

# CREATING A MAZE GAME IN GAME MAKER: MONSTERS!

This worksheet will show you how to:

- Add monsters which will HOME IN on the player
- Add monsters which will move randomly
- Add monsters which follow a simple pattern

There is also an extension task showing how to use **motion paths**

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## CREATE YOUR MONSTERS

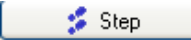

First you need to create an object for each type of moving monsters

For each monster:

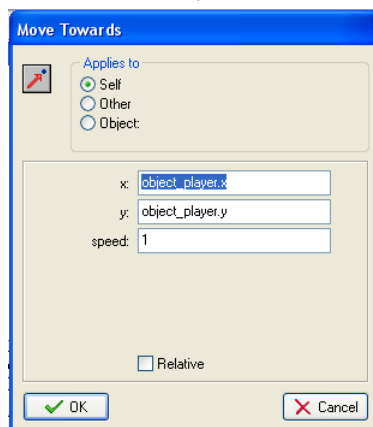
1. Load a sprite
2. Create an object using the sprite
3. Make sure the object is solid

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## CREATING A HOMING MONSTER

1. Click on the object representing the monster you want to home in on the player
2. Select **Add Event**
3. Choose **step** 
4. Click the **move** tab and choose **move towards** 

This will allow you to tell the monster to move towards the player's position



It will follow the player's X position (i.e. their horizontal position) and their Y position (their vertical position)



Enter the name of the player object in the x and y boxes as shown here. Note in this case the player object is called **object\_player**

Set the speed to 1 – the monster must move slowly to allow the player time to escape

5. Add any collision events that you need to

**Homing movement works best when the monster moves “over” the maze rather than through it**

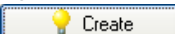

## CREATING A RANDOMLY MOVING MONSTER

1. Click on the object representing the monster that you are using for set movement patterns
2. Click on **Add Event**
3. Choose **Create** 
4. Click **Move Fixed** 
5. Click all 8 of the direction arrows – but NOT the middle square
6. Set the speed of the object – it is best to have it moving slower than the player


**Random movement works best when the monster moves “over” the maze rather than through it**


## CREATING A MONSTER MOVING IN SET PATTERNS

This will create a monster which follow a simply up and down movement pattern; it will change direction when it hits a wall

7. Click on the object representing the monster that you are using for set movement patterns
8. Click on **Add Event**
9. Choose **Create** 
10. Click **Move Fixed** 
11. Click the **up and down arrows** to show that only vertical movement is possible (use just the left and right arrows to select horizontal movement)

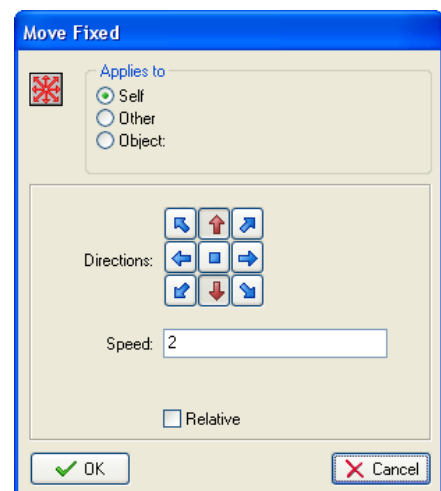
Add a speed for the monster – make sure it is less than the players speed

12. Click on **Add Event**
13. Click on **check collision** to check whether the monster hits the maze wall   object\_wall
14. Click the **move** tab

15. Click on the **reverse vertical**   
This will make the monster go in the opposite direction when it hits the wall – if your monster is moving horizontally you need to select reverse horizontal



16. Add any additional collision events that you need to






**You may need to go look back at how you managed player lives in a previous lesson, since you need to set up player collisions with the monsters**

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## **EXTENSION – CREATING A MOTION PATH**

You can create more complex patterns of movement by using PATHS

PATHS allow you plan the exact route for a character using a grid

1. Click  to launch the path tool
2. When the path grid appears click  and choose a room
3. Create your path, clicking at each point in your room where the direction will change
4. When you have finished the path, select the object that will move along the path
5. Add a **create** event
6. Click the **move** tab and select **set path** 
- 7.
8. Now select the path you have chosen

It may take a bit of practice to get this right – but it will allow you to make the movement of characters in your game much more sophisticated