

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

This worksheet will show you how to:



- Add (for the moment) non-moving enemies
- Set and display lives
- Control what happens when a life is lost
- Control what happens when there are no more lives

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### WHAT MUST THE PLAYER AVOID?

First you need to create something that will cause your player to lose a life, if you have not already added something like this to your game

Eventually you can create moving monsters; today, just keep it simple by adding a stationary object like a mine or a hole


1. Load a **sprite** to use as your mine/pit/obstacle etc. 
2. Create an **object** using the sprite 
3. Add as many examples of the object to the room as you like

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### SETTING AND DISPLAYING LIVES

We will create an object called a **controller**- by adding this object to a room we can make certain things happen as soon as the room appears.

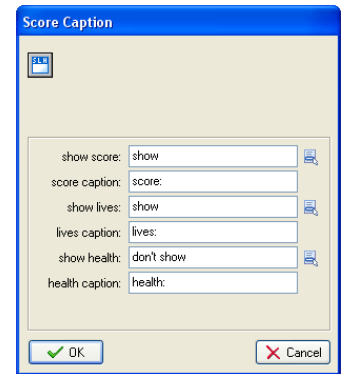
We will create a controller to give the player 3 lives and display lives and score, as soon as they enter the first room

1. Click  to create a new object – call the object **room\_start**

**You don't need a sprite for this object – since this object will be a controller, all it will do is trigger certain events in the room – it won't actually "appear"**

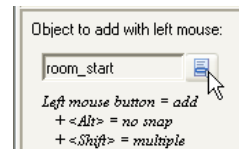
2. Click **Add Event** and click **Create** 
3. Click the **score** tab and choose **set lives** 
4. Choose the number of lives you want the player to have (i.e. 3) and click **OK**
5. We are now going to add a caption to show lives and score. Select **Score caption** 

- When you have done this, set up the score caption to show score and lives but not health (as seen here then click OK)
- Click **OK** – this will finish off your controller object



### Now we need to add it to the room...

- Click on your room
- Select an object from the **object to add** box
- Choose your **room\_start** object
- Add it to an empty square in your room



- It will look like this when added:



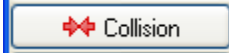

The controller object is the small blue circle with the ? symbol

### Why should you only add the room\_start controller to the FIRST room?



**RUN** your game .... you should see score and lives appear at the top of your screen



### LOSING A LIFE

- Select your player object and click **Add event** –select check collision to check whether the player collides with a bad guy or obstacle 
- Click the **score** tab and choose **set lives** .  You need to set the value to -1 and click the **relative** box


**If you don't click 'relative' the number of lives will be set TO -1 rather than reduce by 1!**

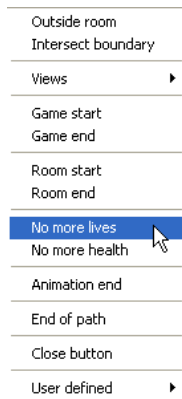
- It would be a good idea to add a pause – to give the player time to react before the game restarts. Click the **main2** tab and click **sleep** 
- Set the sleep value to **2000** and leave redraw as **TRUE**.
- You then need to return the player's object to the start position of that level. Click the move tab and choose **jump to start**  Select self and click **OK**

**Run your game and test it. Do you lose a life when you hit the bad guy? If so, you need to repeat this event for any other obstacles or bad guys.**

## GAME OVER!

**We will now create a controller which will control what happens when the player has no lives left**


- Select the object that represents your player
- Click **Add Event** and choose **Other** 



- From the list that appears select **No More Lives**

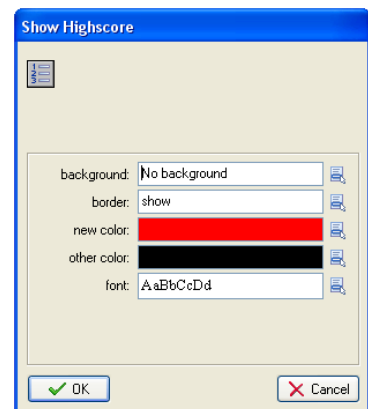
You can now decide what happens when the player's lives have run out.

We will display the high score table then end the game.

- Click score and choose **Show HighScore** 

You can edit the appearance of the high score table by using the options in the box. Click **OK** when you are done.

- Then click on the **main2** tab. Choose to either restart or end the game by clicking the appropriate option



**Now run your game – see what happens when your lives run out!**