

## CREATING A MAZE GAME IN GAME MAKER: SECOND STEP



This worksheet will show you how to:

- Add treasure and allow players to collect it
- Reveal an exit when all treasure is collected
- Move to the next room

---

### CREATE YOUR OBJECTS FIRST

You need to make sure you have sprites to use for **treasure** and (if you haven't already got one) an **exit**

1. Click on **create sprite** 
2. Load a sprite (you can find them in **Year 9/Game Maker/Game Maker Resources/Sprites**)
3. Create objects for the treasure and the exit, using each of the sprites you have created. Click on **create object** to do this 
4. Add the treasure object to your room – add as many items as you wish




**MAKE SURE THAT YOU MAKE BOTH THE TREASURE AND THE EXIT SOLID!**

---

### COLLECTING TREASURE

In order to collect the treasure we need to:

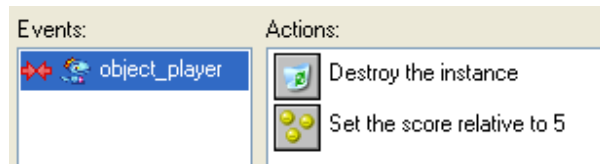
- **Check that the player collides with it**
- IF they do we need to:**
- **Remove the treasure**
  - **Add 5 points**

1. Select the treasure object you created by double clicking it
2. Click **Add Event** and choose **Collision** 
3. Choose the player object from the list
4. Click the **main1** tab and choose **Destroy Instance** 
5. This will make the treasure vanish when the player collides with it
6. Click the **score** tab and choose **Set Score** 

7. Enter **5** in the **new score** box and click the **Relative** box to make sure that 5 is **added** to the total then click OK

Ticking the relative box makes sure that the score increases by the appropriate amount – without it you would simply set the score value to 5

You should have something like this now:





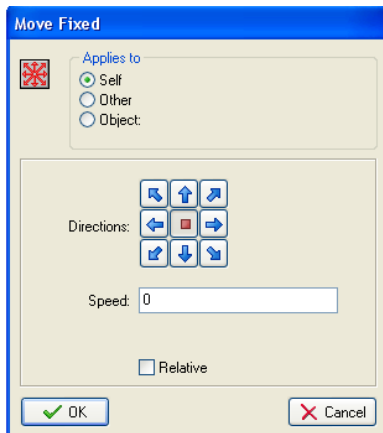
---

## ADDING THE OBJECT BLOCKING YOUR EXIT

1. Make sure you have added the exit object to your room – this needs to go in front of the object you created as a door when you created your maze

**Again, don't forget to make this object solid!**

2. You then need to create a collision event to stop the player walking through it
3. Double click your player object and select **Add event** and then choose **Collision** 
4. Choose the block next to the exit that needs to disappear from the list
5. Select **Move Fixed** 



You then need to set the direction to STOP and the speed to 0 (see the example)

**Now that you have stopped the player from moving through the object, we will now make it disappear when all the treasure has been collected**

## LEAVING THE ROOM

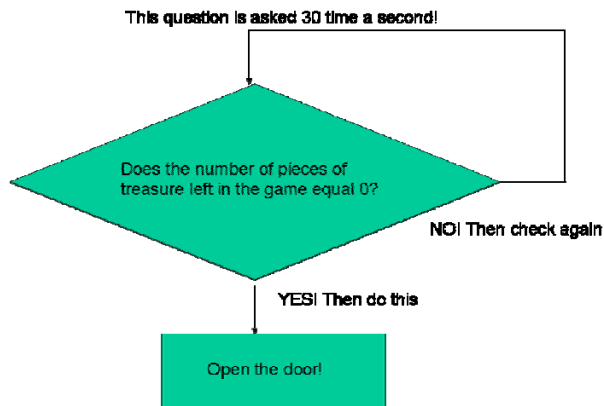
Before the players can leave the room they must have collected all the treasure.

When this happens, we want the object blocking the exit to disappear



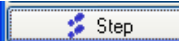
In this example the block in front of the exit (flag) needs to disappear when all the diamonds have been collected

We need to use an event called a **step** – a step is a question that the computer will check the answer to over and over again – in this case the question is “Has all the treasure been collected?”



This is the process the computer goes through!

1. Double click on the object you are using to block the doorway
2. Click **Add event** and choose **step**

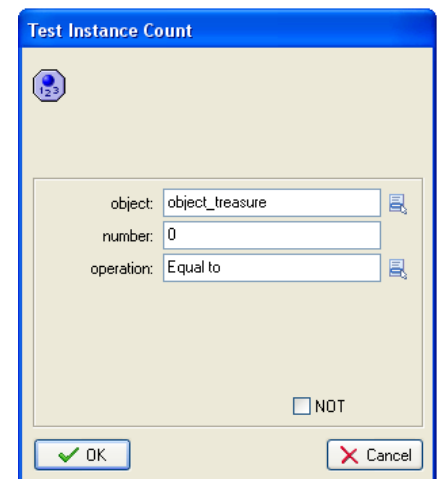


Now we need to add an action to check

3. Click on the **control** tab and choose **Test instance count**



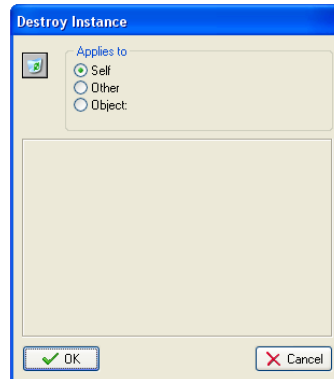
4. We want to test that the number of treasure items = 0 so you need to choose the object you are using as your treasure as shown here:



5. When the number of treasure items = 0 we want the object blocking the exit to disappear – to do this click the **main1** tab and select the **Destroy Instance** action



6. Select **Self**



7. Now save and run your game.....

## WHAT HAPPENS NOW?

The player can now exit your maze!

Use the events and actions shown here to allow the player to move to the next room or restart the game.

You haven't designed the next room? Well there's your next challenge.....

