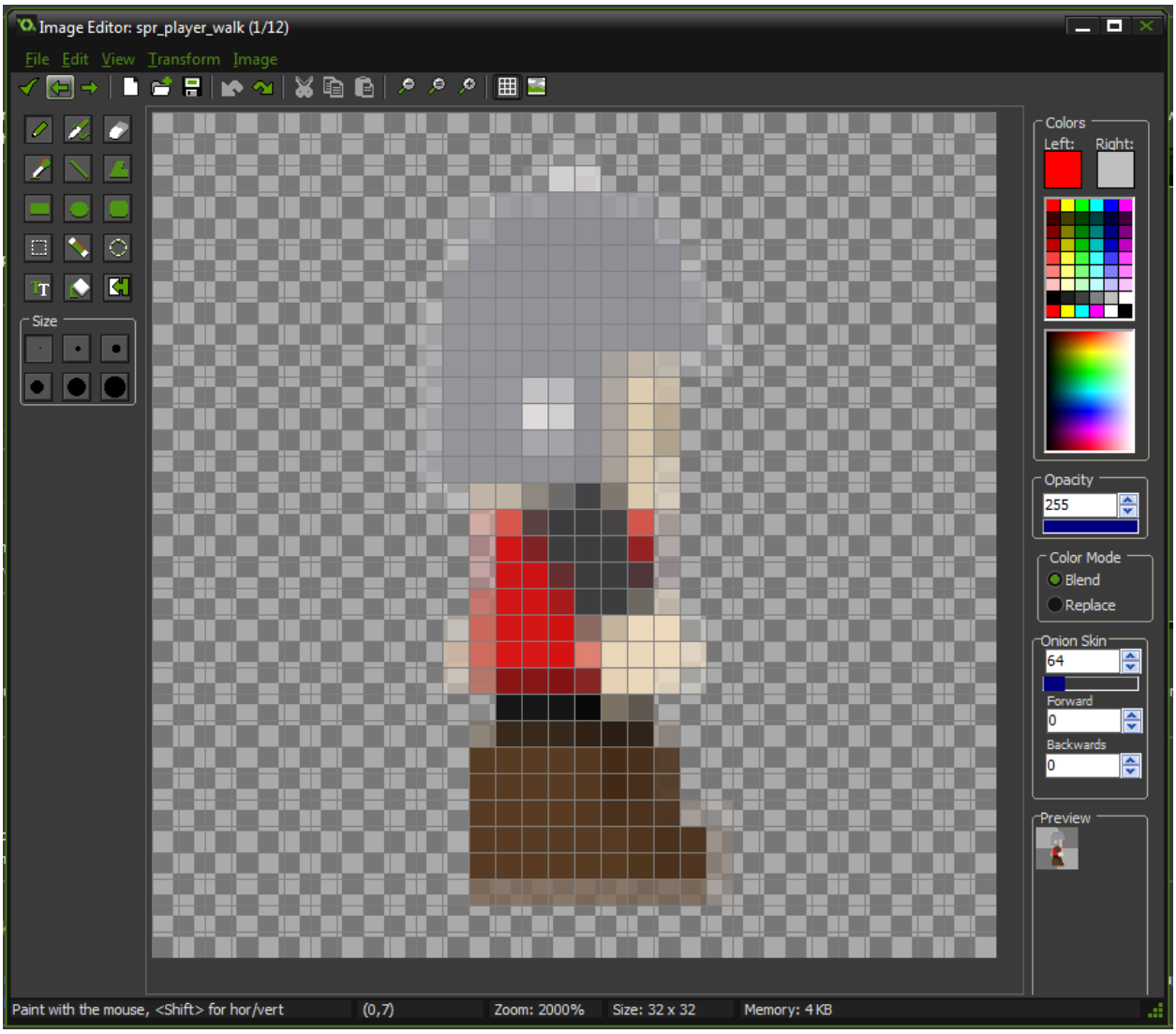
Chapter 1: Game Plan – Creating Basic Gameplay



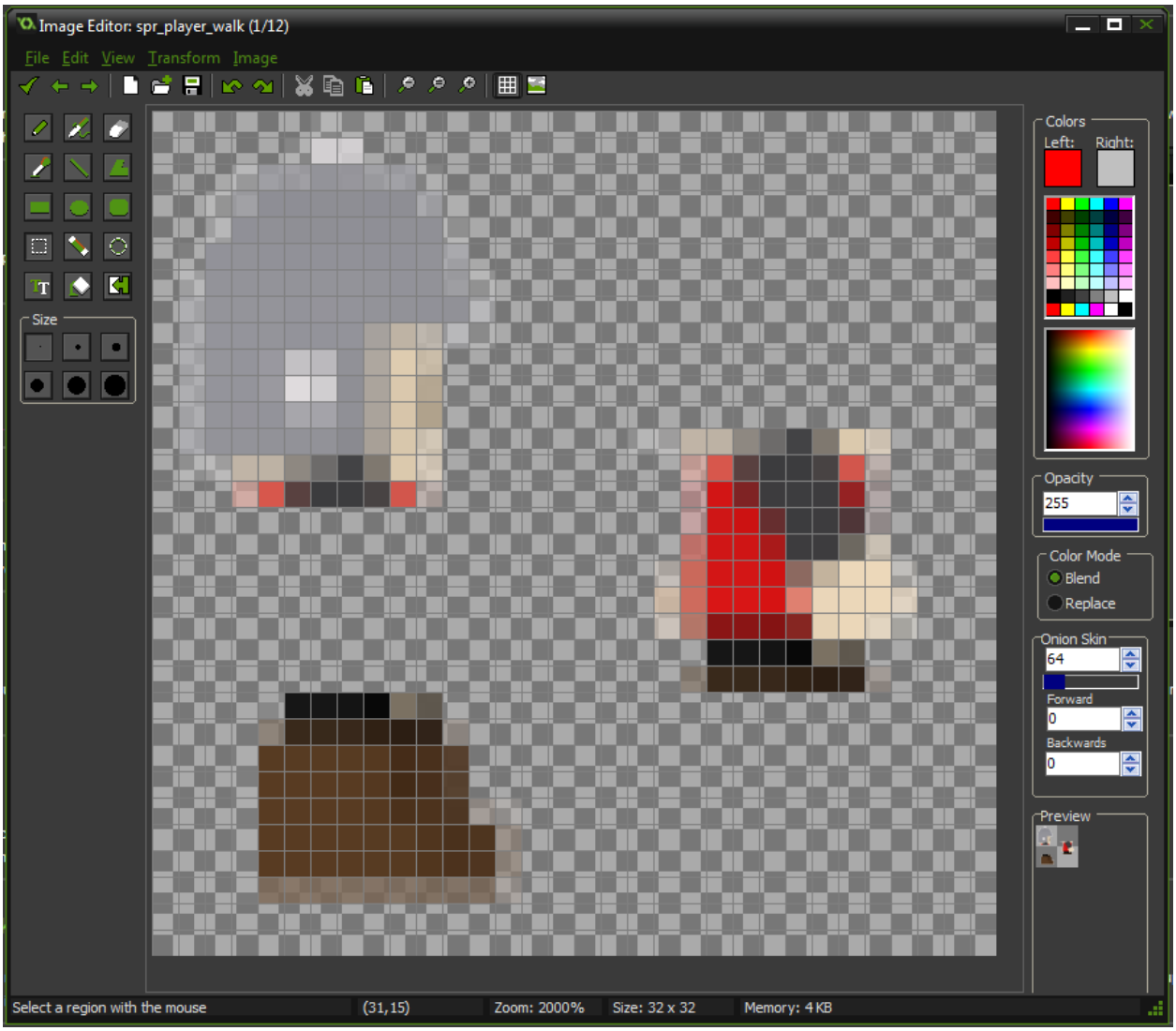
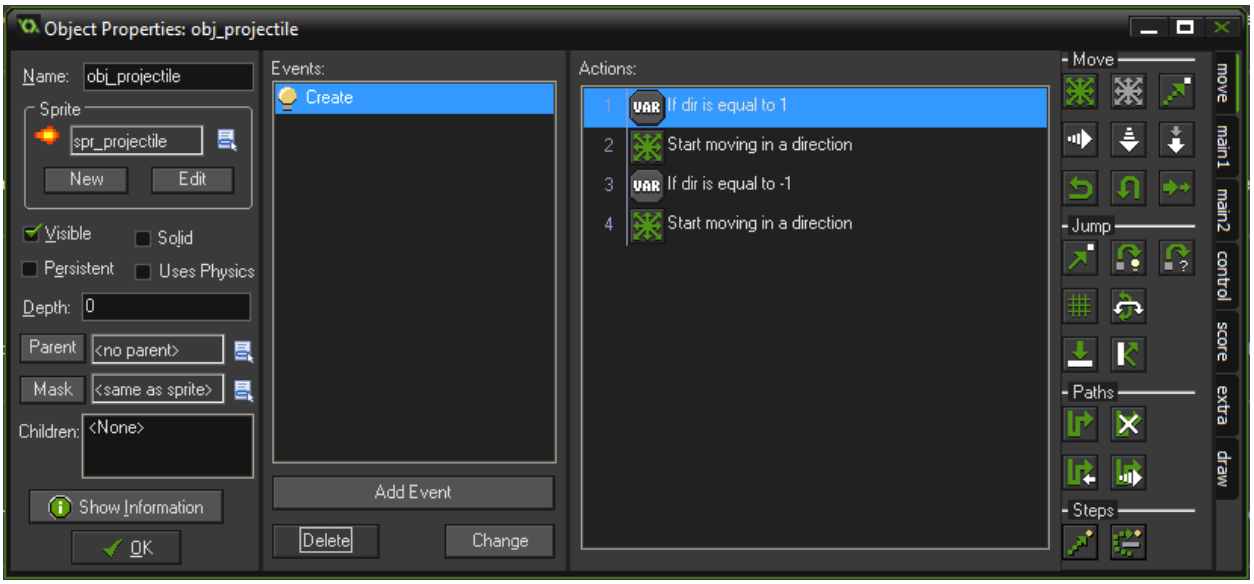
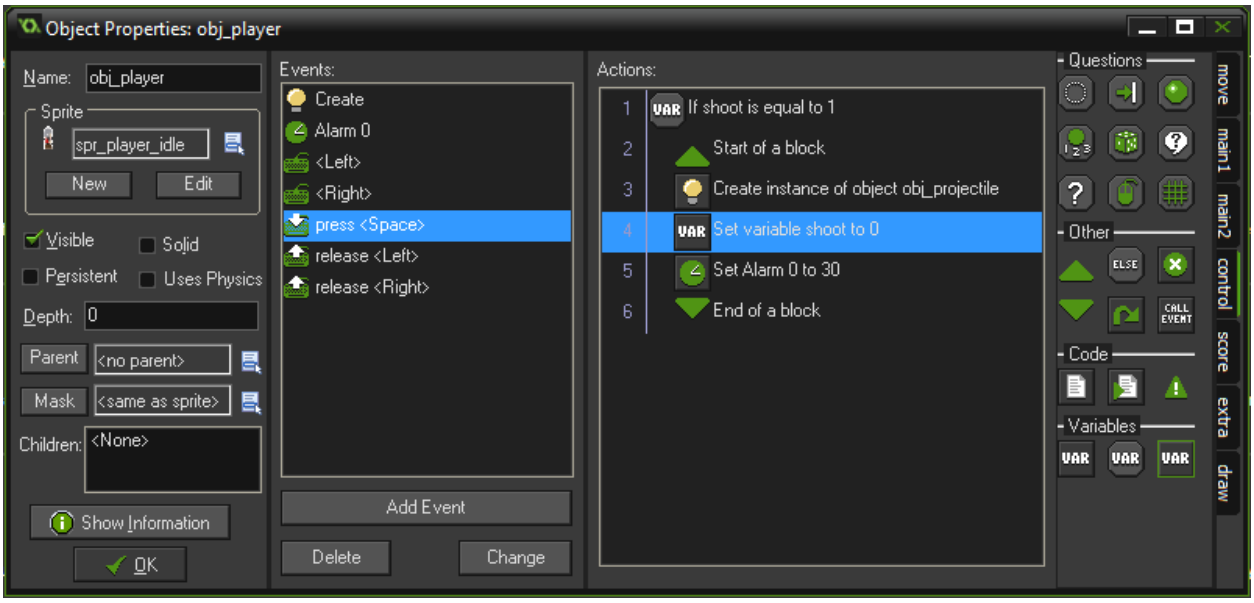
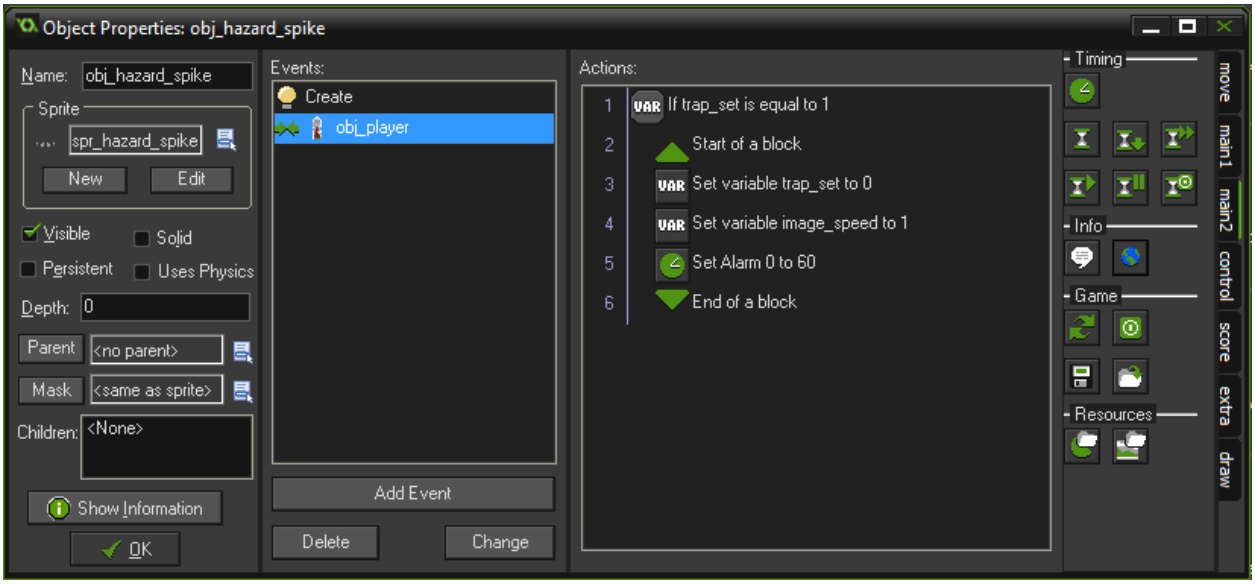
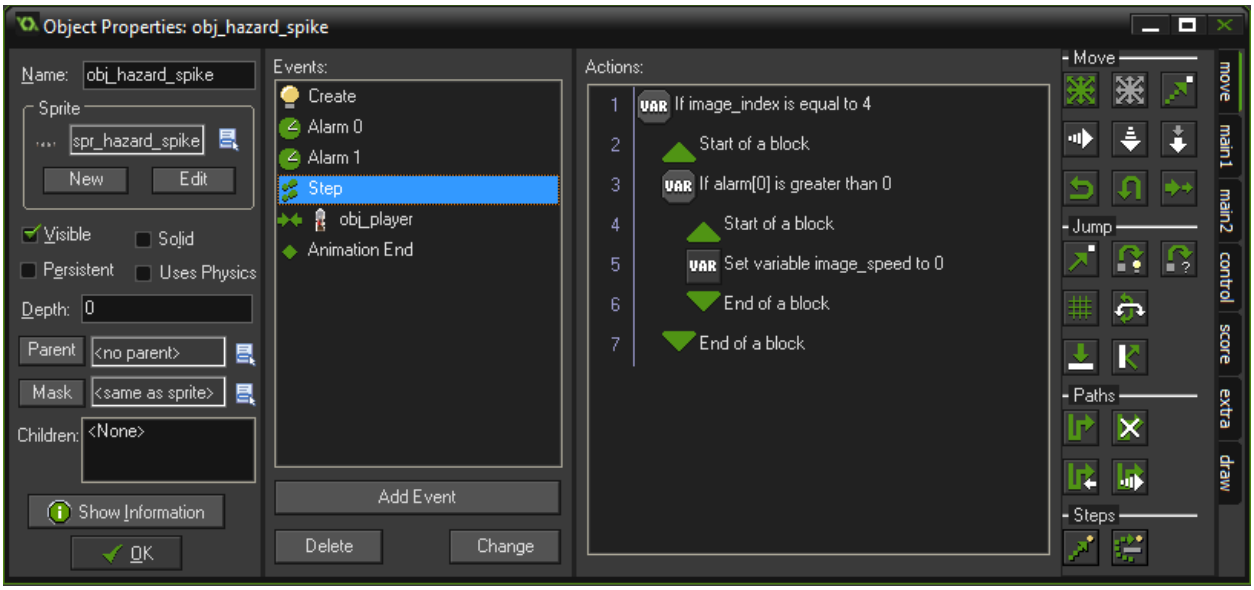


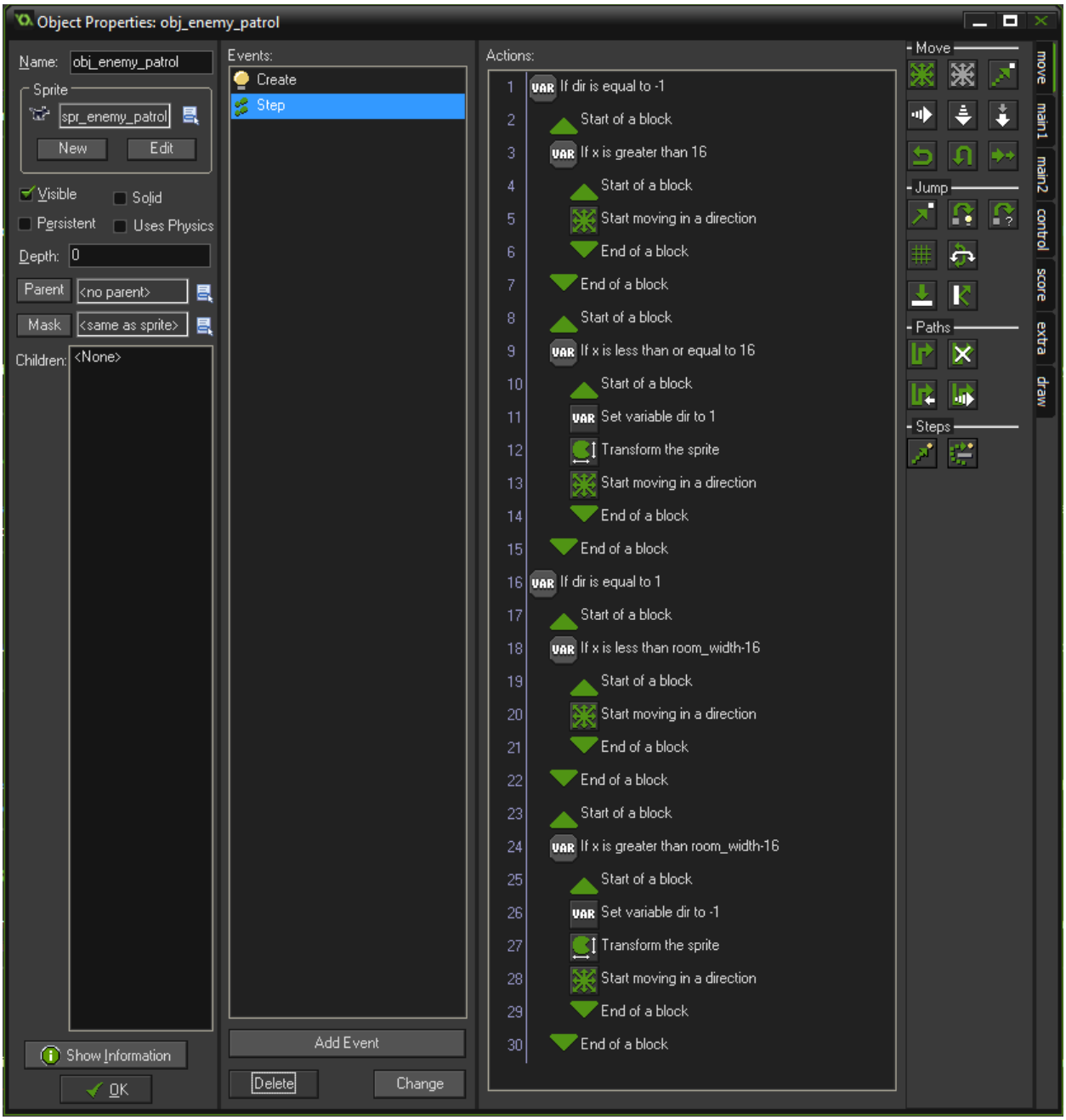
Image Editor: spr_player_walk (1/12)
File Edit View Transform Image
Size
Colors
Left:
Right:
Opacity
255
Color Mode
Blend
Replace
Onion Skin
64
Forward
0
Backwards
0
Preview
Select a region with the mouse
(31,15)
Zoom: 2000%
Size: 32 x 32
Memory: 4 KB


Object Properties: obj_projectile
Name: obj_projectile
Sprite
spr_projectile
New
Edit
Visible
Solid
Persistent
Uses Physics
Depth: 0
Parent
<no parent>
Mask
<same as sprite>
Children:
<None>
Show Information
OK
Events:
Create
Add Event
Delete
Change
Actions:
1 If dir is equal to 1
2 Start moving in a direction
3 If dir is equal to -1
4 Start moving in a direction
Move
Jump
Paths
Steps
move
main1
main2
control
score
extra
draw


Object Properties: obj_player
Name: obj_player
Sprite
spr_player_idle
New
Edit
Visible
Solid
Persistent
Uses Physics
Depth: 0
Parent
<no parent>
Mask
<same as sprite>
Children: <None>
Show Information
OK
Events:
Create
Alarm 0
<Left>
<Right>
press <Space>
release <Left>
release <Right>
Add Event
Delete
Change
Actions:
1 If shoot is equal to 1
2 Start of a block
3 Create instance of object obj_projectile
4 Set variable shoot to 0
5 Set Alarm 0 to 30
6 End of a block
Questions
Other
Code
Variables
move
main1
main2
control
score
extra
draw


Object Properties: obj_hazard_spike
Name: obj_hazard_spike
Sprite
spr_hazard_spike
New
Edit
Visible
Solid
Persistent
Uses Physics
Depth: 0
Parent
<no parent>
Mask
<same as sprite>
Children: <None>
Show Information
OK
Events:
Create
obj_player
Add Event
Delete
Change
Actions:
1 If trap_set is equal to 1
2 Start of a block
3 Set variable trap_set to 0
4 Set variable image_speed to 1
5 Set Alarm 0 to 60
6 End of a block
Timing
Info
Game
Resources
move
main1
main2
control
score
extra
draw

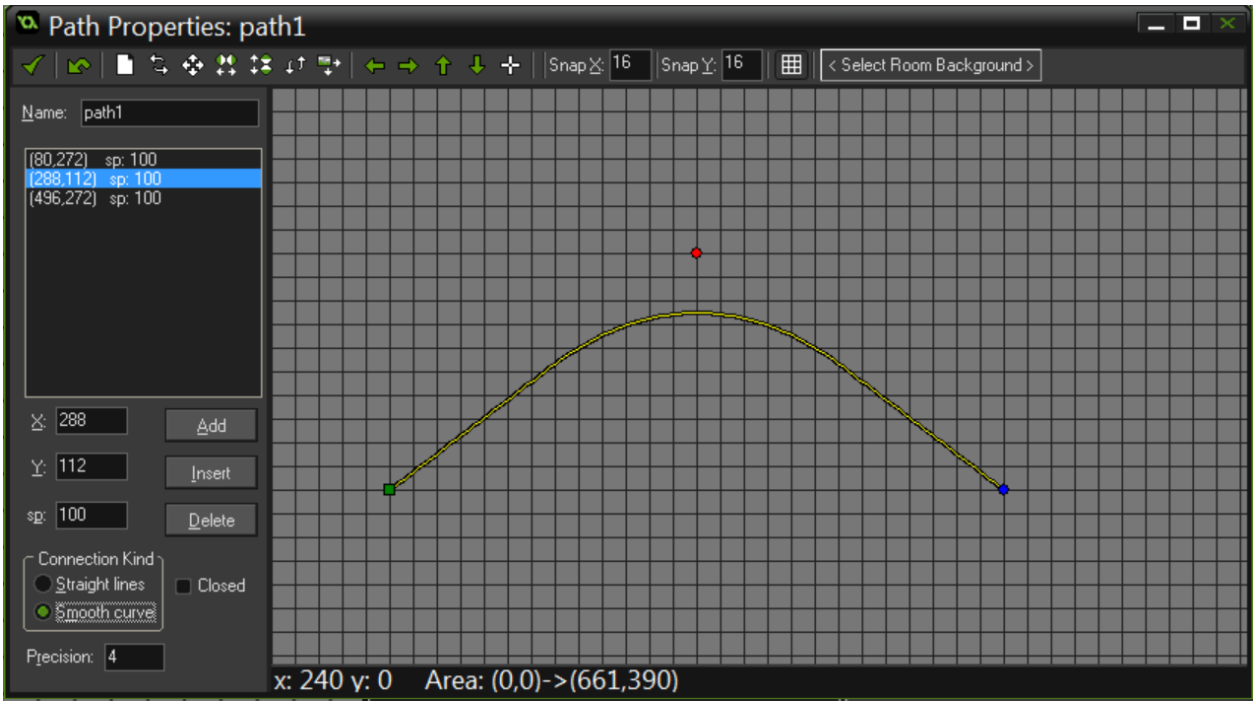

Object Properties: obj_hazard_spike
Name: obj_hazard_spike
Sprite
spr_hazard_spike
New
Edit
Visible
Solid
Persistent
Uses Physics
Depth: 0
Parent
<no parent>
Mask
<same as sprite>
Children:
<None>
Show Information
OK
Events:
Create
Alarm 0
Alarm 1
Step
obj_player
Animation End
Add Event
Delete
Change
Actions:
1 If image_index is equal to 4
2 Start of a block
3 If alarm[0] is greater than 0
4 Start of a block
5 Set variable image_speed to 0
6 End of a block
7 End of a block
Move
Jump
Paths
Steps
move
main1
main2
control
score
extra
draw

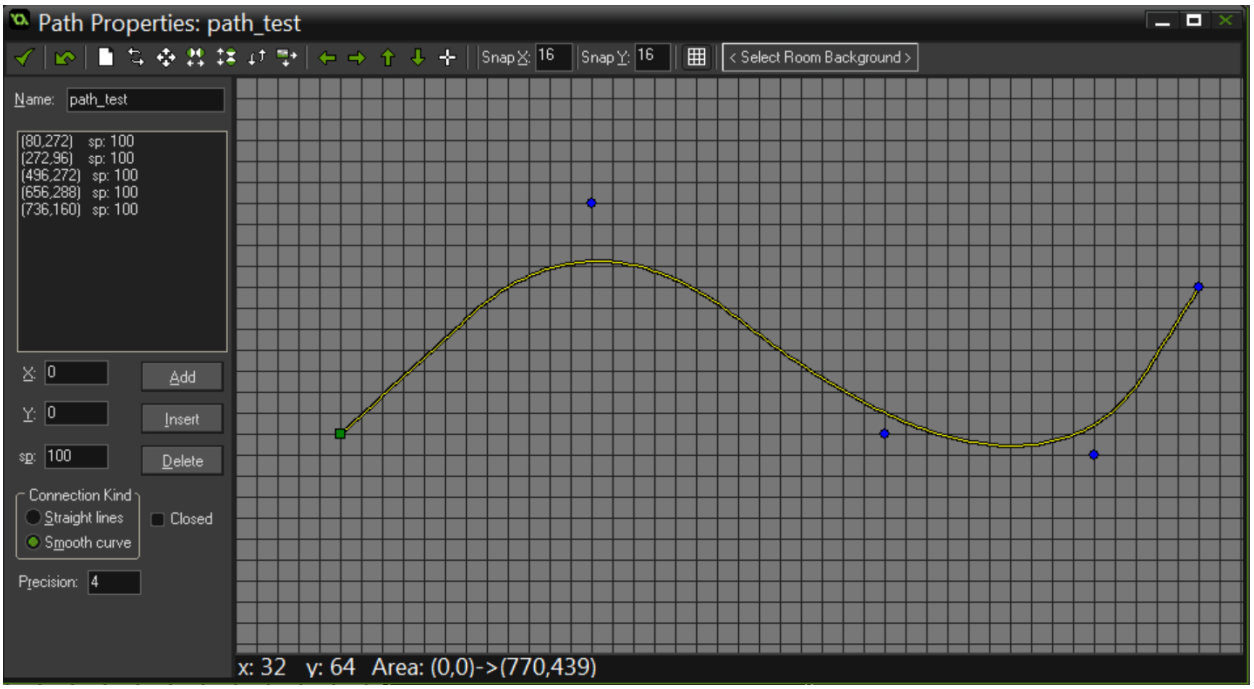


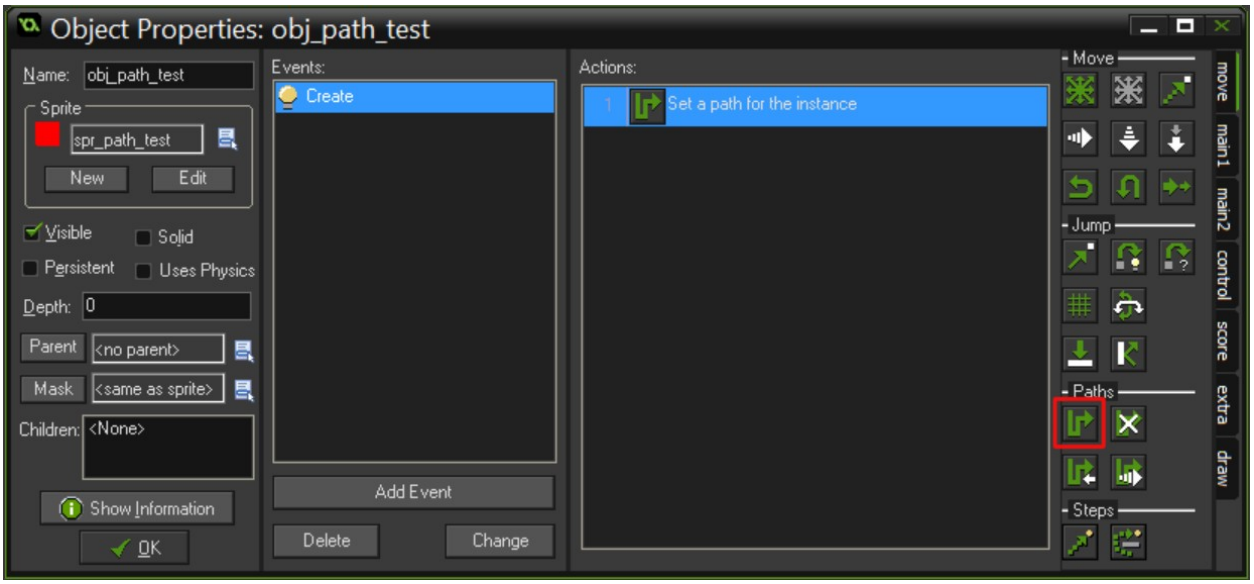
Chapter 3: Let's Move It – Advanced Movement and Layout

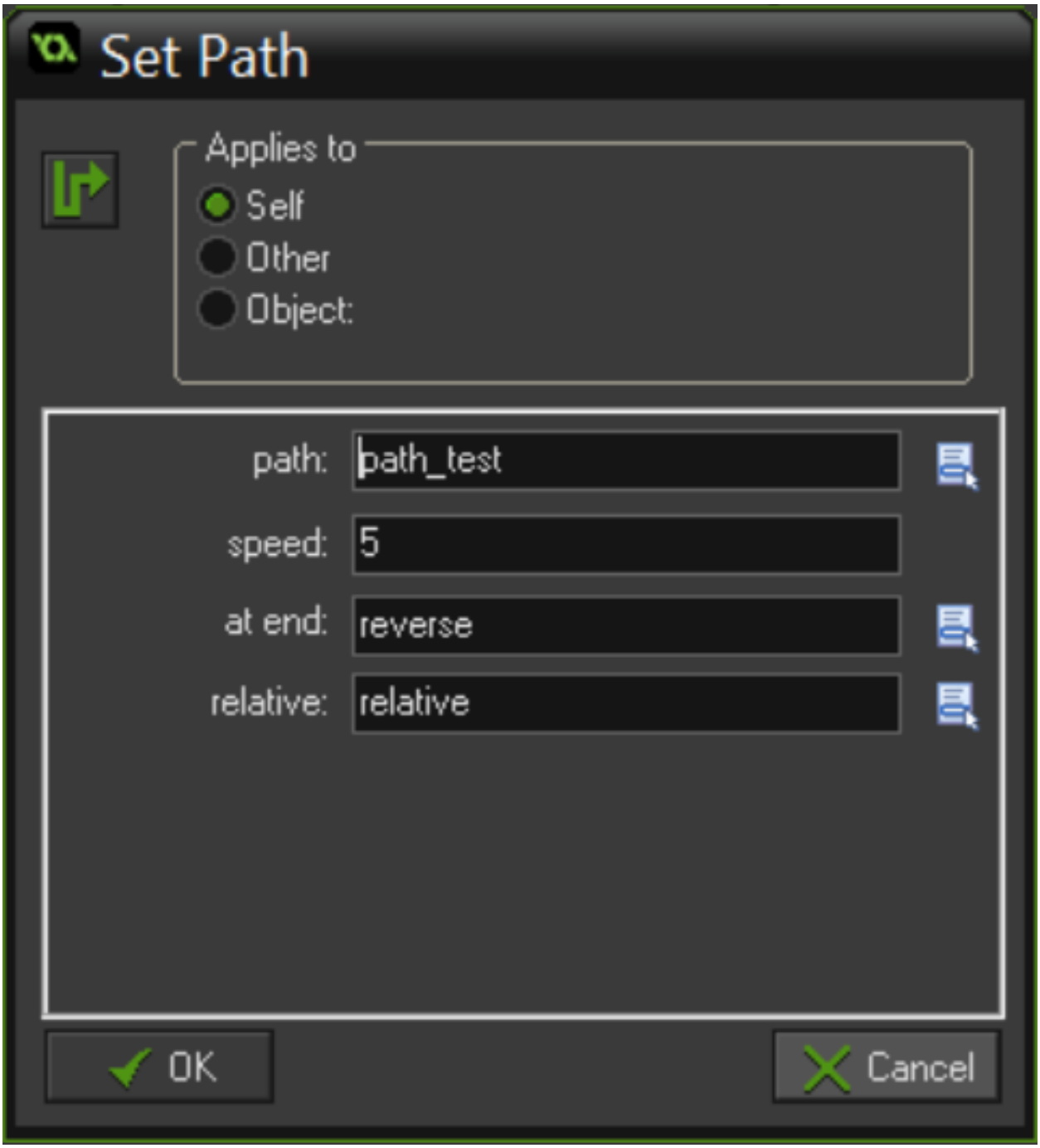

Path Properties: path1
Snap X: 16
Snap Y: 16
< Select Room Background >
Name: path1
X: 0
Add
Y: 0
Insert
sp: 100
Delete
Connection Kind
Straight lines
Smooth curve
Closed
Precision: 4
x: 0 y: 64 Area: (0,0)->(669,393)


Path Properties: path1
Snap X: 16
Snap Y: 16
< Select Room Background >
Name: path1
X: 0
Add
Y: 0
Insert
sp: 100
Delete
Connection Kind
Straight lines
Smooth curve
Closed
Precision: 4
x: 0 y: 64 Area: (0,0)->(669,393)


Path Properties: path1
Snap X: 16
Snap Y: 16
< Select Room Background >
Name: path1
(80,272) sp: 100
(288,112) sp: 100
(496,272) sp: 100
X: 288
Add
Y: 112
Insert
sp: 100
Delete
Connection Kind
Straight lines
Smooth curve
Closed
Precision: 4
x: 240 y: 0 Area: (0,0)->(661,390)


Path Properties: path_test
Snap X: 16
Snap Y: 16
< Select Room Background >
Name: path_test
(80,272) sp: 100
(272,96) sp: 100
(496,272) sp: 100
(656,288) sp: 100
(736,160) sp: 100
X: 0
Add
Y: 0
Insert
sp: 100
Delete
Connection Kind
Straight lines
Smooth curve
Closed
Precision: 4
x: 32 y: 64 Area: (0,0)->(770,439)


Object Properties: obj_path_test
Name: obj_path_test
Sprite
spr_path_test
New
Edit
Visible
Solid
Persistent
Uses Physics
Depth: 0
Parent
<no parent>
Mask
<same as sprite>
Children: <None>
Show Information
OK
Events:
Create
Add Event
Delete
Change
Actions:
1
Set a path for the instance
Move
Jump
Paths
Steps
move
main1
main2
control
score
extra
draw


Set Path
Applies to
Self
Other
Object:
path:
path_test
speed:
5
at end:
reverse
relative:
relative
OK
Cancel

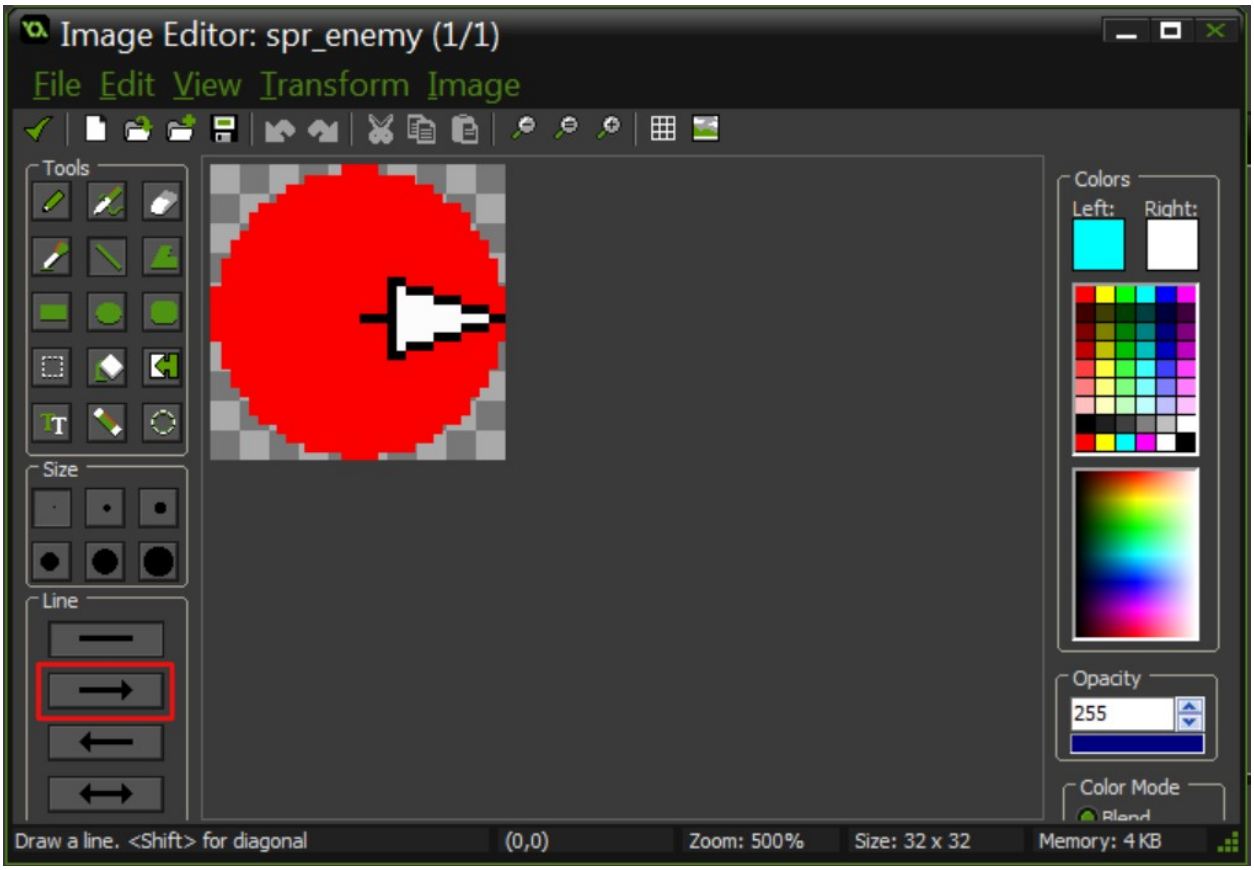
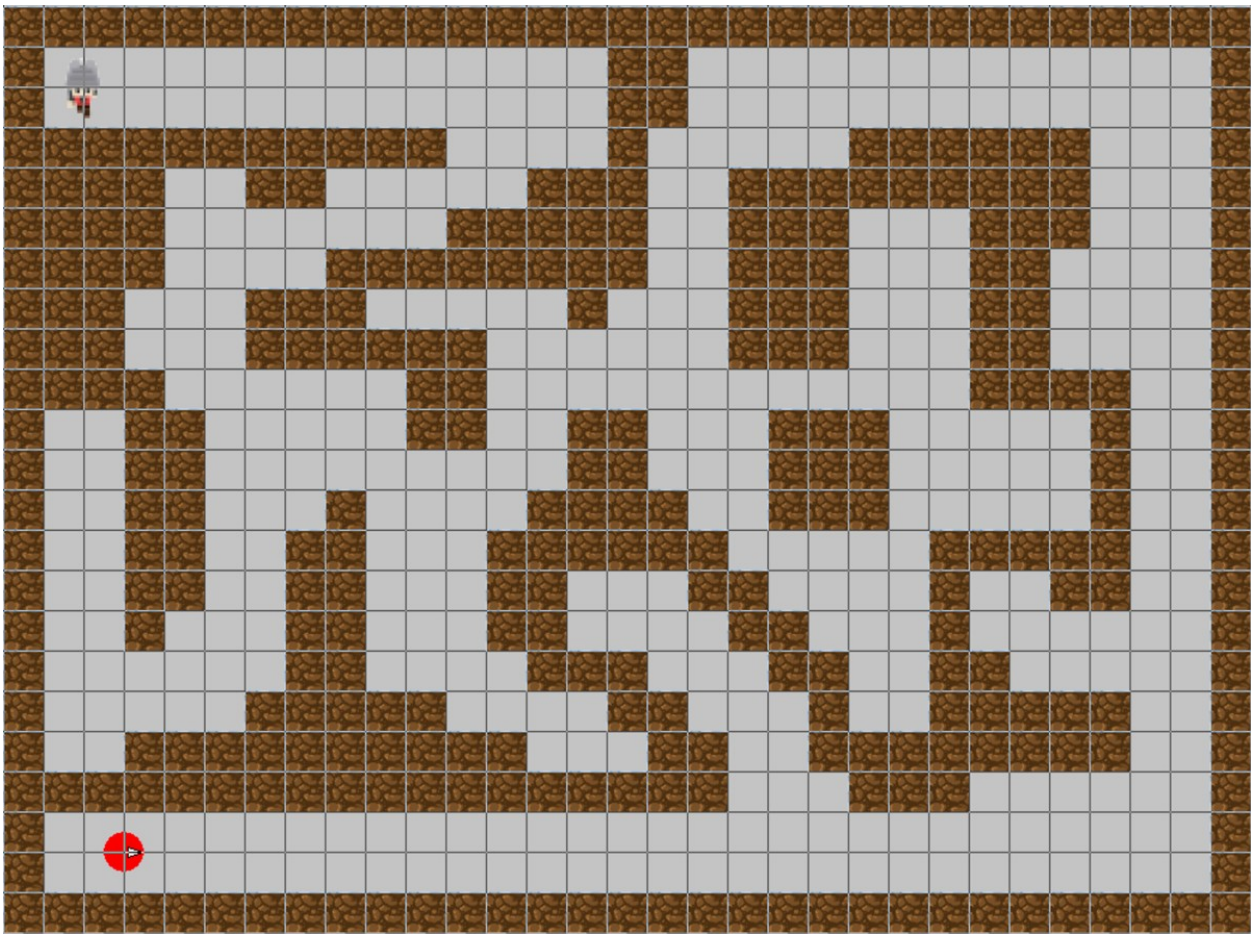
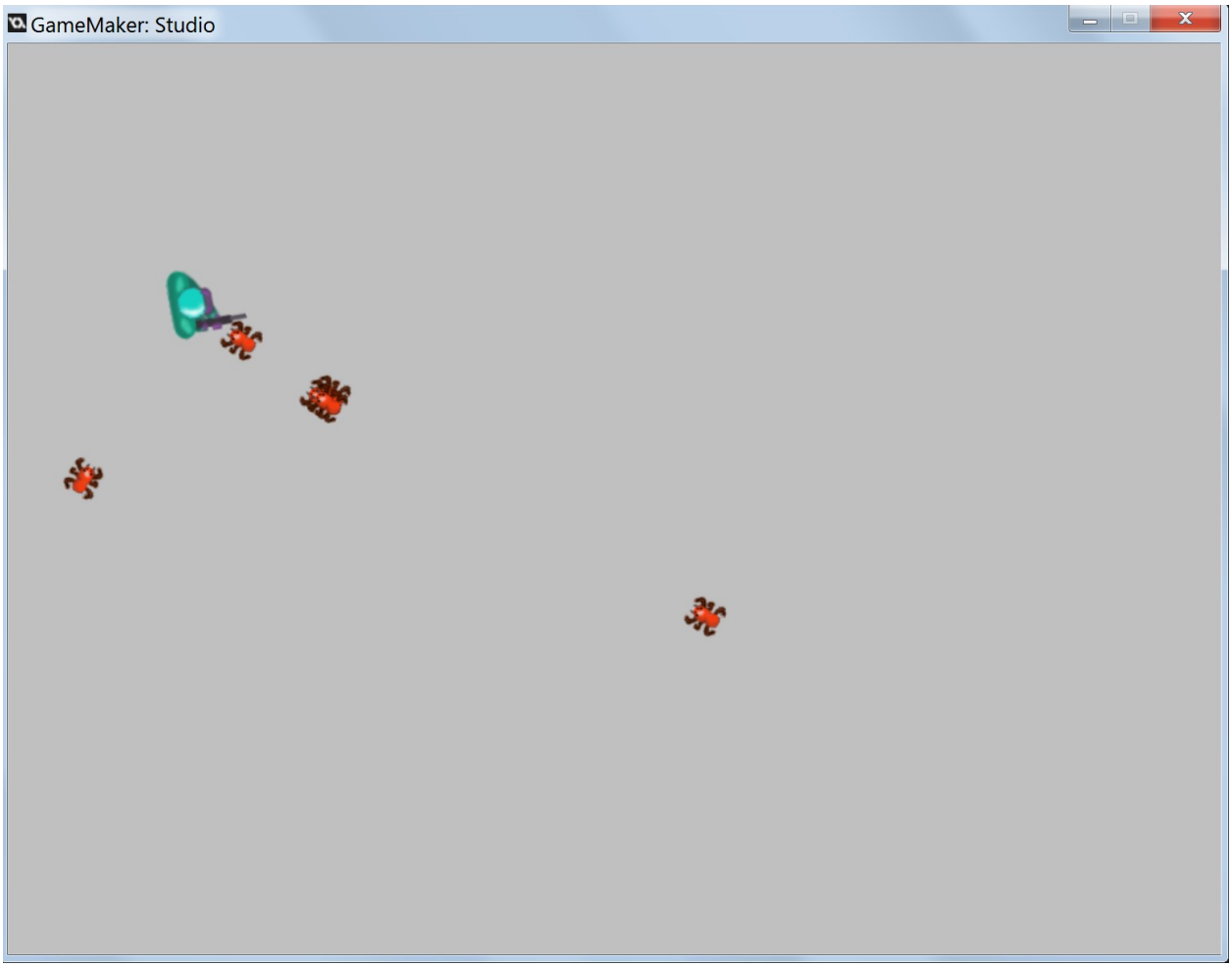
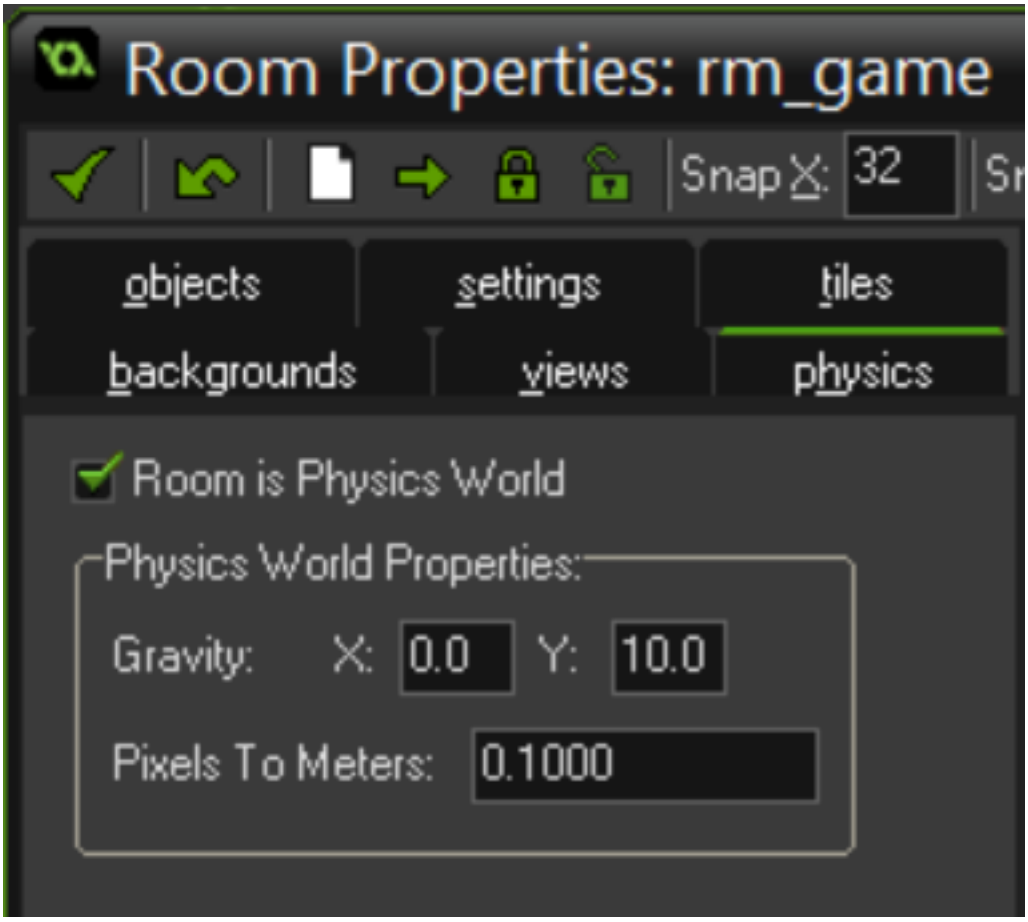


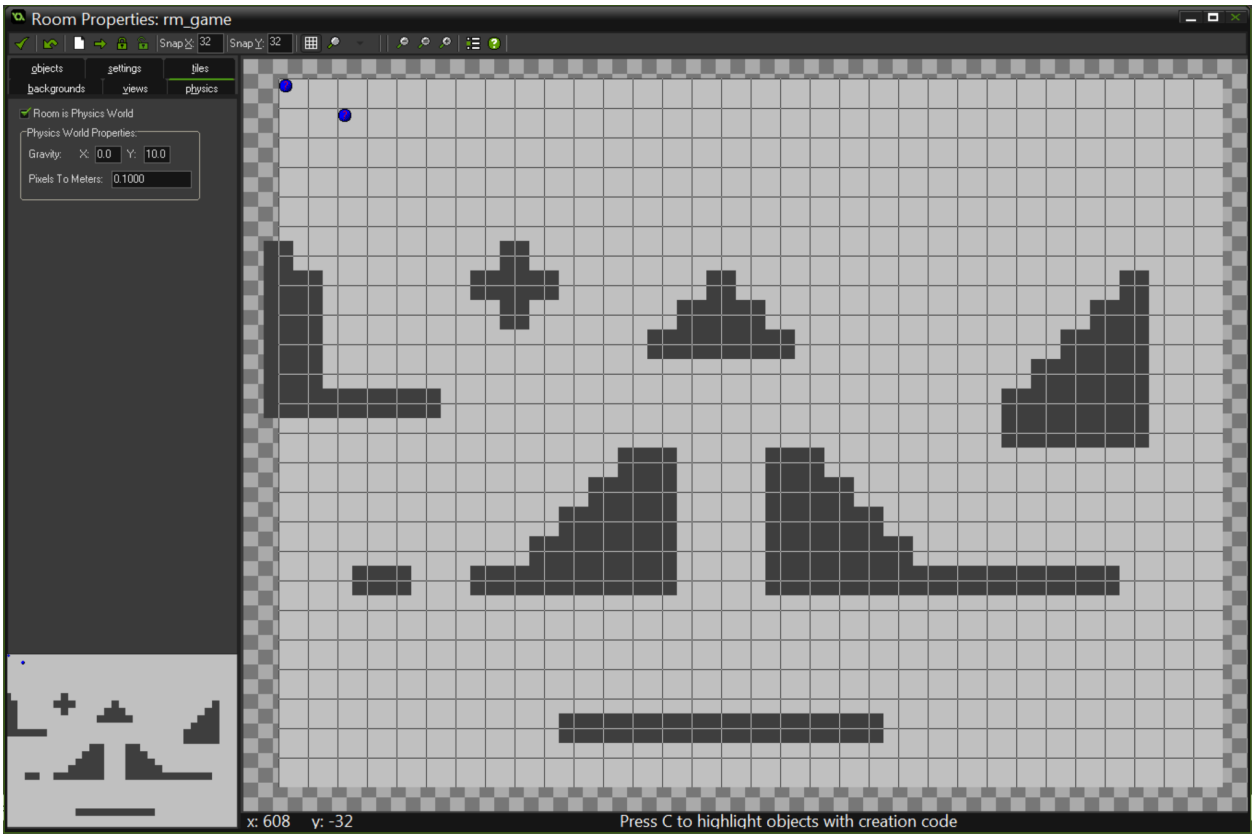
Image Editor: spr_enemy (1/1)
File Edit View Transform Image
Tools
Size
Line
Colors
Left:
Right:
Opacity
255
Color Mode
Draw a line. <Shift> for diagonal
(0,0)
Zoom: 500%
Size: 32 x 32
Memory: 4 KB

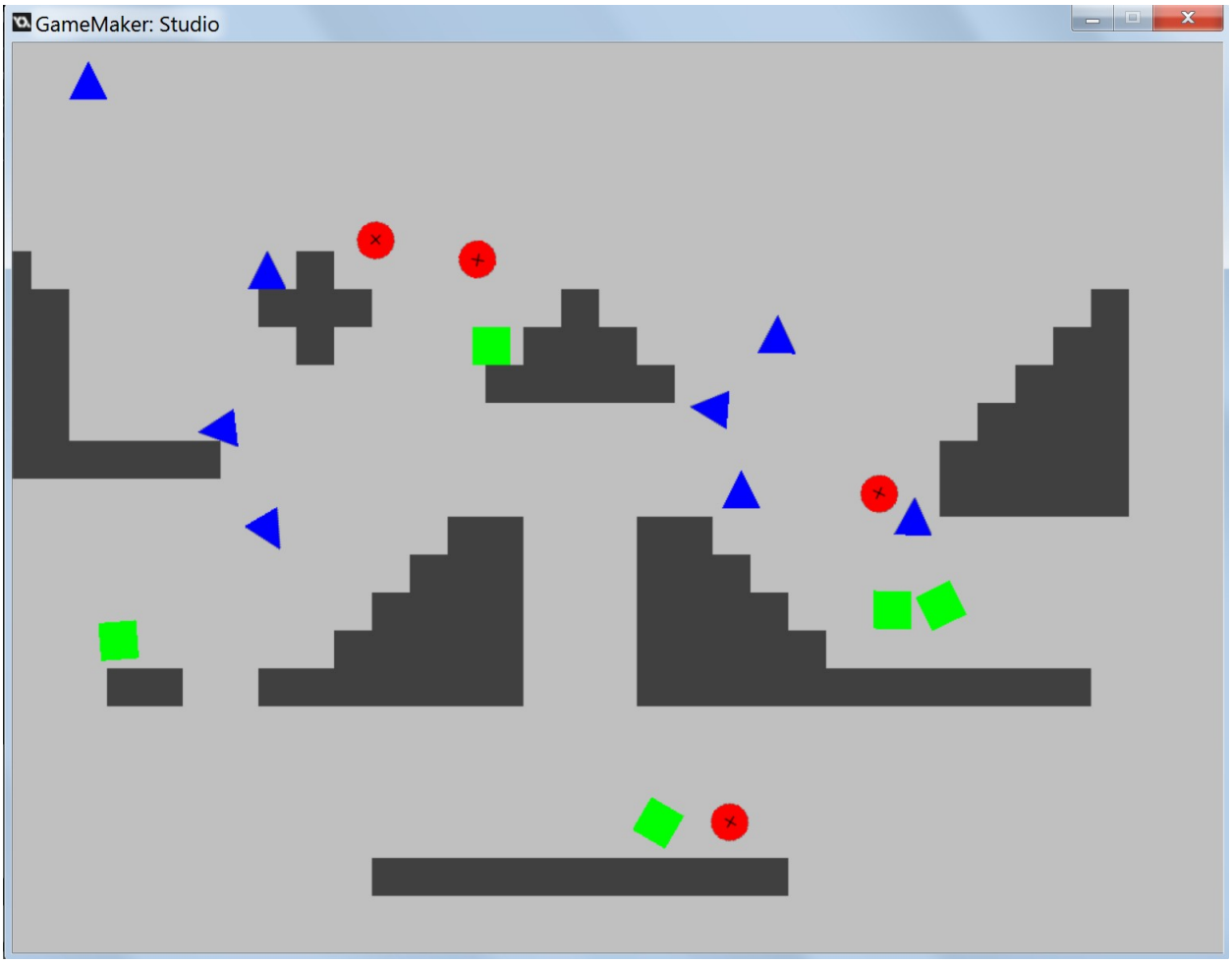


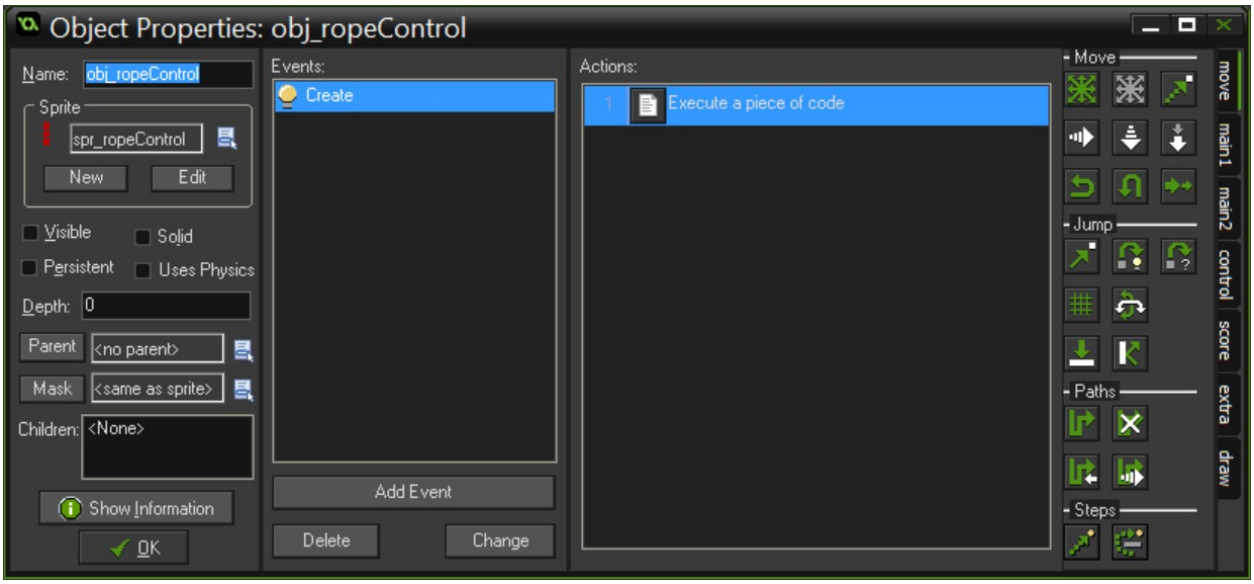


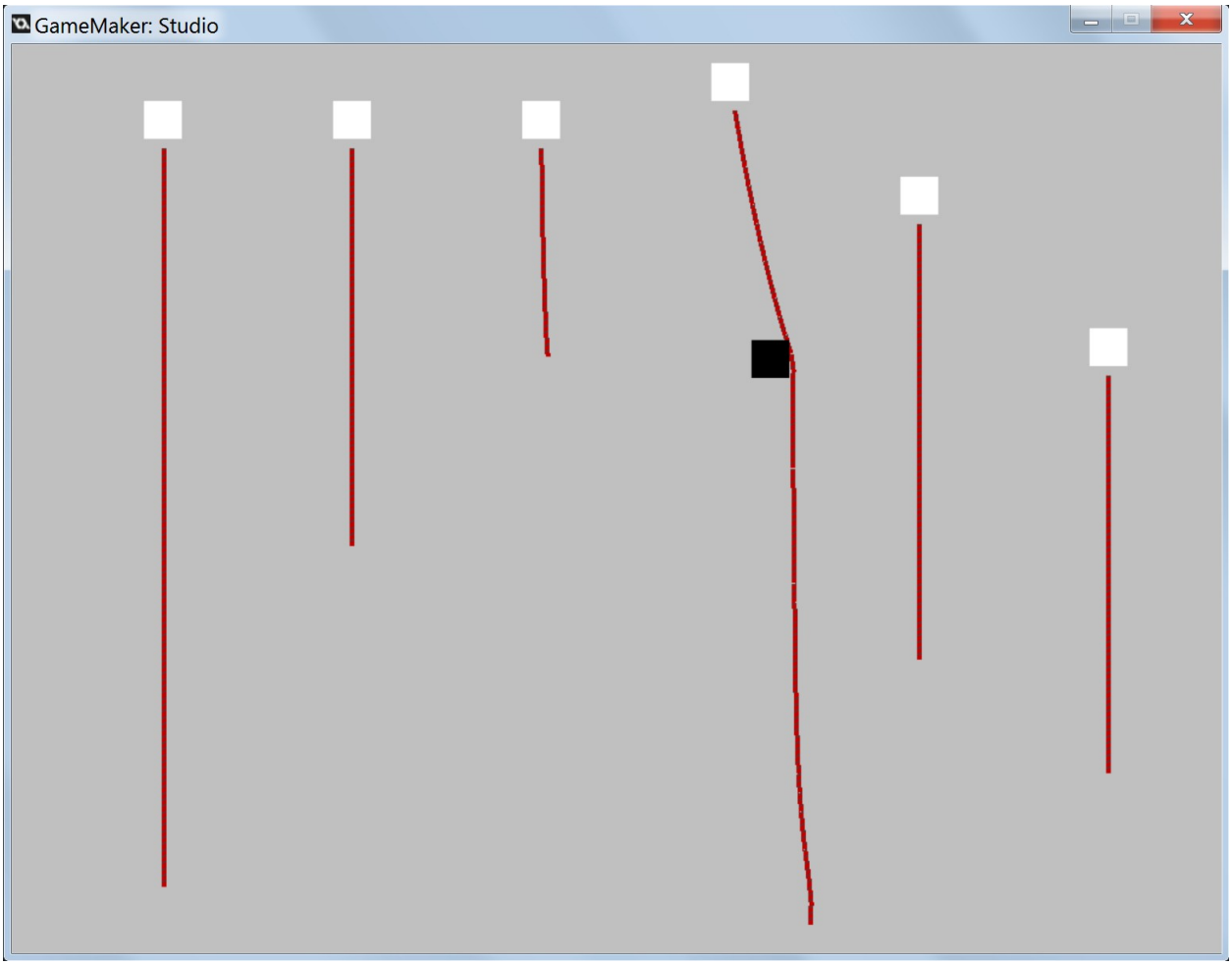
Chapter 4: Let's Get Physical – Using GameMaker's Physics System


Room Properties: rm_game
Snap X: 32
objects
settings
tiles
backgrounds
views
physics
Room is Physics World
Physics World Properties:
Gravity: X: 0.0 Y: 10.0
Pixels To Meters: 0.1000

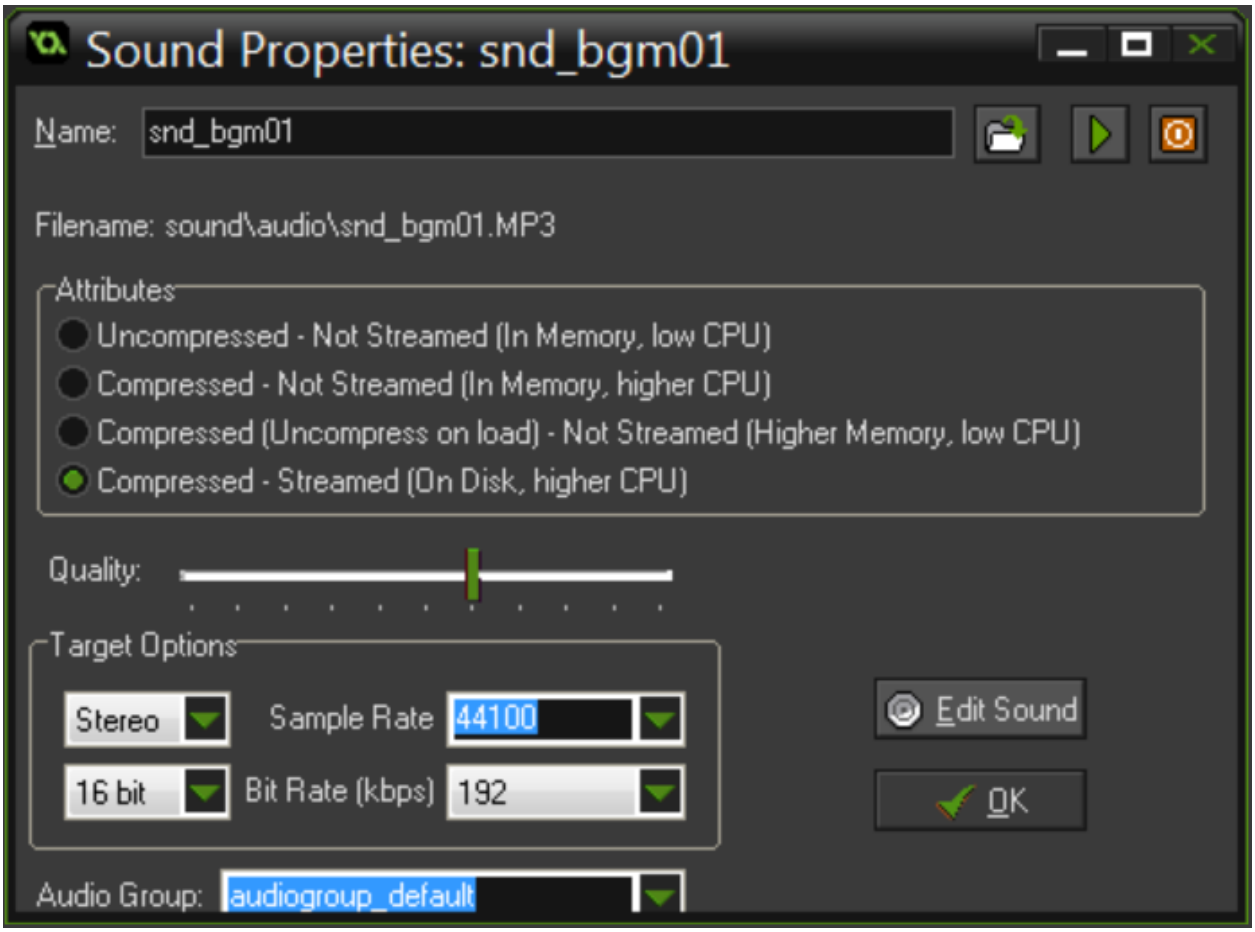

Room Properties: rm_game
Snap X: 32
Snap Y: 32
objects
settings
tiles
backgrounds
views
physics
Room is Physics World
Physics World Properties:
Gravity: X: 0.0 Y: 10.0
Pixels To Meters: 0.1000
x: 608 y: -32
Press C to highlight objects with creation code

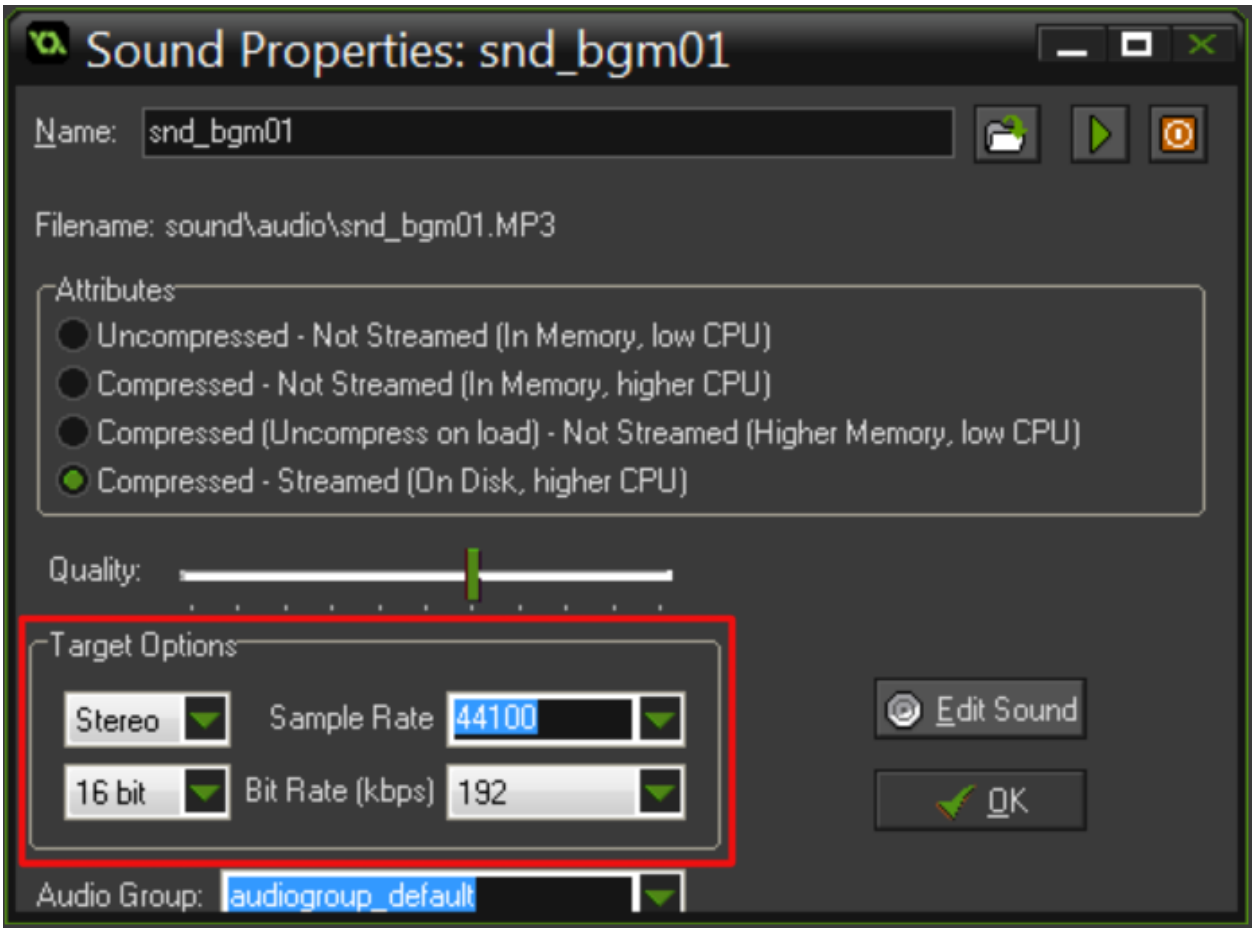

GameMaker: Studio


Object Properties: obj_ropeControl
Name: obj_ropeControl
Sprite
spr_ropeControl
New
Edit
Visible
Solid
Persistent
Uses Physics
Depth: 0
Parent
<no parent>
Mask
<same as sprite>
Children: <None>
Show Information
OK
Events:
Create
Add Event
Delete
Change
Actions:
1
Execute a piece of code
Move
Jump
Paths
Steps
move
main1
main2
control
score
extra
draw

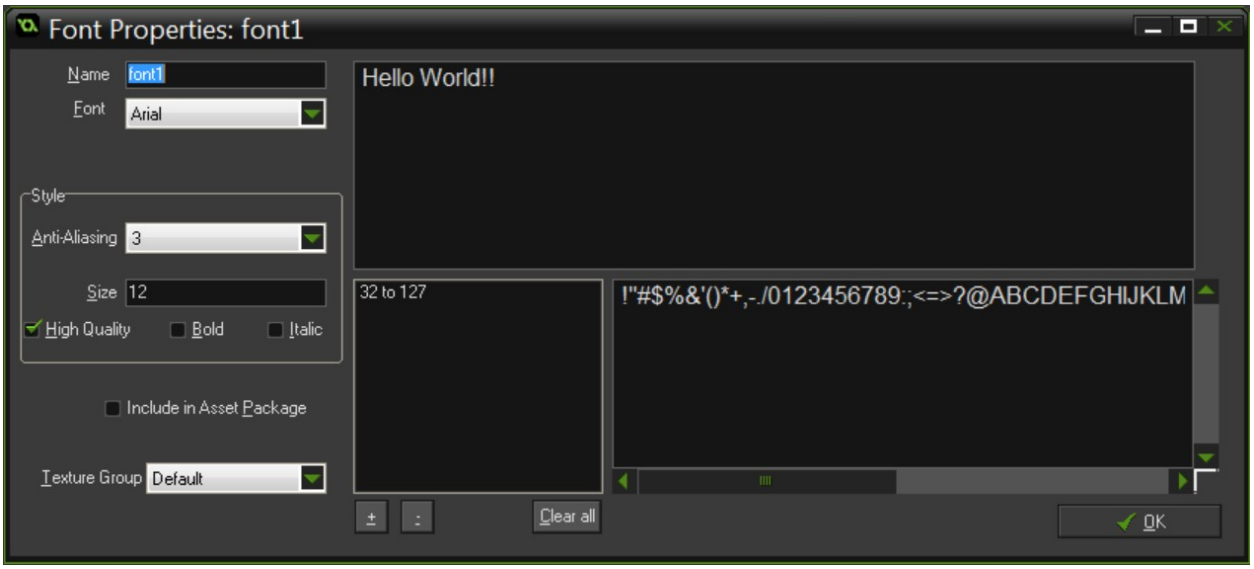


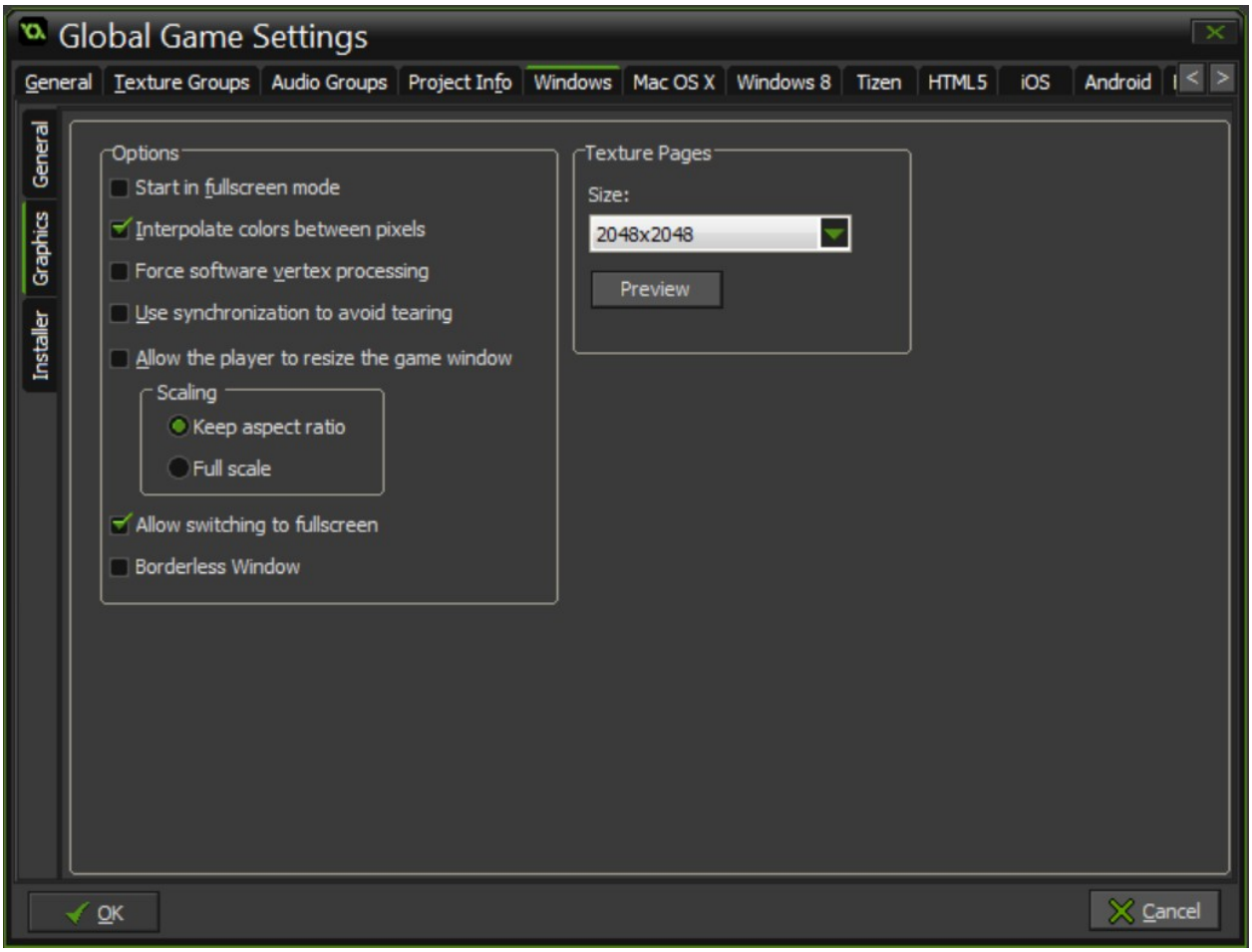
Chapter 5: Now Hear This! – Music and Sound Effects

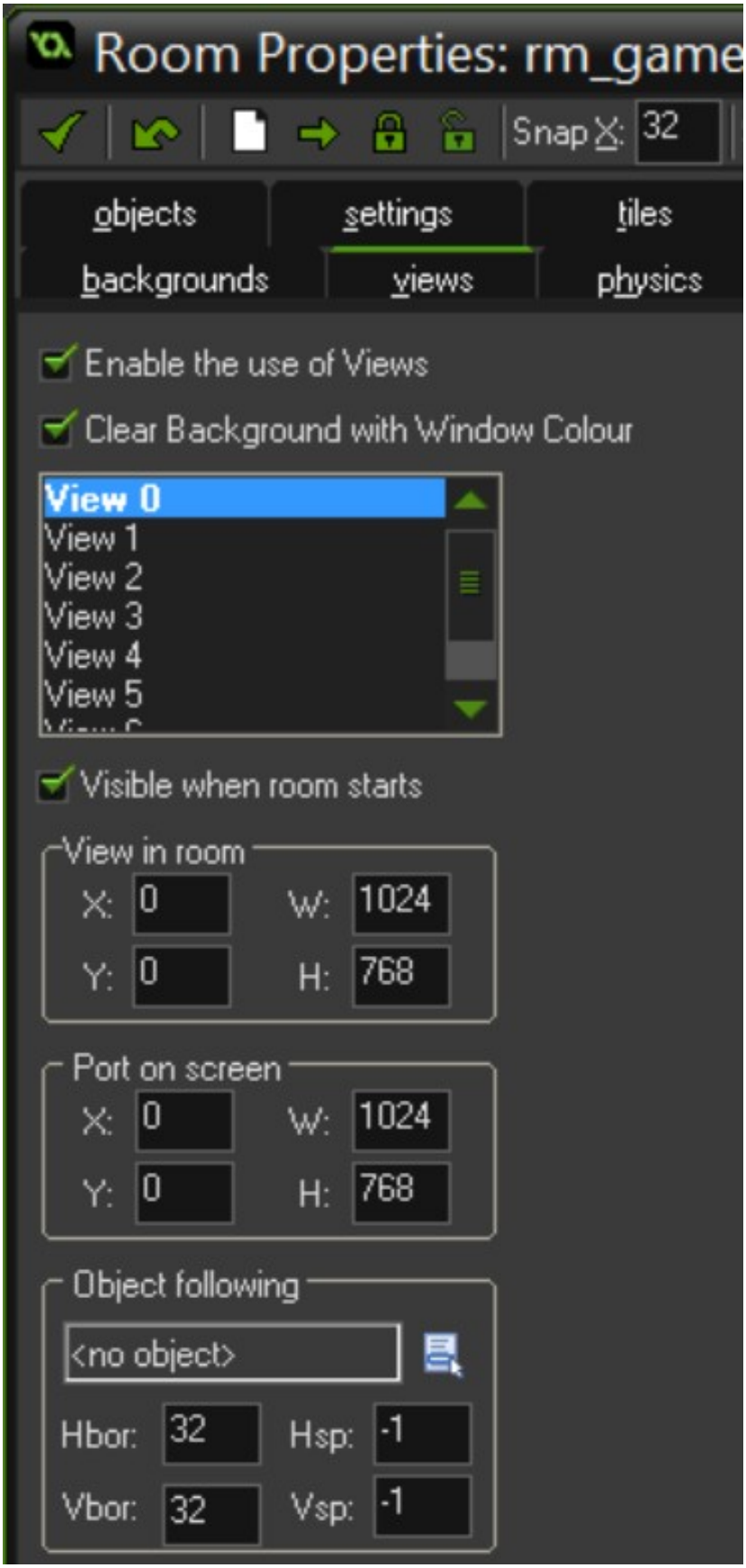

Sound Properties: snd_bgm01
Name:
snd_bgm01
Filename: sound\audio\snd_bgm01.MP3
Attributes
Uncompressed - Not Streamed (In Memory, low CPU)
Compressed - Not Streamed (In Memory, higher CPU)
Compressed (Uncompress on load) - Not Streamed (Higher Memory, low CPU)
Compressed - Streamed (On Disk, higher CPU)
Quality:
Target Options
Stereo
Sample Rate
44100
16 bit
Bit Rate (kbps)
192
Edit Sound
OK
Audio Group:
audiogroup_default

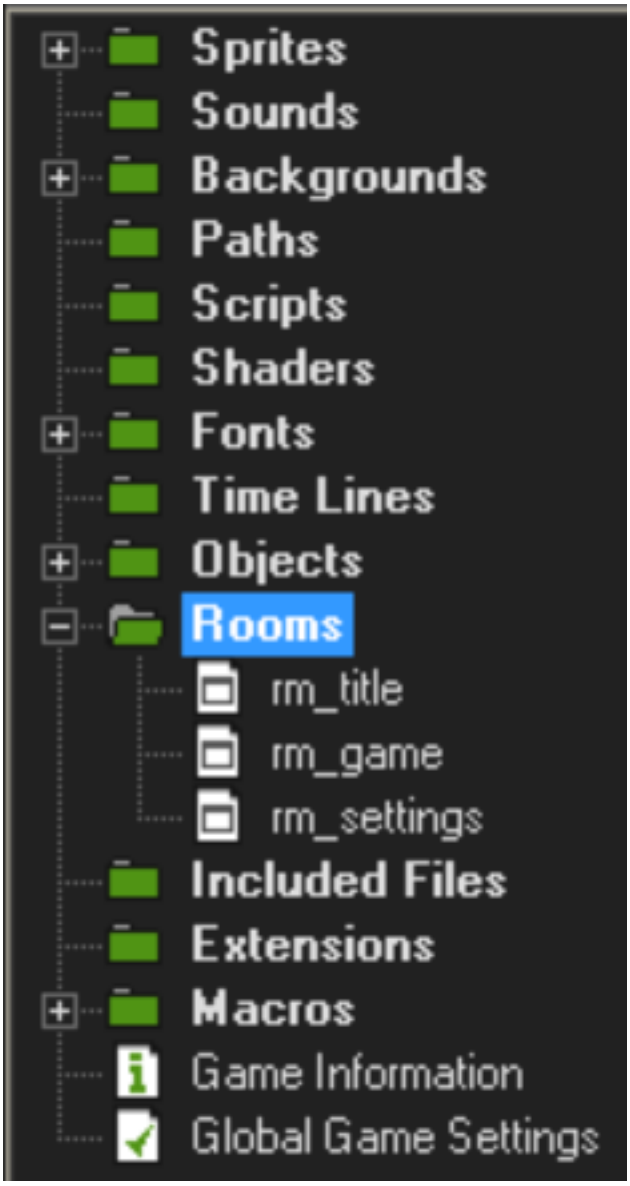


Chapter 6: It's All GUI! - Creating Graphical User Interface and Menus

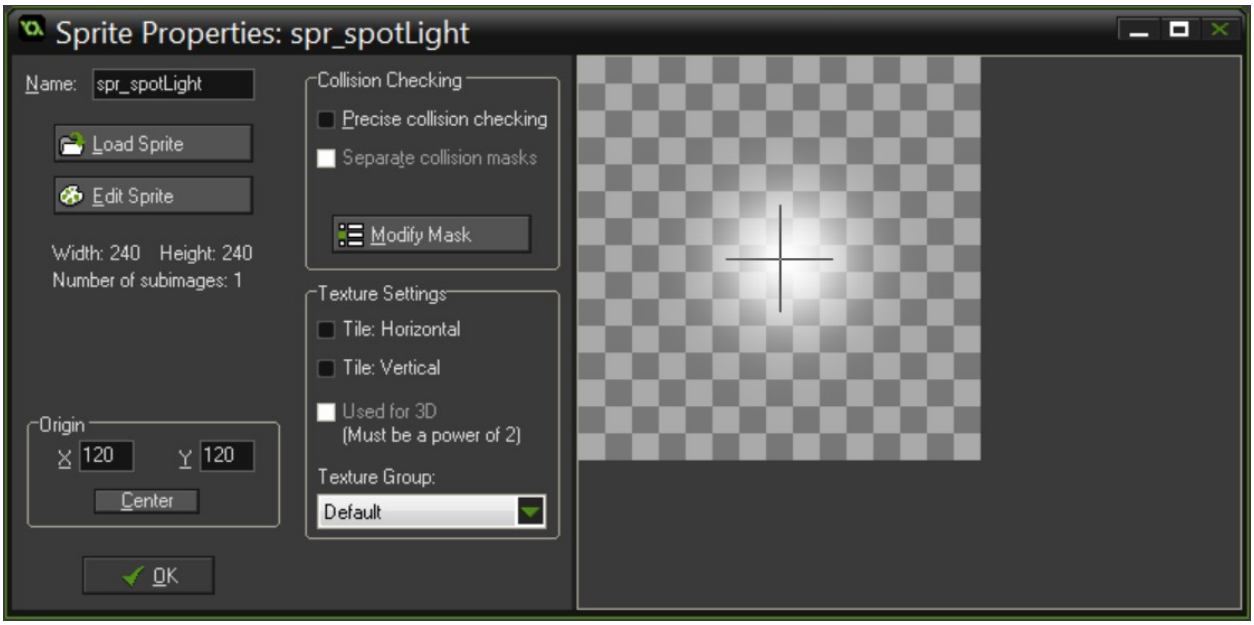

Font Properties: font1
Name
font1
Font
Arial
Style
Anti-Aliasing
3
Size
12
High Quality
Bold
Italic
Include in Asset Package
Texture Group
Default
Hello World!!
32 to 127
!"#$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIJKLM
Clear all
OK

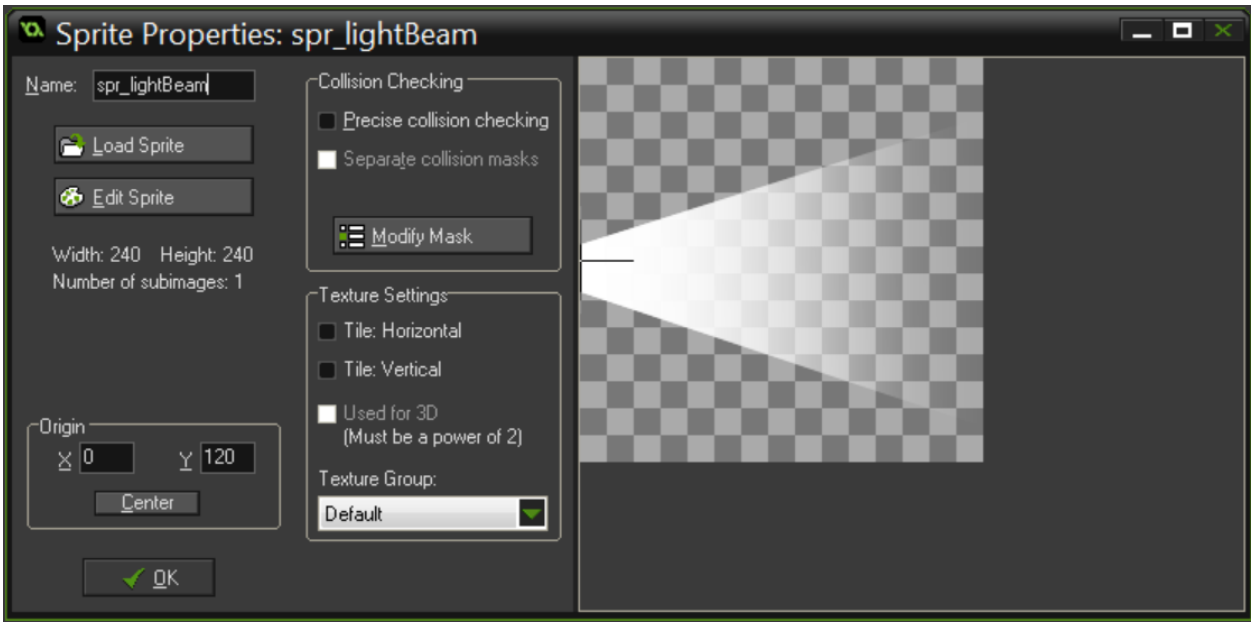

Global Game Settings
General
Texture Groups
Audio Groups
Project Info
Windows
Mac OS X
Windows 8
Tizen
HTML5
iOS
Android
General
Graphics
Installer
Options
Start in fullscreen mode
Interpolate colors between pixels
Force software vertex processing
Use synchronization to avoid tearing
Allow the player to resize the game window
Scaling
Keep aspect ratio
Full scale
Allow switching to fullscreen
Borderless Window
Texture Pages
Size:
2048x2048
Preview
OK
Cancel


Room Properties: rm_game
Snap X: 32
objects
settings
tiles
backgrounds
views
physics
Enable the use of Views
Clear Background with Window Colour
View 0
View 1
View 2
View 3
View 4
View 5
Visible when room starts
View in room
X: 0
W: 1024
Y: 0
H: 768
Port on screen
X: 0
W: 1024
Y: 0
H: 768
Object following
<no object>
Hbor: 32
Hsp: -1
Vbor: 32
Vsp: -1

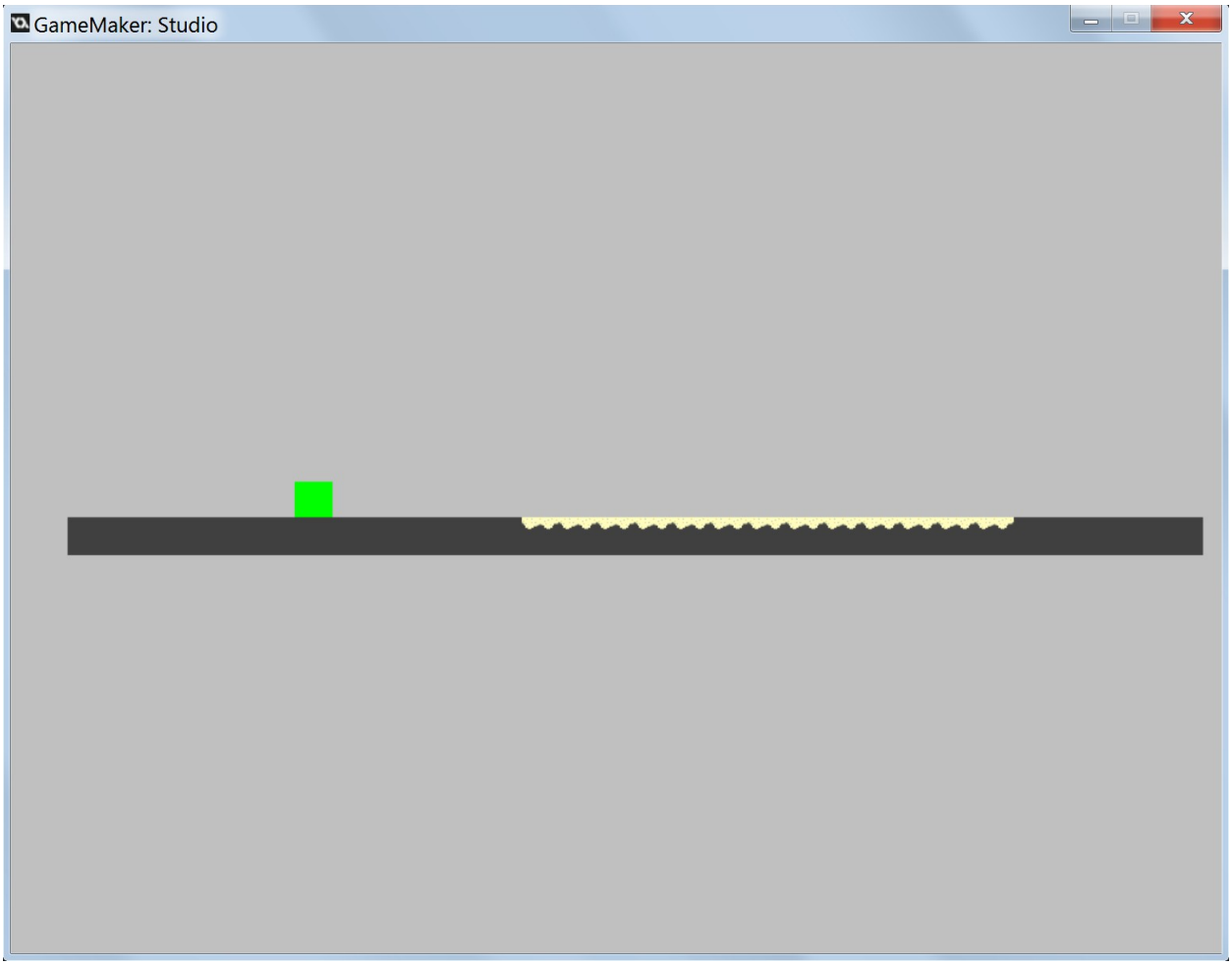


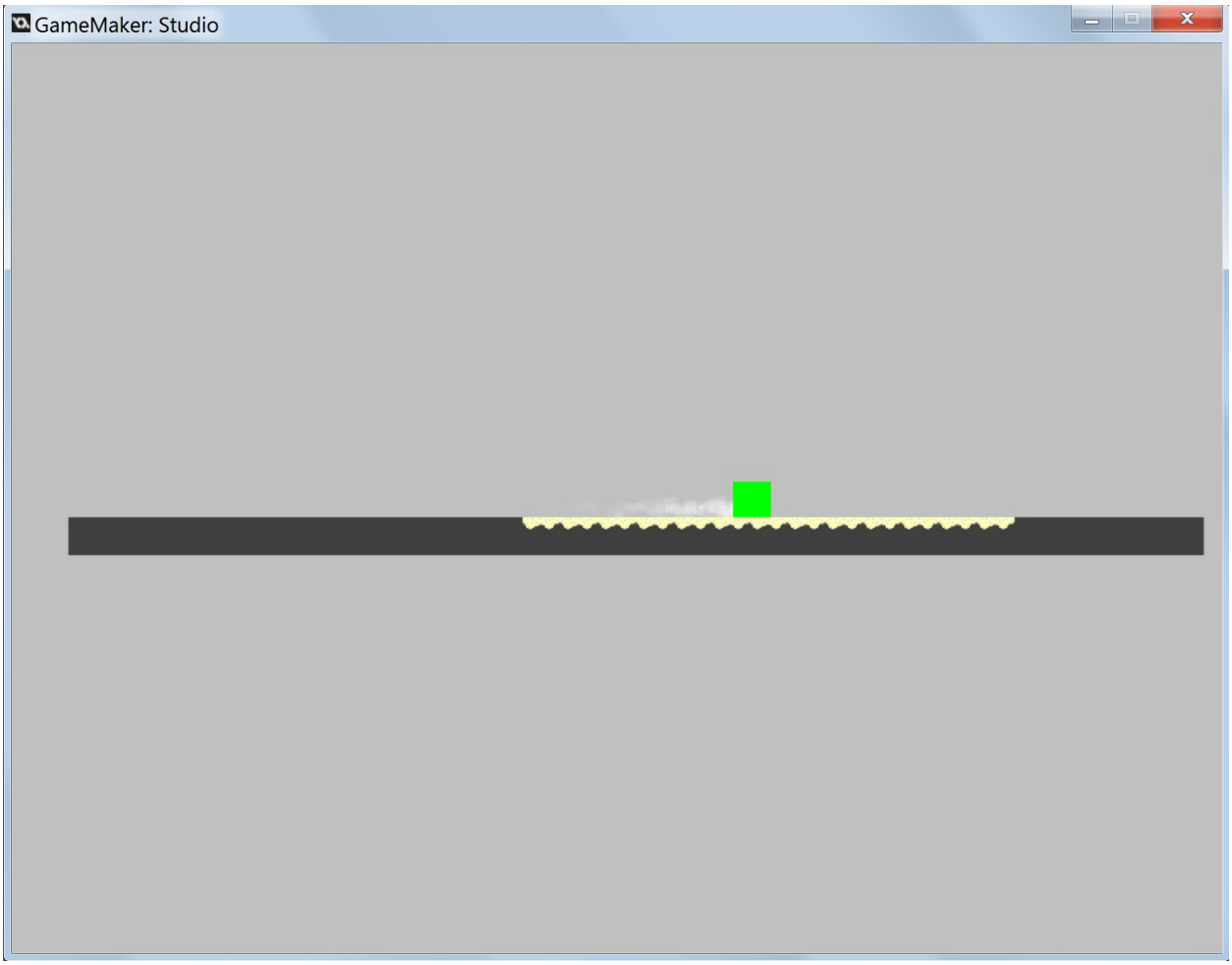
Chapter 8: Light 'em up! – Enhancing Your Game with Lighting Techniques


Sprite Properties: spr_spotLight
Name: spr_spotLight
Load Sprite
Edit Sprite
Width: 240 Height: 240
Number of subimages: 1
Origin
X 120
Y 120
Center
OK
Collision Checking
Precise collision checking
Separate collision masks
Modify Mask
Texture Settings
Tile: Horizontal
Tile: Vertical
Used for 3D
(Must be a power of 2)
Texture Group:
Default

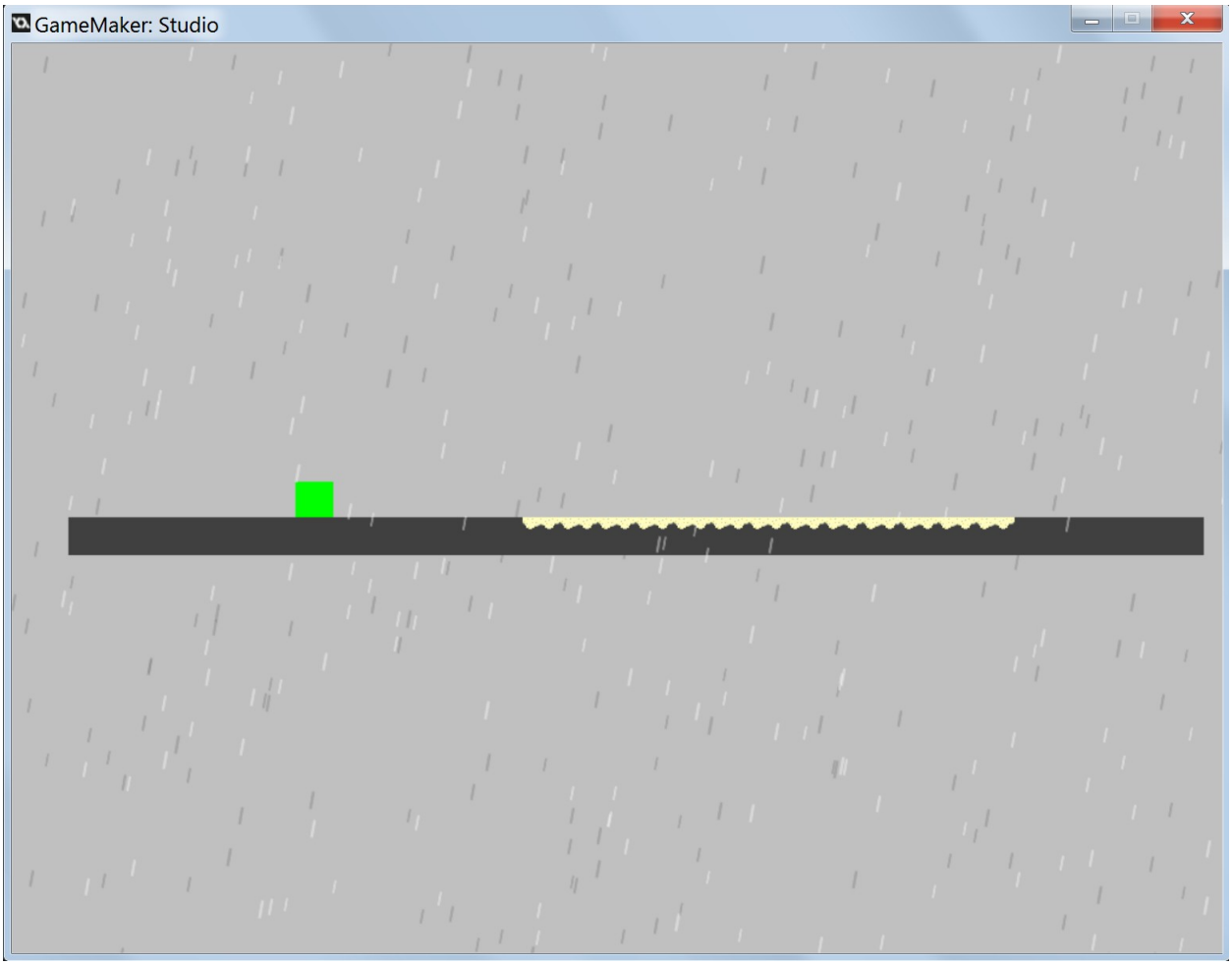

Sprite Properties: spr_lightBeam
Name: spr_lightBeam
Load Sprite
Edit Sprite
Width: 240 Height: 240
Number of subimages: 1
Origin
X 0
Y 120
Center
OK
Collision Checking
Precise collision checking
Separate collision masks
Modify Mask
Texture Settings
Tile: Horizontal
Tile: Vertical
Used for 3D
(Must be a power of 2)
Texture Group:
Default

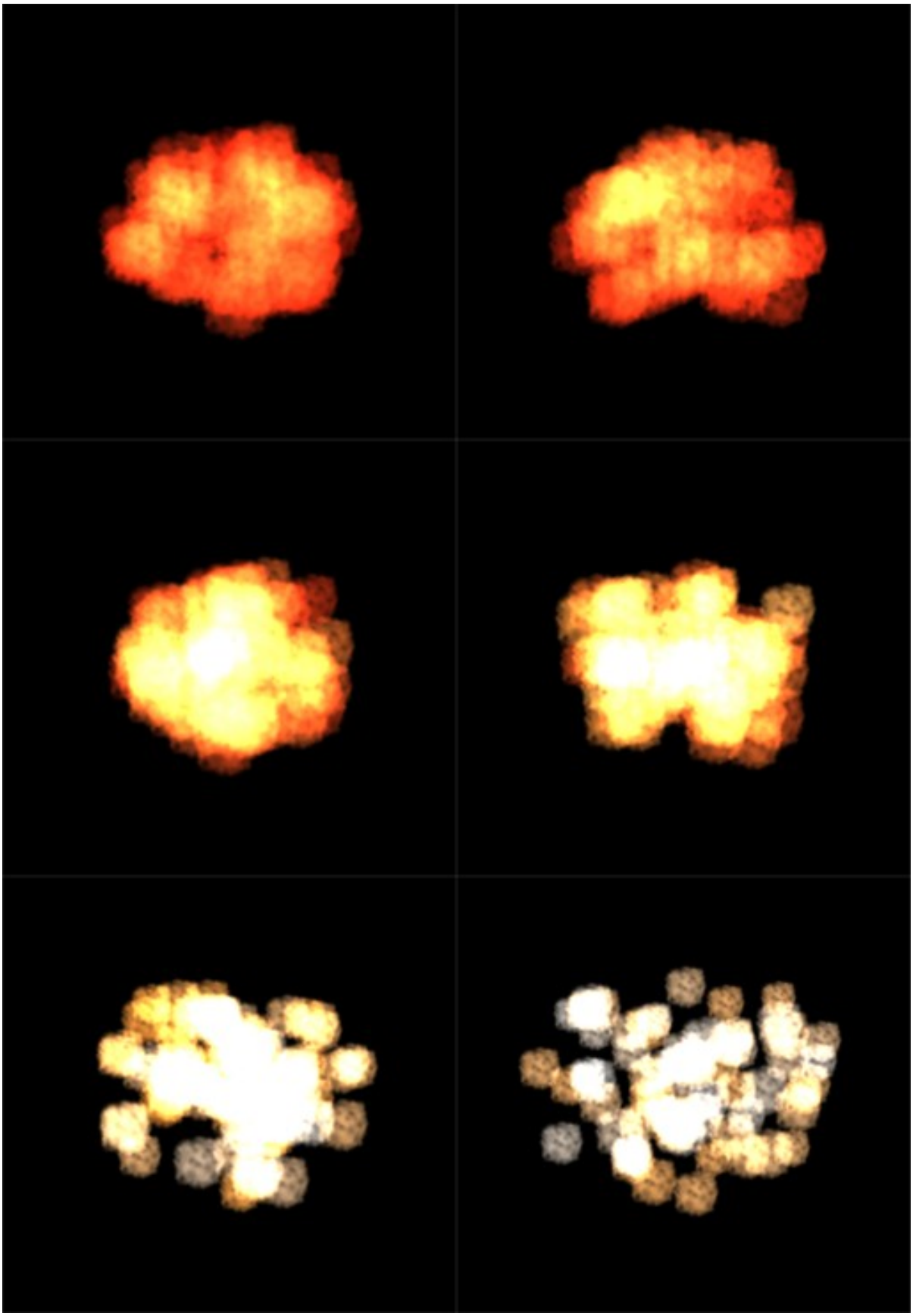
Chapter 9: Particle Man, Particle Man – Adding Polish to Your Game with Visual Effects and Particles

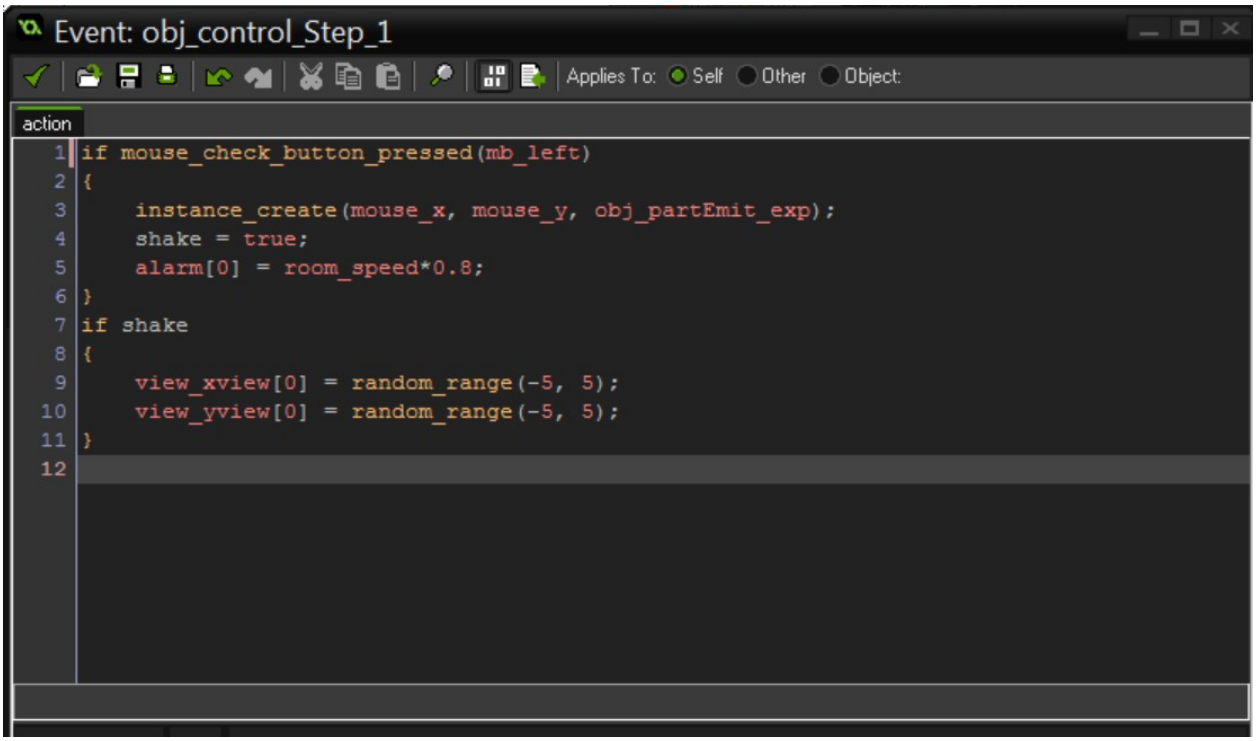

GameMaker: Studio


GameMaker: Studio

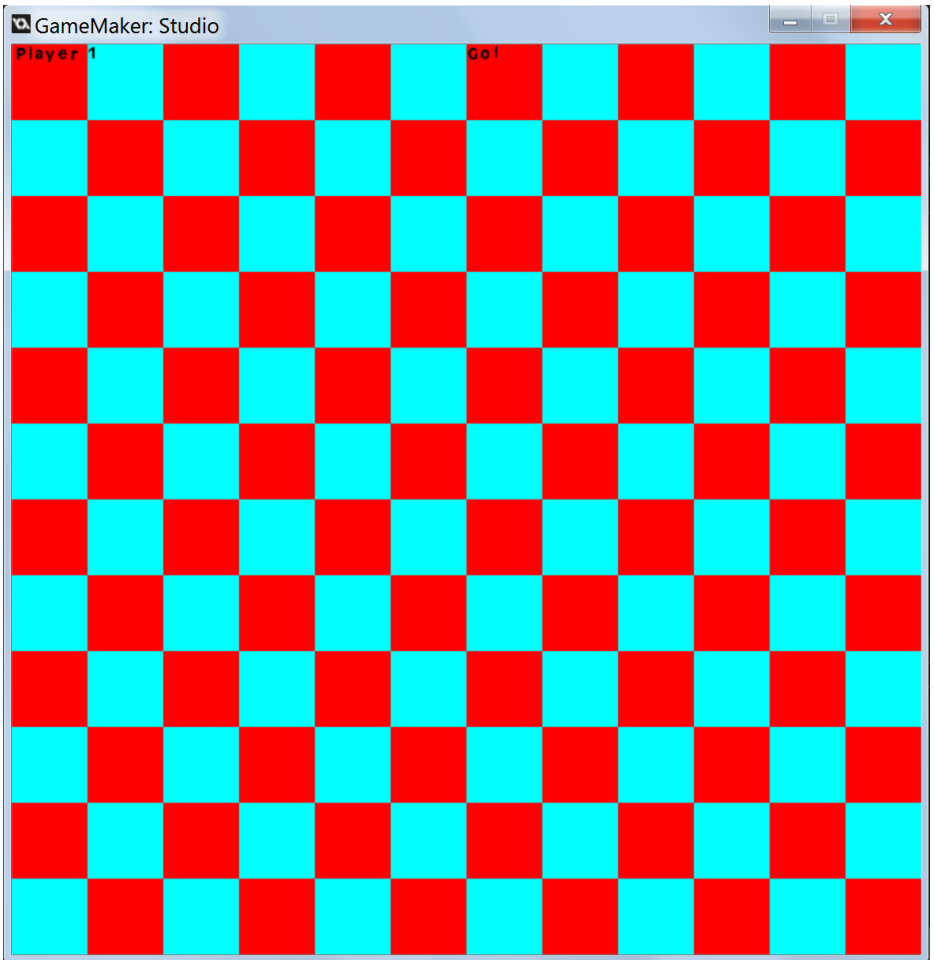

GameMaker: Studio

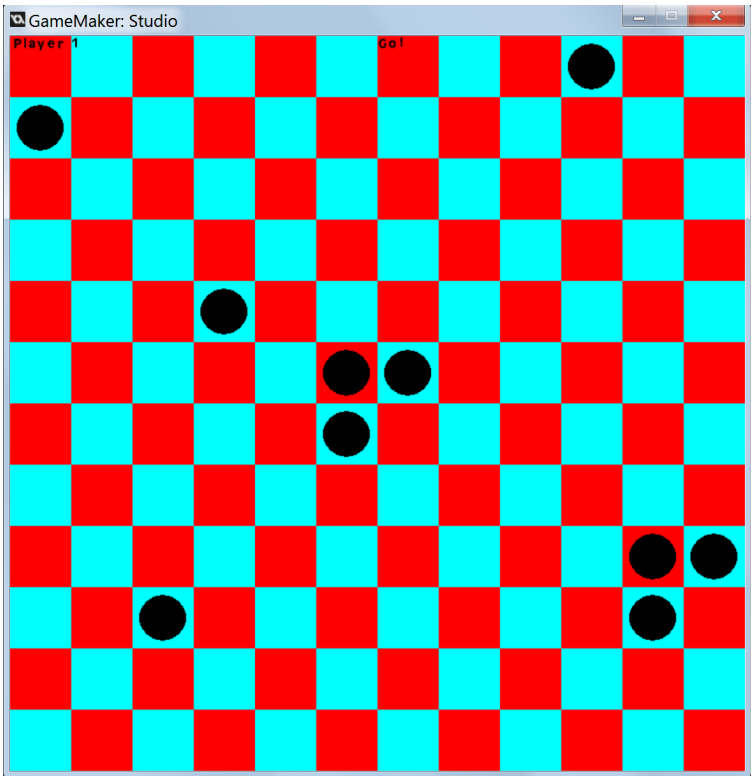

GameMaker: Studio





Chapter 10: Hello, World – Creating New Dimensions of Play Through Networking


GameMaker: Studio
Player 1
Go!


GameMaker: Studio
Player 1
Go!