

# CREATING A MAZE GAME IN GAME MAKER: INTRO SCREENS

This worksheet will show you how to:

- ☺ Create an intro screen in a graphics package
- ☺ Import it into Game Maker
- ☺ Set it as a “room”
- ☺ Add a control to let the user start the game

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## CREATING YOUR SCREEN

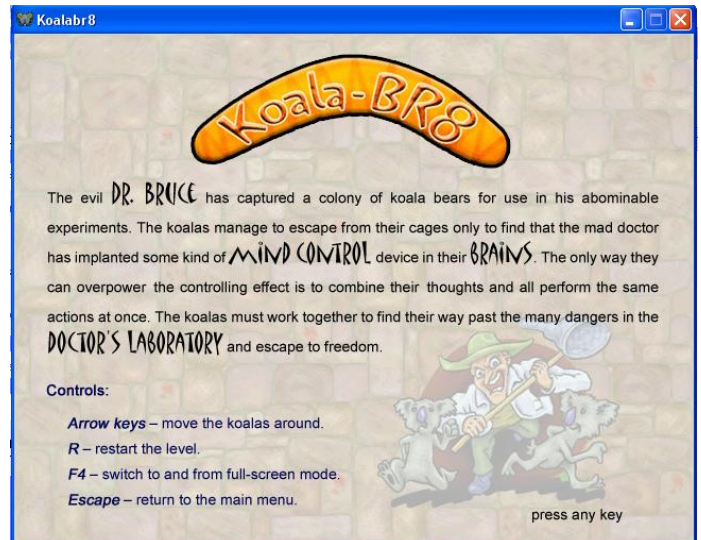
This has to be done in a graphics program. All the images and text that you want to feature on your screen must be added in this program

The type of information for your screen could include:

- **The name of the game**
- **The story/plot/outline of the game**
- **Controls**
- **Scoring**

You can use any graphics program that you are familiar with to create the image. The software available in school could be:

- Adobe Fireworks
- Adobe Photoshop
- Serif Draw Plus
- Serif Photo Plus
- Paint



It would be a good idea to sketch a design on paper first – draw a box which is 16cm x 12cm so that you can work in actual size

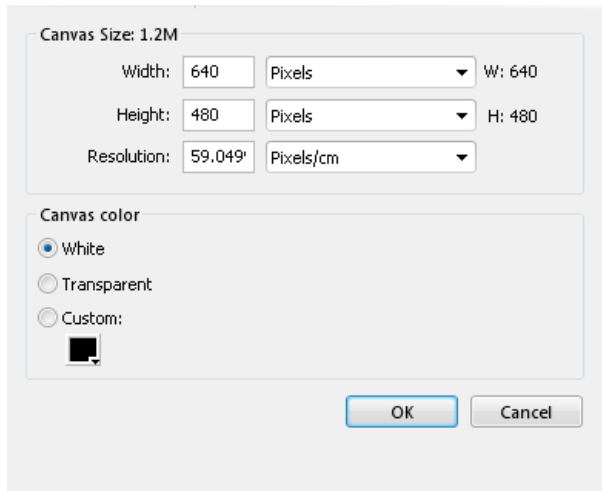
**It is very important that the image you create is the same size as the rooms you are using in Game Maker**

(it will look wrong in the game if you don't do this)

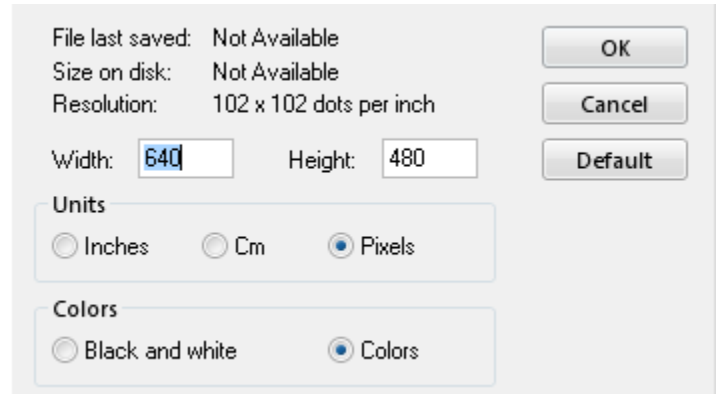
**!IMPORTANT! The size of your image should be set to 640 pixels across x 480 pixels high**

The method of doing setting the image size will be slightly different depending on what package you use – if you aren't sure check with your teacher

#### In Fireworks....

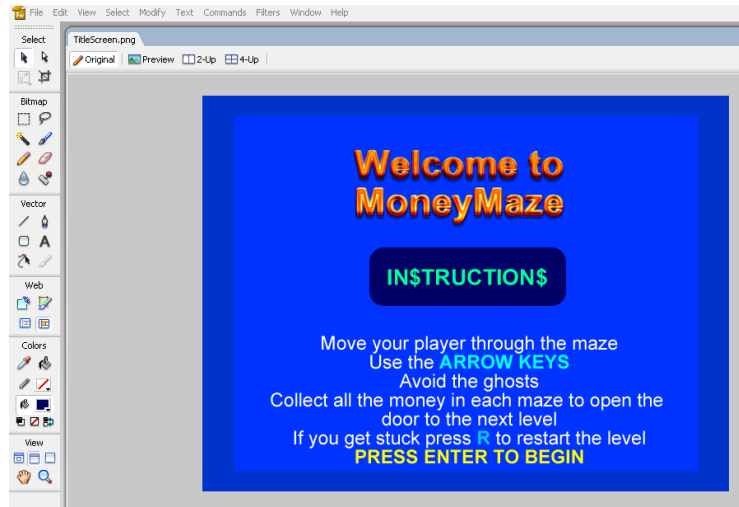


#### In Paint....




Save the finished image in your user area. You need to make sure it is saved as an image file – i.e. .bmp, .gif, .jpeg, .png

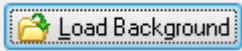
Check how to do this in the package you are using. The finished result could look something like this:

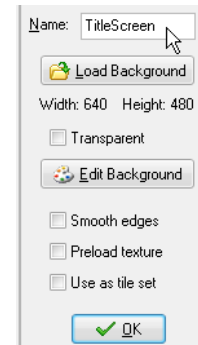


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## IMPORT YOUR SCREEN INTO GAME MAKER


1. Load Game Maker and open your game
2. Now you need to import your screen as a background
3. Select **Create a background** 

- Now click **Load Background**  and find the image file you have just saved as your screen
- Give this background a name by entering one in the **Name** box (see the example here) and click **OK**



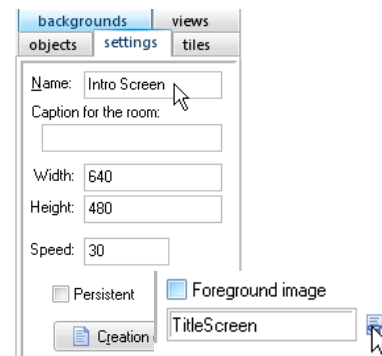
Your image should now be loaded. Now you need to set it as the screen that is visible when the player runs the game

## SETTING UP YOUR IMAGE AS THE TITLE SCREEN

- Click  to create a new room
- Click the **settings** tab and name the room as shown here.
- You need to make sure this room appears **FIRST** so if you have already created rooms, drag this one to the top the list that appears on the left



- Click the backgrounds tab, select the Foreground image box, and select your intro screen image
- If you have done all of this correctly, your screen should exactly fit the room


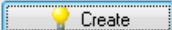


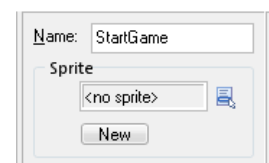
### Now run the game


**What happens? You will probably find that an intro screen appears but you can't do anything! This is because no events – such as the player pressing a key to start the game – have been added yet**

## LETTING THE USER START THE GAME

The intro screen is a good place to set things like Lives as well. We will create a **CONTROLLER** to set lives to 3 and enable the player to start the game by pressing **ENTER**

- Create a new object by clicking  on the tool bar
- Give the object a name such as **StartGame**
- Go to **Add Event** and choose **Create** 

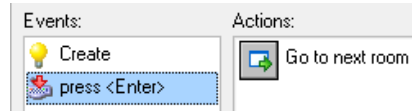


4. Now choose **Set Lives**  and choose how many lives you want the player to have

5. Now add another event to let the player start the game - click **Add Event** choose **key press**

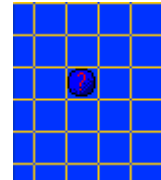


6. Add **Go to next room** as the action



7. Click **OK**

8. Now add your controller object to the room as below – it will not be visible when the game runs



**Now run your game**

**Remember that you can add normal objects to your title screen as it is basically a normal room. Objects will behave exactly the same way – you can set movement and check for collisions. For example, you could show the characters from your game by moving them across the screen**