

How to use Gamemaker

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Language Arts

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Introduction:

Have you ever wondered if it was possible for you to make a game? Like without learning code, complex languages, or anything too hard? Well, it's true, and this book is going to show how to make a game using Gamemaker. Not to mention making a little pocket money by selling your game!

Installing Gamemaker

To install Gamemaker, go to <http://www.gamemaker.nl> and click on Gamemaker 6.1. Once you run the installer, continue and go back to the website and install resource packs (recommended).

Tutorials:

Non-Editable

For some non-editable games to get ideas from, go to the following links:

<http://www.hardings.co.nr/alex/noedit/1.exe>

<http://www.hardings.co.nr/alex/noedit/2.exe>

Editable:

For some editable games, try the following links:

<http://www.hardings.co.nr/alex/edit/1.gm6>

<http://www.hardings.co.nr/alex/edit/2.gm6>

Learning the interface

During this chapter read to find out. When starting the program, it will ask if it will run in advanced mode or simple



mode. Run in simple mode, and use advanced mode later by going File>Advanced Mode. The side bar: (On left) the side bar is simply the stuff to make the game.

Sprites

The sprites are the images. Say there's a guy in a game. First it needs a picture, to show as a character.

Sounds

The name gives it away. The sounds are all the way from a simple "click", to a big sound track.

Backgrounds

Backgrounds are not used that much. This is simply the back of the game, which does not interfere with the game. Like if a game was scary, it might have a high-pixelated version of a dragon for the background.

Objects

The objects are the properties of the sprite. Say a game had a sprite of a man. Tell the computer to go up, down, or sideways. This would be the object.

Rooms

The room is where the action is. Suppose there's a dog, and the game needs a place to put him in. He would go here. Also, if somebody finished the level, they would complete that room and go onto the next. Also, the backgrounds go in the back of the room.

Game Information

The game information is basically the manual of the game. Type how to play, objective, whom it's by, copyright, and other information.

Global Game Settings

The global game settings are the settings for the game. There are many things here, but the only tab recommended to explore right now is the "other" tab.

“New” Bar

The “new” bar is where to create new parts. There are the new game button, the load game button, and the save game button to the left. Then there’s the play the game, or the green button, to play the game to check for mistakes. Don’t worry about the red button.



Next, there’s the sprite button, for creating a new sprite, and there’s the new sound, background, object, and room buttons there, too. Then we have the game information, and global game settings. Last, is the amazingly big Gamemaker help file. Most of the problems can be solved here.

Workspace

This is the place where work windows are. Think of it as the place where to type in words.

Main Menu Bar

File Edit Add Run Window Help

Lastly, there is the main menu bar. The bar “File” Contains new, open, recent files, save, save as, create executable (this is the place to make a file so the game can play without the Gamemaker software, and starting the game right away), advanced mode, and exit. The bar “edit” contains add, duplicate, delete, rename, properties, expand resource tree (expand the left panel), and collapse resource tree (for collapsing the left panel). The bar “add” has everything the “new” bar has. The Bar “run” contains game play (for playing the game without putting it into executable format). The bar “window” cascades and cleans up the workspace. And lastly, the bar “help” contains information about Gamemaker.

The first game: “Bob”

Sprite “Bob” & object “Bob”

There is everything to create a game! Now learn how to use it. First, get familiar with using an object. Press new sprite. Name it Bob. Then, press load. Press various, and press the picture in the game that





Bob should be. Press O.K. Wonderful! Now, press new object. There will be a screen that looks like this: Now rename it Bob_obj. Set its sprite to Bob by the input on the left side. O.K. Now to make the sprite move. The events window tells, “If this happens” and the actions window tells “do this” So, Press add event, select keyboard, and then left. Now, tell the computer what to do. Now if the user presses the left button to do something, but it doesn’t know what to do. So, in the actions window there are also a couple of buttons to the side, and these are the action events. Now bring out the red arrows button, and drag it into the actions page. After that, there’s a little pop-up that says applies to. Don’t mess with this, though. Then there is a direction button. Press the button pointing left, because when the user goes left, to press the left button! Then, set the speed. Experiment later, but for now set it to “4”. Now, do this for up, down, and right, too!

OK. Now that that’s done, the object probably should stop when no button is pressed. So, go ahead and add a new event as <no key>, all the way at the bottom. Then, do the red arrows button again and drag it into the actions window. Now, press the square in the middle of the directions button and leave the speed “0”, exiting after that. Guess what’s missing? The place to put the object and the background.

Rooms and backgrounds

To continue, press add background>load background. Then, click on the backgrounds folder, and get any background to have. After finished, rename it “main”. Then, create the room itself! Click on new room. Since it cannot be created from the window, go to the display bar (on the left) and right click on the room. Press rename, and name it “main”. Tip: The first room in the rooms tag will be the one to start up with Gamemaker. Then, select the background. In the window of the room just created, there are a couple tabs to the left-top inside the window. Select “Backgrounds”. Now, click where it says <no background> and change it to the background selected. Check the “stretch” button if it shouldn’t tile the background. Now, go back to the objects tab inside the window. Click in the empty space and select “bob_obj” that has been created earlier. If it’s not there, please go through the steps again. Then, go to the room and select a place to put it by holding down and releasing the mouse when figured out where to put it on the room. Now, finally run the game! Once it starts up, notice it is not that good. But, it’s a

start! Remember: It took me over two years to be a master at Gamemaker, so you can be too, in time.

Polishing it up!



Now the game works, let's make a simple game. How about it is a game where you are a man walking and getting points. It's pretty simple to do this, and the game is half done from the game "Bob". Ok. First, let's make the points. Make a new object, and then instead of selecting an object, let's press new>load. Load whatever picture that looks like a point. Next, name it and press OK. You should be back at your object window.

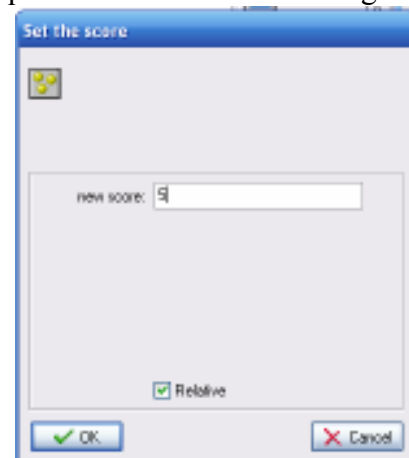
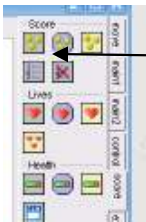
Next, press add event and select "**→← Collision**" and press "bob_obj". Now the game knows that when the point and "bob" collide, to do something. Now, tell the computer what to do. Go to the "score" tab and select the square that has the circle things in it. Now, make the score 5 and set it to relative.

Relative tells it to *add* 5 points to the current score. No relative tells the computer to *make* the score 5. Now, tell the computer to show the score. Press "new event".

Select .

Create tells the computer that when this object is made, to do this: Now, tell the computer what to do!

 Again, go to the "score" tab and press the lowest button and drag it out. Now, there's a window that displays quite a few options. All that should show is the points, so set every other thing to "don't show". Press OK. What this button is, is basically a button that tells the computer to display the points on the  bar. So, you will get that when you are playing. Go back to the collision actions by clicking on the collision button in the events tag. Notice that your actions for the collision are there now. Make a new action called "destroy instance" that destroys the object, so that you can only get 5 points from that specific points object, and then it destroys itself. Click on the "main1" tab and click on the trash bin. Select OK. Now, put in a couple points in your room. Go to your room and add five of them.



Save the game, and play it! If you made it good enough, go to file>create executable and save it somewhere. Now, give it to a friend with a PC, and they can play your game without Gamemaker, and they can't edit it! If you end up to be a wiz on Gamemaker, sell your game, remember, these are like 1/10000 of the features in Gamemaker, so learn, and remember that the sky is the limit!