Your First Game With Game Maker
By Mitch Weiss of www.tedfuzz.com

Are you having trouble getting started with Game Maker? Have you just downloaded it and completely confused. Well read on, and then in no time at all you will have your first game ready to play!

First of all, see the **ADD** button at the top of the screen along the toolbar. Click that and then on the dropdown menu click **add sprite.** Now click load sprite and choose an appropriate image. After you have selected the image click **OK.** (For example I chose a image.)

In the same way, choose another sprite that is square and looks like a wall. (For example I chose a image.) Uncheck the transparent checkbox after choosing your image.

There is one more sprite we must add. The object that the character hits by completing the game. (For example I chose a image.)

Now we are done adding our sprites! Another important thing is assigning objects to these sprites. Click the **ADD** button at the top of the screen along the toolbar. This time select **add object.** Now see where it says No Sprite, replace this with the second sprite you chose (sprite1 if you didn't change the name) by clicking the drop down menu symbol symbol next to it and selecting sprite1. (The drop down menu symbol is right next to the word **No Sprite.**) All we have to do for this object is click the checkbox **Solid.**

Now we must add another object. Click the **ADD** button at the top of the screen along the toolbar. This time select **add object.** Now see where it says No Sprite, replace this with the third sprite you chose (sprite2 if you didn't change the name) by clicking the drop down menu symbol symbol next to it and selecting sprite2. (The drop down menu symbol is right next to the word **No Sprite.**) All we have to do for this object is click the checkbox **Solid.**

Now we must add another object. Click the **ADD** button at the top of the screen along the toolbar. This time select **add object.** Now see where it says No Sprite, replace this with the first sprite you chose (sprite0 if you didn't change the name) by clicking the drop down menu symbol symbol next to it and selecting sprite0. (The drop down menu symbol is right next to the word **No Sprite.**)

Click **ADD EVENT** and choose the **KEYBOARD** event. Choose the word **Left.** Now under actions, left click on the symbol with the 8 red arrows and drag it under the actions column. When a screen pops up click the arrow that points directly left. Also, change the speed from 0 to 5. Now you can click **OK**.

Click **ADD EVENT** and choose the **KEYBOARD** event. Choose the word **Right.** Now under actions, left click on the symbol with the 8 red arrows and drag it under the actions column. When a screen pops up click the arrow that points directly right. Also, change the speed from 0 to 5. Now you can click **OK**.

Click **ADD EVENT** and choose the **KEYBOARD** event. Choose the word **UP.** Now under actions, left click on the symbol with the 8 red arrows and drag it under the actions column. When a screen pops up click the arrow that points directly up. Also, change the speed from 0 to 5. Now you can click **OK**.

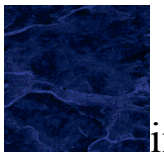
Click **ADD EVENT** and choose the **KEYBOARD** event. Choose the word **Down.** Now under actions, left click on the symbol with the 8 red arrows and drag it under the actions column. When a screen pops up click the arrow that points directly down. Also, change the speed from 0 to 5. Now you can click **OK**.

Click **ADD EVENT** and choose the **KEYBOARD** event. Choose the word **No Key.** Now under actions, left click on the symbol with the 8 red arrows and drag it under the actions column. When a screen pops up click the dot in the middle of the arrows. Also, make sure the speed is 0. Now you can click **OK**.

Now click **ADD EVENT** but this time choose **COLLISION EVENT**. Now when it displays all the objects, choose object 1. (If you renamed it this is the block object.) Now under actions, left click on the symbol with the red arrow that is pointing down at a blue line and drag it under the actions column. When a screen pops up, change the 0 to the word **direction.** (You must type in the word direction.) Now change the -1 to 12. (You must type in 12.) Make sure it says **SOLID OBJECTS** below.

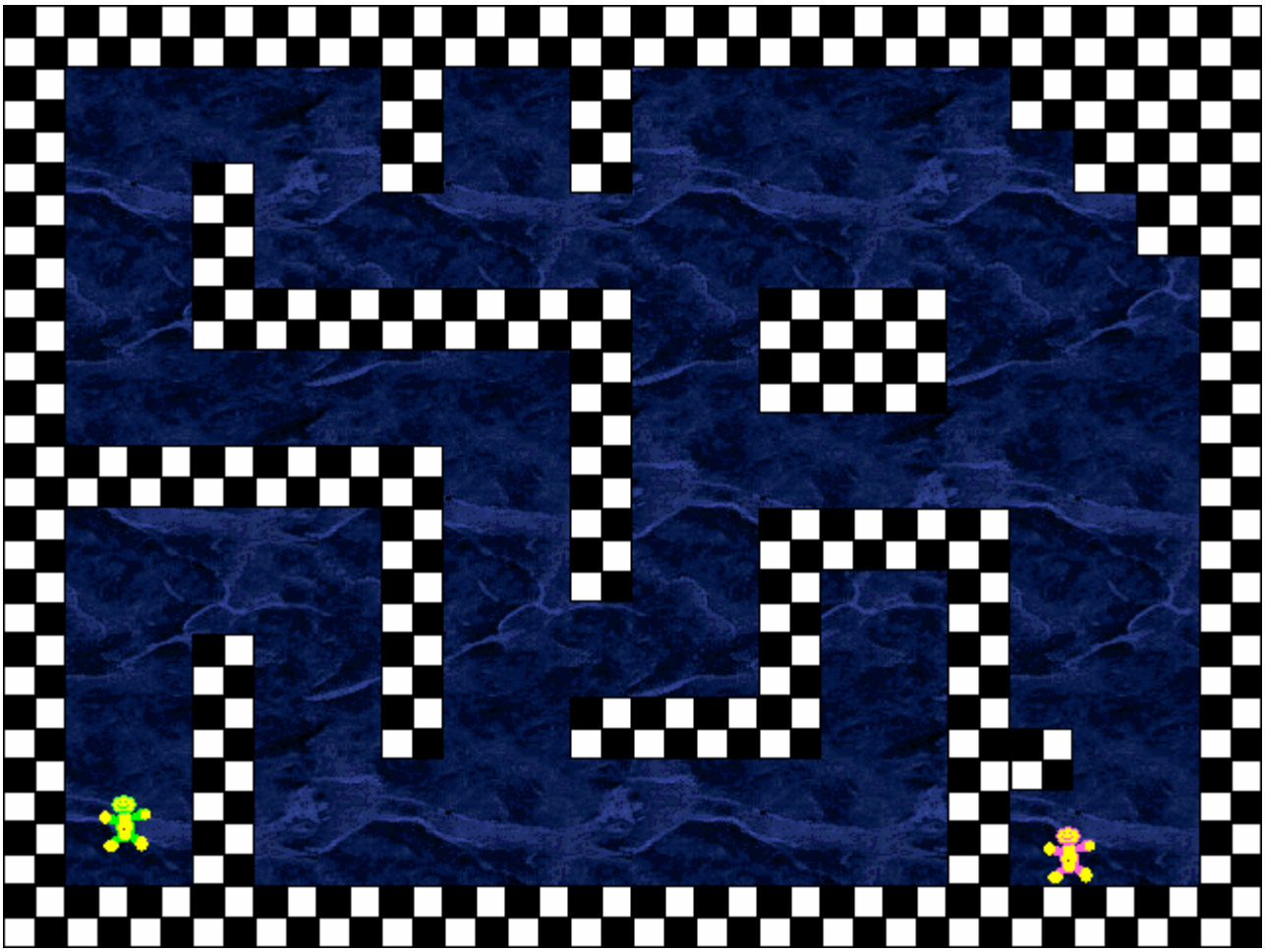
Now click **ADD EVENT** but this time choose **COLLISION EVENT**. Now when it displays all the objects, choose object 2. (If you renamed it this is object the character collides with by completing the game.) Under actions, click on the tab **MAIN 2.** Now drag the action that looks like a thought bubble under the actions column. For the message you could type in for example, Congratulations on making your first game! After this, drag the symbol with the two green arrows flipping around each other into the actions column. This restarts the game.

We want a background in our game. Click the **ADD** button at the top of the screen along the toolbar. This time select **add background.** Now click load background and choose an

appropriate image. I chose the  image. After you have selected your background click **OK.**

Now we must add a room. Click the **ADD** button at the top of the screen along the toolbar. This time select **add room.** When a screen pops up you will be viewing the room interface. Click the **backgrounds** tab in the room interface and where it says **no image** use the drop down menu to select the background image we have chosen. (Background0 if you have not changed the name.)

Now that we have our room background we can add objects to the room. Click the objects tab and use the drop down menu next to the object box to change between objects. To add an abject to the room, just click where you want to add it. Scatter the block objects around the room to make a sort of maze. Only add one of the character objects and one of the game completion objects to the room. Eventually if you used the same images as me your room should look something like this:



Now it is time to run your game. To run your game, click **RUN** at the top of the screen on the toolbar. This time select **RUN NORMALLY.** If all was done right you should go through the maze and bump into walls. When you collide with the level complete object a message should appear. When you click ok on the message the game should restart. If something doesn't go right, please reread over the tutorial. Thank you for reading and

CONGRATULATIONS ON MAKING YOUR FIRST GAME WITH GAME MAKER !!!!!!!!

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