Chapter 1: Game Plan – Creating Basic Gameplay
Events:
- Create
- Alarm 0
- Alarm 1
- Step
- obj_player
- Animation End

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

- Visible
- Sorted
- Persistent
- Uses Physics
- Focused (no parent)
- Mask (same as sprite)
- Children: <None>

Add Event
Delete
Change
Chapter 3: Let's Move It – Advanced Movement and Layout
Chapter 4: Let's Get Physical – Using GameMaker's Physics System
Room Properties: rm_game

Room is Physics World

Physics World Properties:

Gravity: X: 0.0  Y: 10.0

Pixels To Meters: 0.1000
Chapter 5: Now Hear This! – Music and Sound Effects
Chapter 6: It's All GUI! - Creating Graphical User Interface and Menus
Room Properties: rm_game

- Enable the use of Views
- Clear Background with Window Colour

View 0
- 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
Chapter 9: Particle Man, Particle Man – Adding Polish to Your Game with Visual Effects and Particles
Chapter 10: Hello, World – Creating New Dimensions of Play Through Networking

```python
if mouse_check_button_pressed(mb_left):
    instance_create(mouse_x, mouse_y, obj_partEmit_exp);
    shake = True;
    alarm[0] = room_speed*0.8;

if shake:
    view_xview[0] = random_range(-5, 5);
    view_yview[0] = random_range(-5, 5);
```