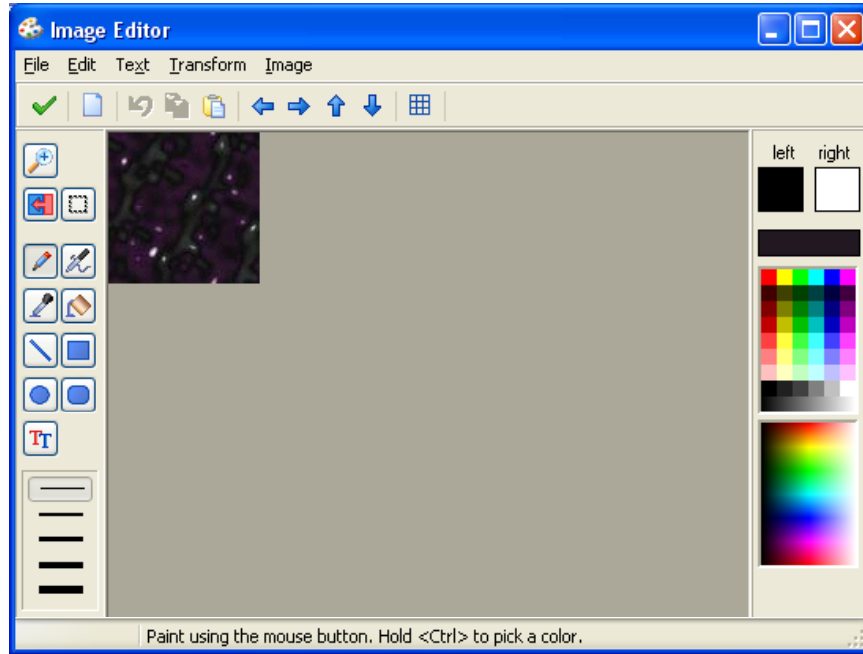


## Try Editing the Background Image

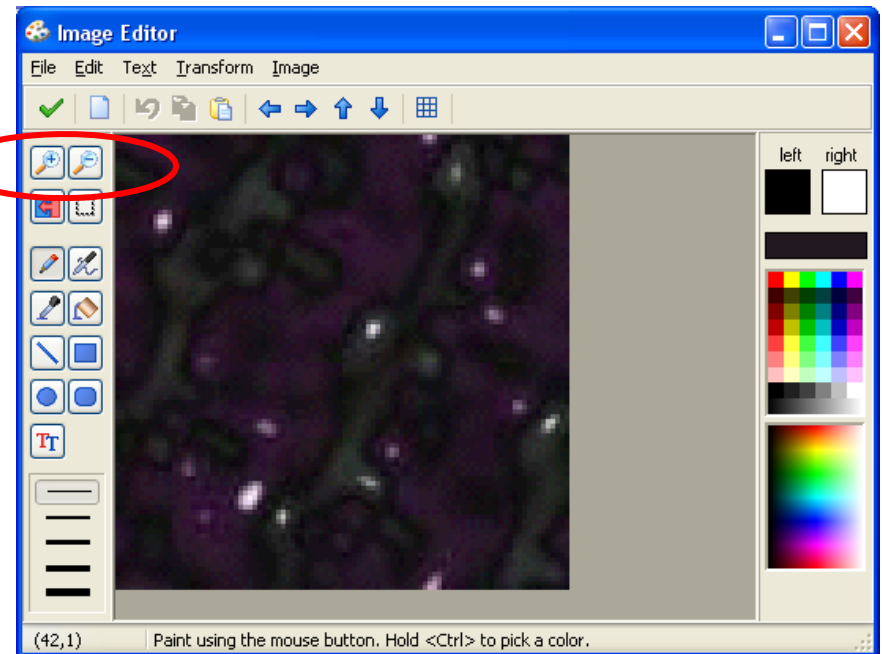
Call it "background"



## Try Editing the Background Image

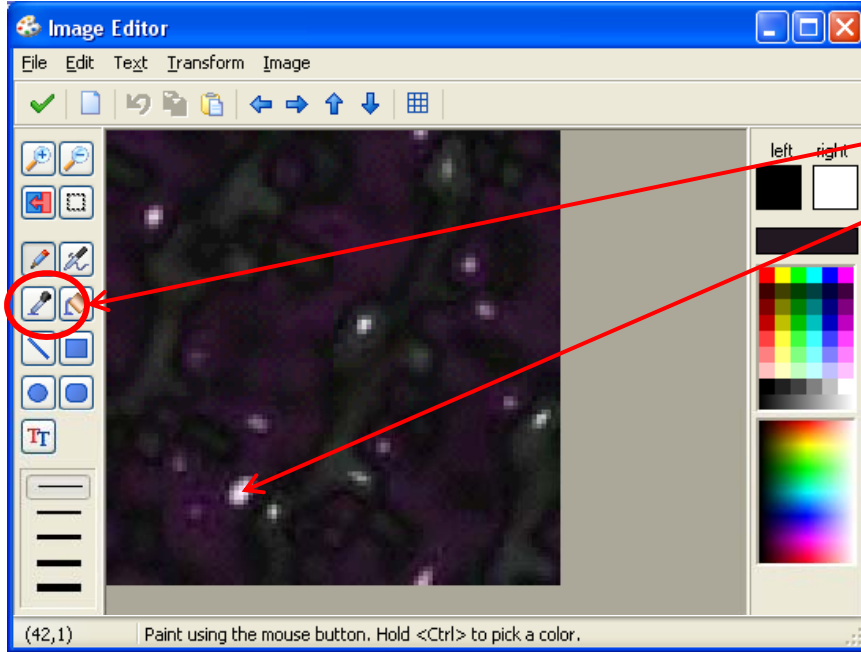


This is the background-editing window



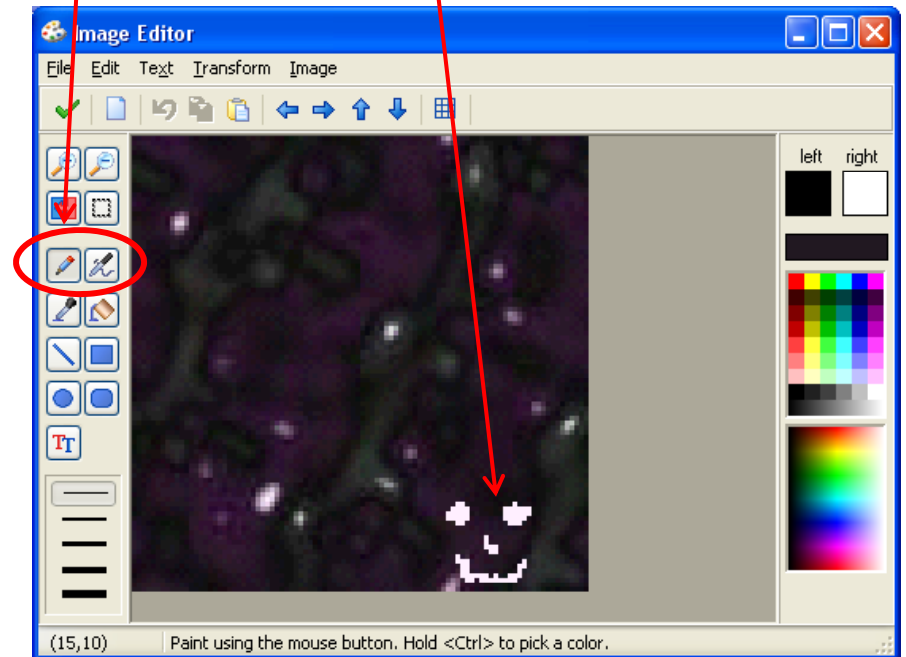
Click on the magnifying glasses to zoom in or out

## Try Editing the Background Image



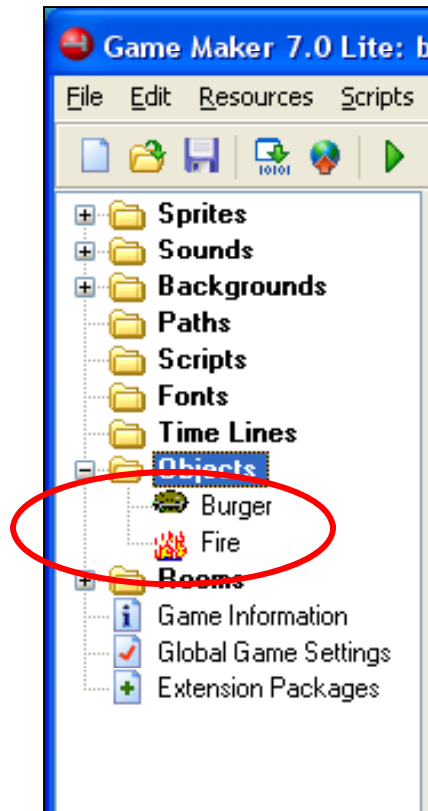
Use the eyedropper tool to select a color in the image

Use the drawing or spray painting tool to draw in the image

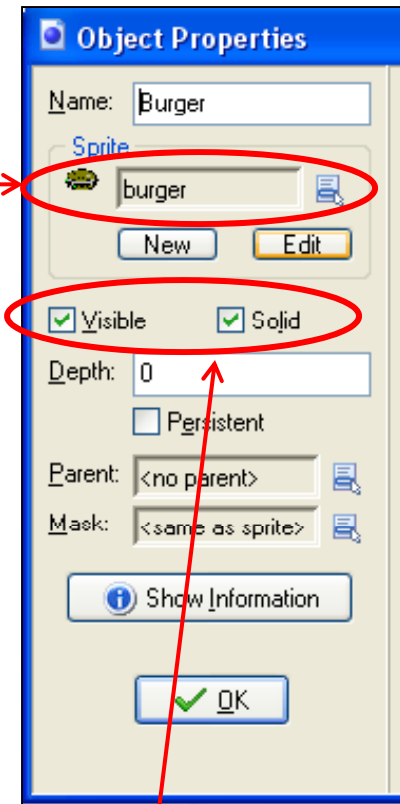


The Have-A-Nice-Day Galaxy? 😊

## Setup the Burger and Fire Objects (Leave the Events and Actions for Later)



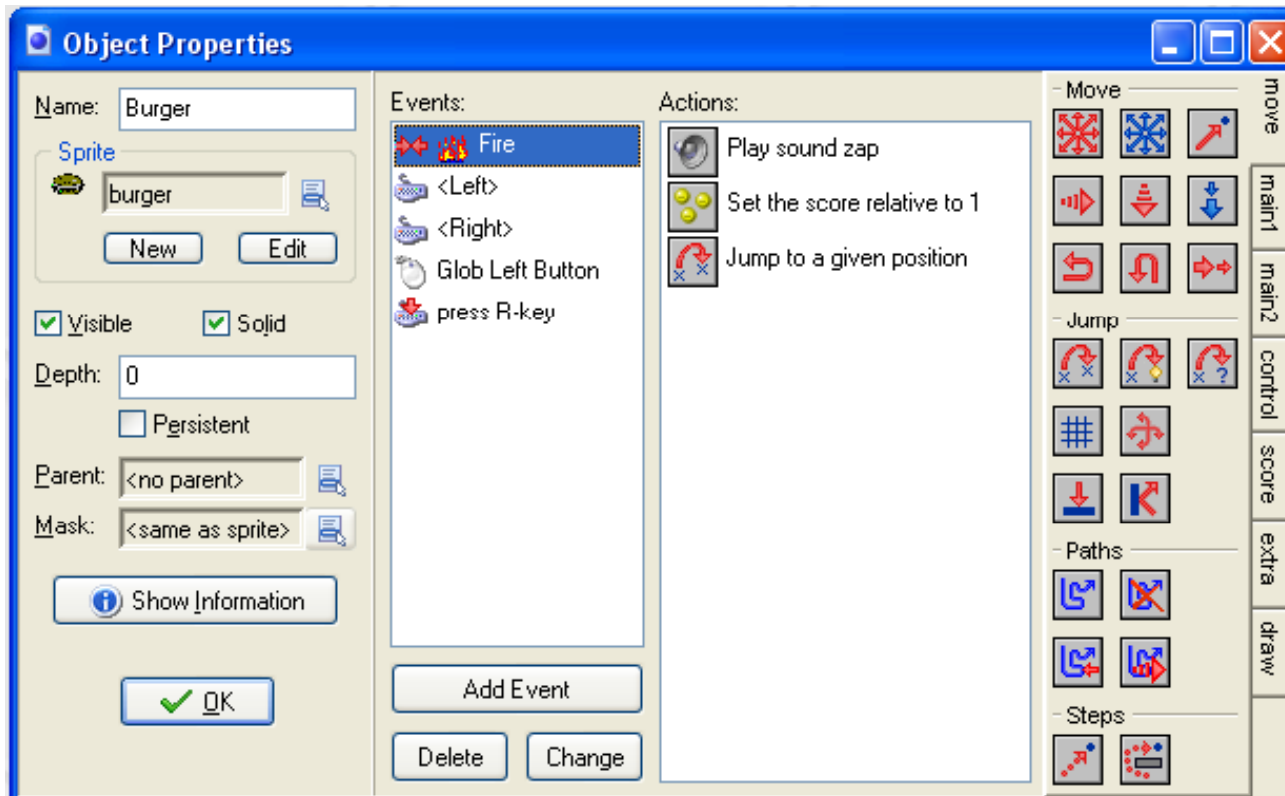
Set the appropriate sprite



Both need to be *Visible* and *Solid*



## Setup the Burger Object's Events and Actions



# Setup the Burger Object's Events and Actions

## Collision with Fire

1. **main1**→**Play Sound**: zap, no looping
2. **score**→**Set Score**: 1, relative
3. **move**→**Jump to Position**: Other, random(room\_width), -5

## Global Left Button

1. **move** →**Jump to Position**: Self, mouse\_x, self.y

## Keyboard <Left>

1. **move** →**Jump to Position**: Self, -10, 0, Relative

## Keyboard <Right>

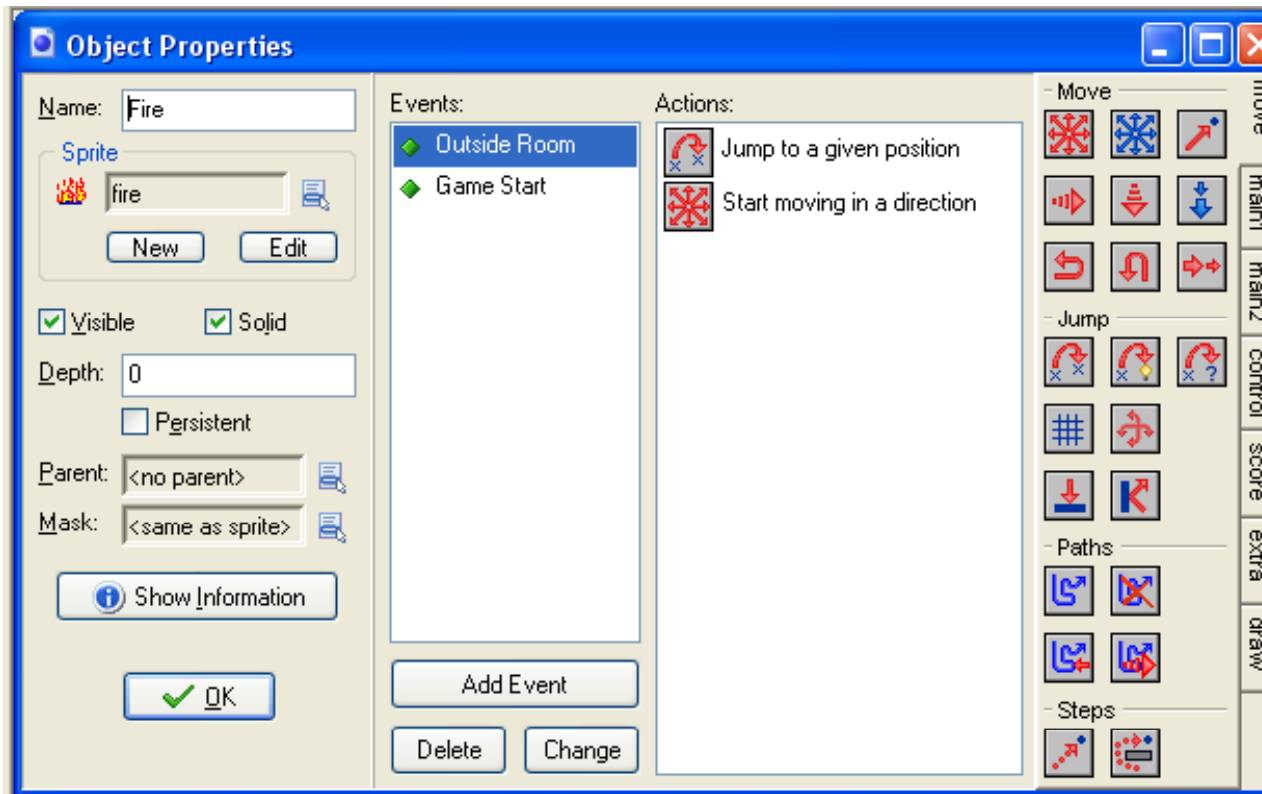
1. **move**→**Jump to Position**: Self, 10, 0, Relative

## Press R key

1. **main1**→**Restart Room**: Fade out and in



## Setup the Fire Object's Events and Actions



# Setup the Fire Object's Events and Actions

## Outside Room

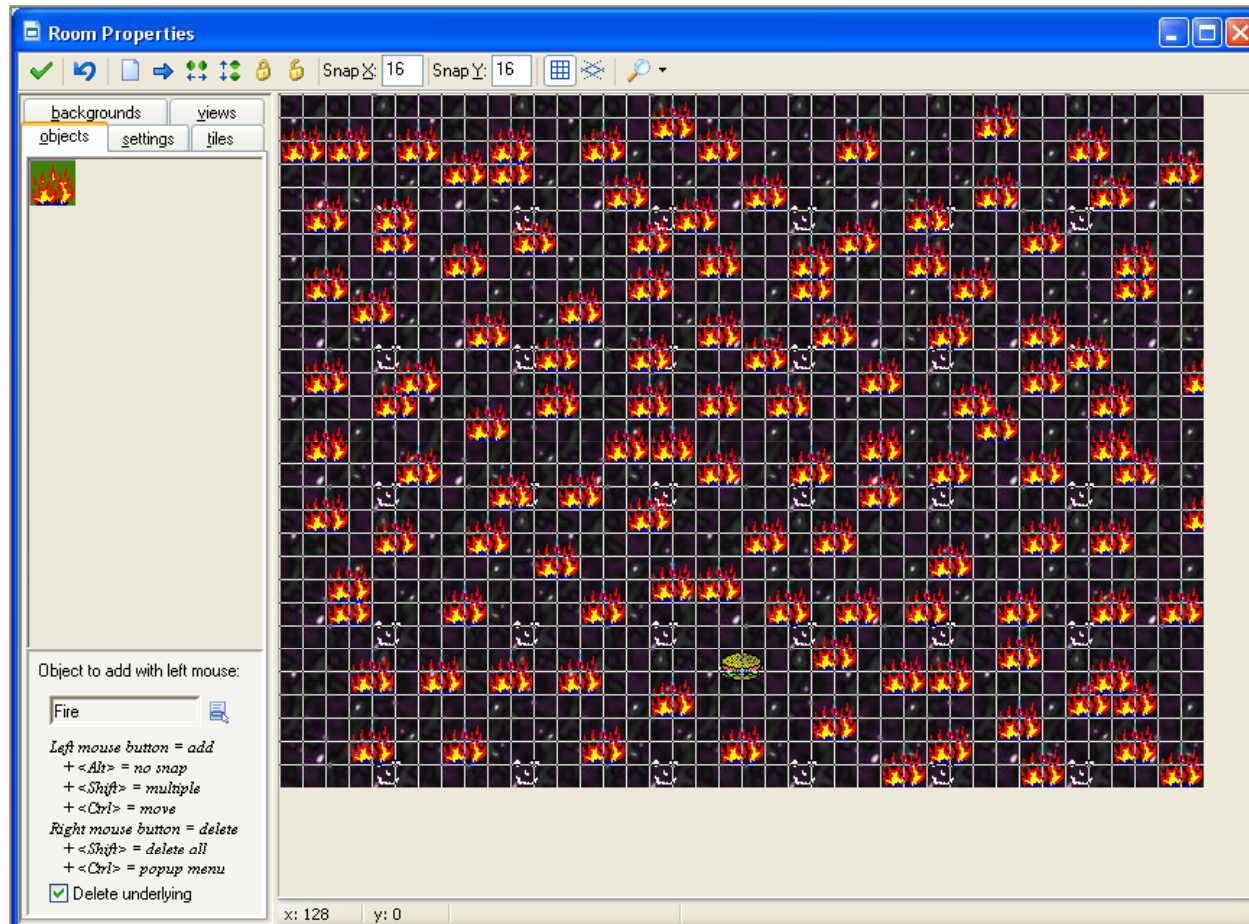
1. **move**→**Jump to Position:** Self, random(room\_width), -5
2. **move**→**Move Fixed:** Self, Down arrow, 2

## Game Start

1. **score**→**Set Score:** 0
2. **move**→**Move Fixed:** Self, Down arrow, 2



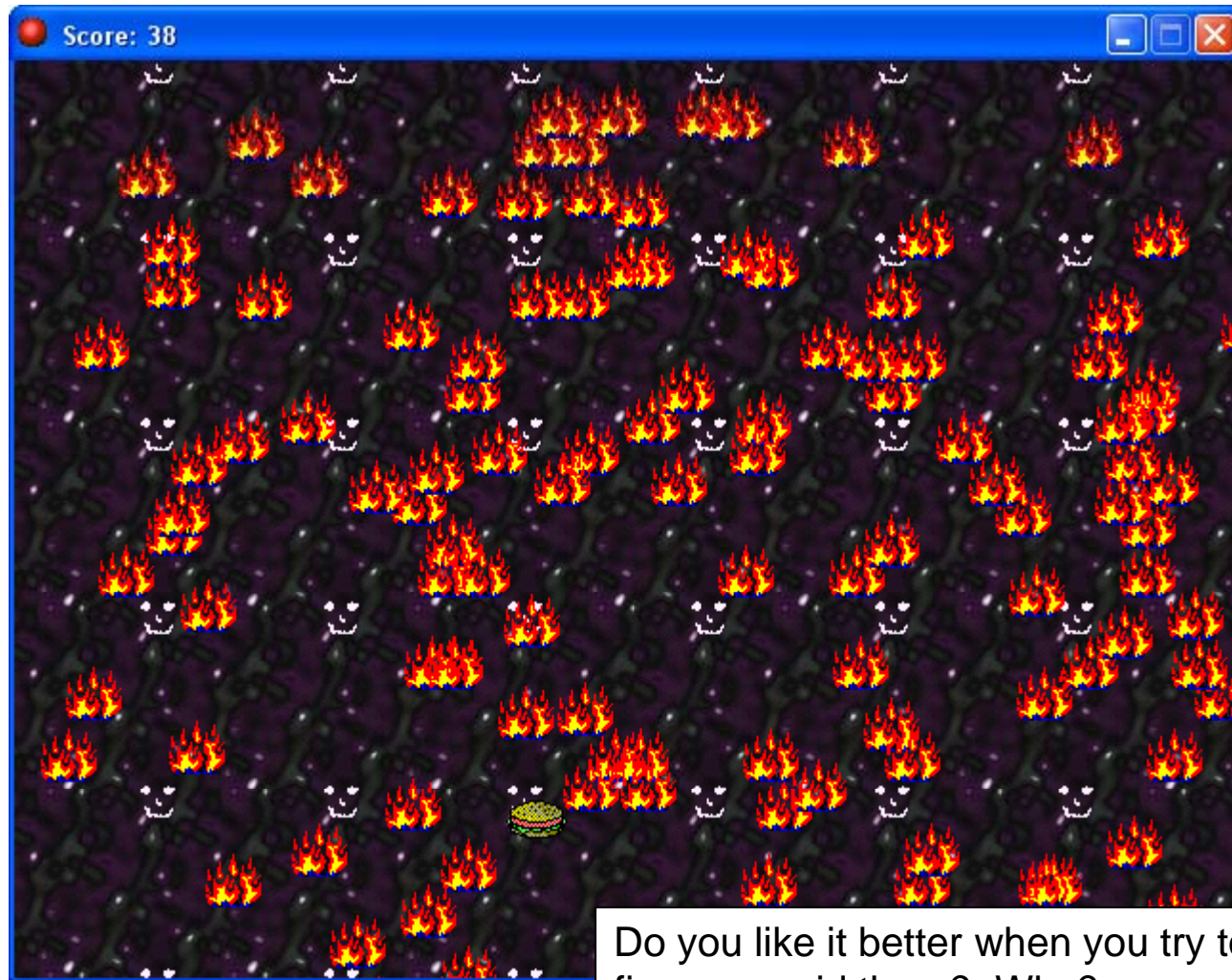
## Setup the Room



Be sure to make the window big enough to see the entire room.

Put in one burger and lots of fires!

## Run the Game



Do you like it better when you try to hit the fires or avoid them? Why?

## An Interesting Variation

In the Fire Events, Change:

### Outside Room

move→Move Fixed: Self, Down arrow, 2

To:

### Outside Room

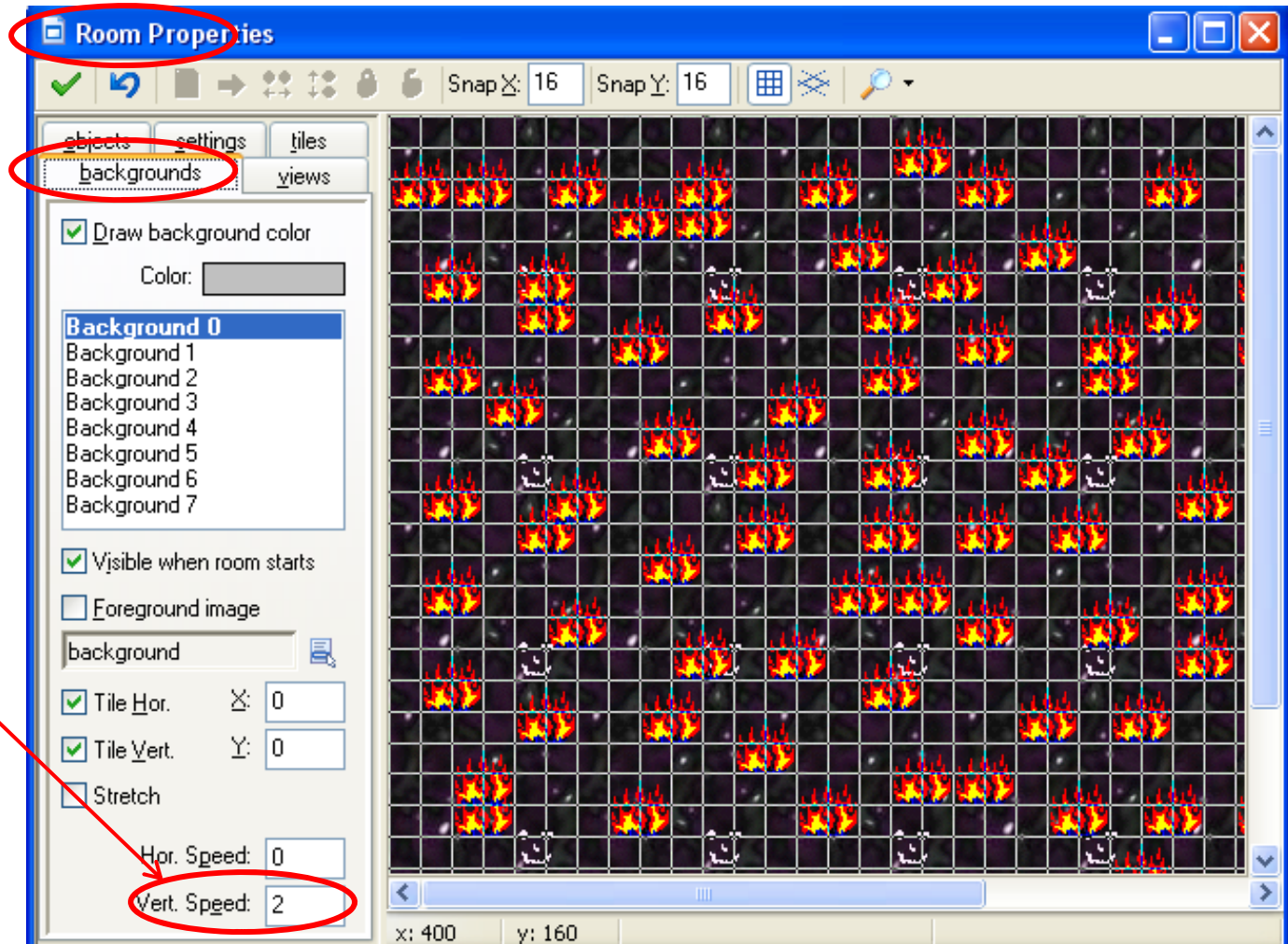
move→Move Free: Self,  $225 + \text{random}(90)$ , 2



*What will this do???*



## Try Making the Background Move with the Fires



Set the background's Vertical Speed to 2 (down), same as the fires'

This now makes it look like the burger is flying through space, instead of the burger being stationary and having fires attack it.