







## LESSON 4: CREATING A MAZE GAME PART ONE

After loading game maker:

1. Create sprites for the following items:

-  A player
-  Maze blocks
-  Maze exit

For the moment choose the sprites from this folder: **Year 9/Game Maker/Lesson 4/Resources**


Remember! use this  icon to create sprites

2. Then create **OBJECTS** using each sprite

Remember! use this icon  to create objects

Give each object a sensible name: i.e, Player, Wall, Exit

3. Then create a **ROOM** using the object you are using for your maze walls

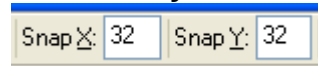
Remember! use this  icon to create rooms

Use the Maze design you created for homework

Make sure you add the object you have designed to use as an EXIT!




If you don't do this, the player cannot finish the game!

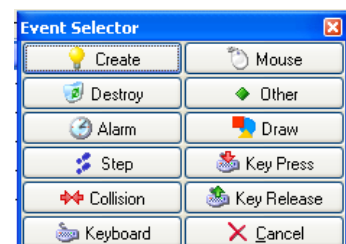
Make sure you set Snap X and Snap Y to 32 when you are creating the room:



4. Now you need to create to be able to move your player

You need to create six events –

-  **COLLISION** to make sure the player cannot go through walls
-  **KEY PRESS** to allow the player to move the character up, down, left and right
-  **KEY RELEASE**



See if you can work out how to use the events – you don't want the player to bounce off the walls when they hit them – think how you can **STOP** the player from moving!

Why do you think you need an event called **Key Release**?

**Run the game – you should now have a player who is able to move through a maze**

5. Now you need to create an event to allow the player to use the exit.

You will do this using the object you have created for the Exit

6. Create a collision event to check whether the exit and the player collide

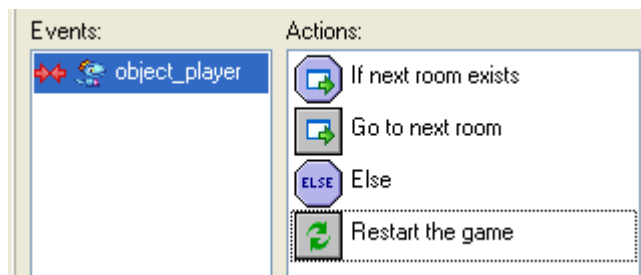
We will then use an IF....THEN to check if there is another room to go to or if the game should restart.

▶ IS THERE ANOTHER ROOM AFTER THIS ONE?

▶ IF **YES** THEN GO TO NEXT ROOM

▶ IF **NO** THEN RESTART THE GAME

Can you remember where you might have used something similar to this in ICT before?



Here is how the IF....THEN works in Game Maker

When you are adding this event select the **CONTROL** tab to use IF....THEN

🟡 Now run and test the game.

🟡 If it works as it should you can start creating new rooms

🟡 You can add different features of your game into each new room

🟡 Remember what you have learnt about challenge and flow when you are adding features to your new rooms