

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

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

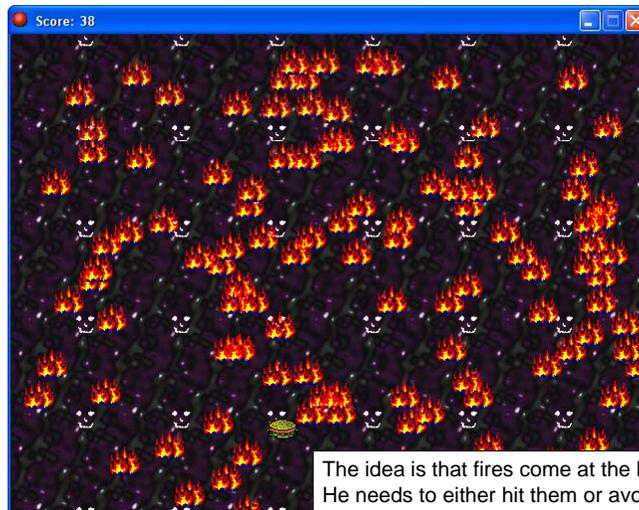
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"Burn-Me" – the Game



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.



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Define the Sprites: Resources→Create Sprite

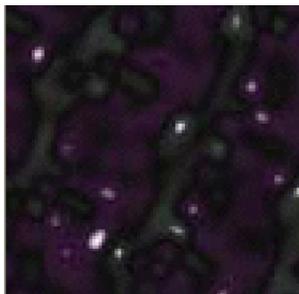
1. burger = **Sprites** → various → Burger.ico
2. fire = **Sprites** → various → Fire.ico

Define the Sounds : Resources→Create Sound

1. zap = **Sounds** → zap.wav

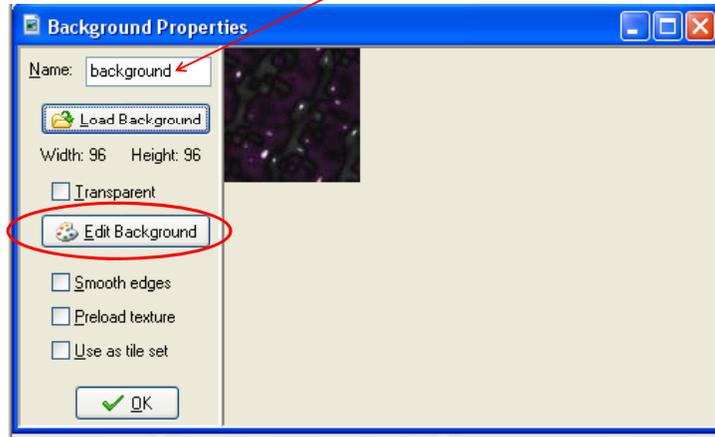
Define the Background: Resources→Create Background

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



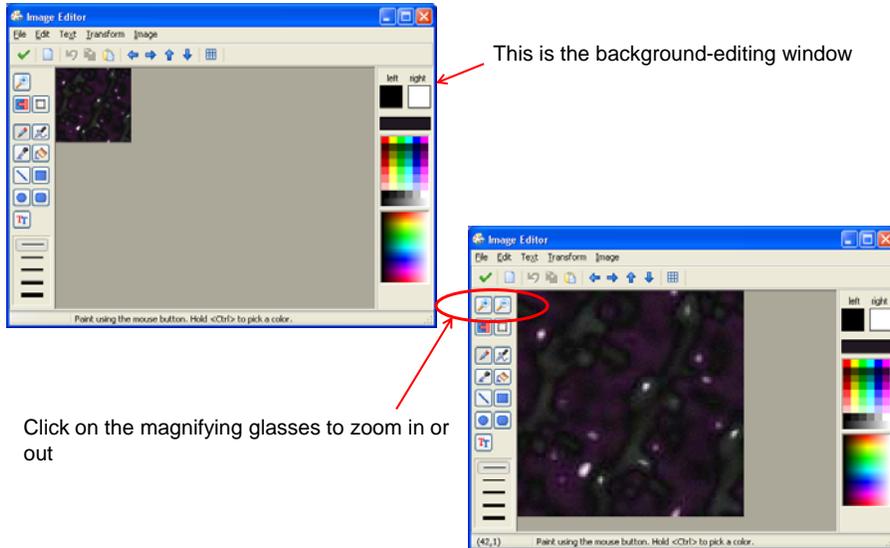
Try Editing the Background Image

Call it "background"



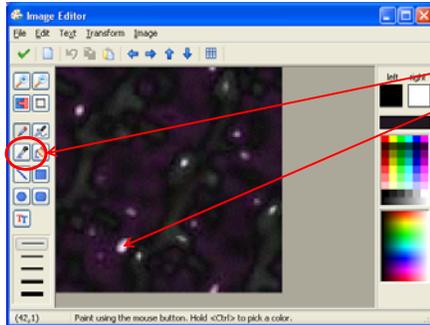
Try Editing the Background Image

This is the background-editing window



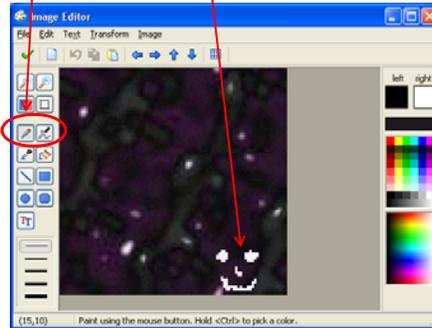
Click on the magnifying glasses to zoom in or out

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? ☺



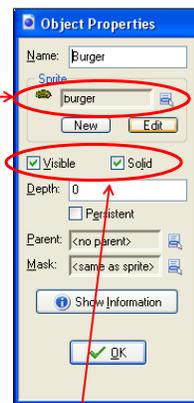
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Setup the Burger and Fire Objects (Leave the Events and Actions for Later)



Set the appropriate sprite



Both need to be *Visible* and *Solid*



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Setup the Burger Object's Events and Actions



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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

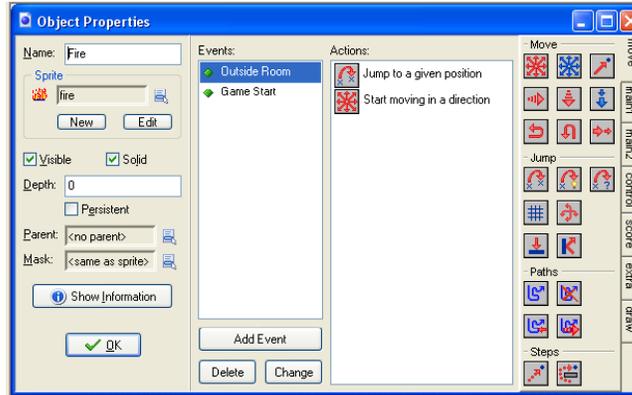
1. **main1** → **Restart Room**: Fade out and in



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Setup the Fire Object's Events and Actions



Setup the Fire Object's Events and Actions

Outside Room

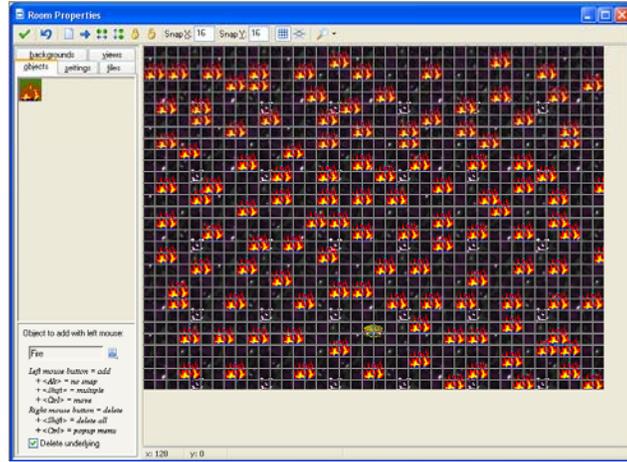
1. **move**→**Jump to Position**: Self, random(room_width), -5
2. **move**→**Move Fixed**: Self, Down arrow, 2

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.

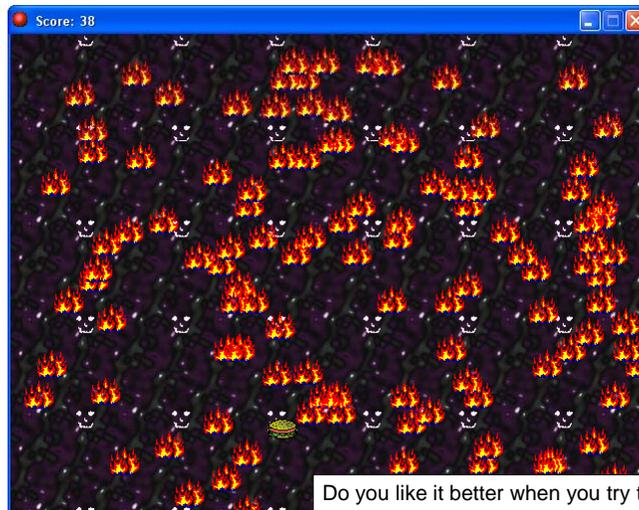
Put in one burger and lots of fires!



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Run the Game



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



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An Interesting Variation

In the Fire Events, Change:

Outside Room

move→Move Fixed: Self, Down arrow, 2

To:

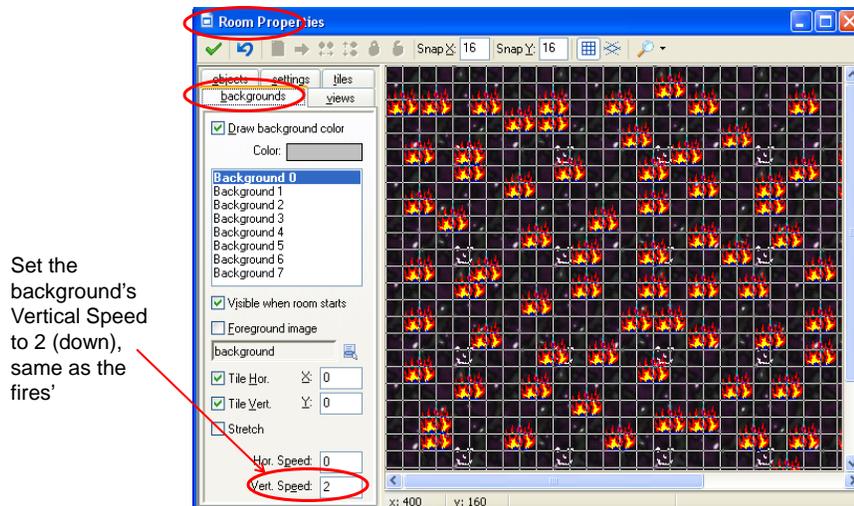
Outside Room

move→Move Free: Self, 225+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.