



Add Anoth	ner Event to t	he Bouncer Obj	ject			
Object Properties						
Name: Bouncer Sprite Wisible Fire Visible Solid Depth: 0 Pgrsistent Parent: <a a="" parent<=""> Mask: <a <a="" a="" href="mailto:sprite" mail="" sprite="">sprite</a> Show Information</a>	Events: A ♀ Create ♦ ② Wall ♥ ③ Target Add Event Delete Change	Actions: Destroy the instance Play sound Zap	Objects move main Sprite Score estra Sprite Score estra Rooms A P P P P P P P P P P P P P P P P P P			
<ol> <li>main1→Destroy Instance: Other</li> <li>main1→Play Sound: Zap, false</li> <li>"Other" is one of those special names. It means the object involved in the collision that is not "Self".</li> </ol>						
Oregon State Univ Computer Grapi						































Setting Global Information about Your Game	
octang clobal mornation about roar came	
Clobal Game Settings	
Set the resolution of the screen	
Lige synchronization to avoid realing	
Cancel	
USU Oregon State University Computer Graphics	mjb – July 16, 2010















From The	Game Maker's Apprentice:	
Provide c	ear, achievable goals	
Give feed	back on the player's progress	
Include bo	oth short-term and long-term goals	
Add difficu	Ity levels and optional sub-goals for players of different abilities	
Reward th	le player for achieving goals and sub-goals	
Reward tr	le player randomly	
Don't con	fuse the player with too many controls	
Don't pun	ish the player for things outside of their control	
Avoid unfa	air setbacks	
Give the p	player audio feedback about their interactions with the game	
And, then	one that I've always heard:	
Make the	name easy to learn, but hard to master	
Maka the		