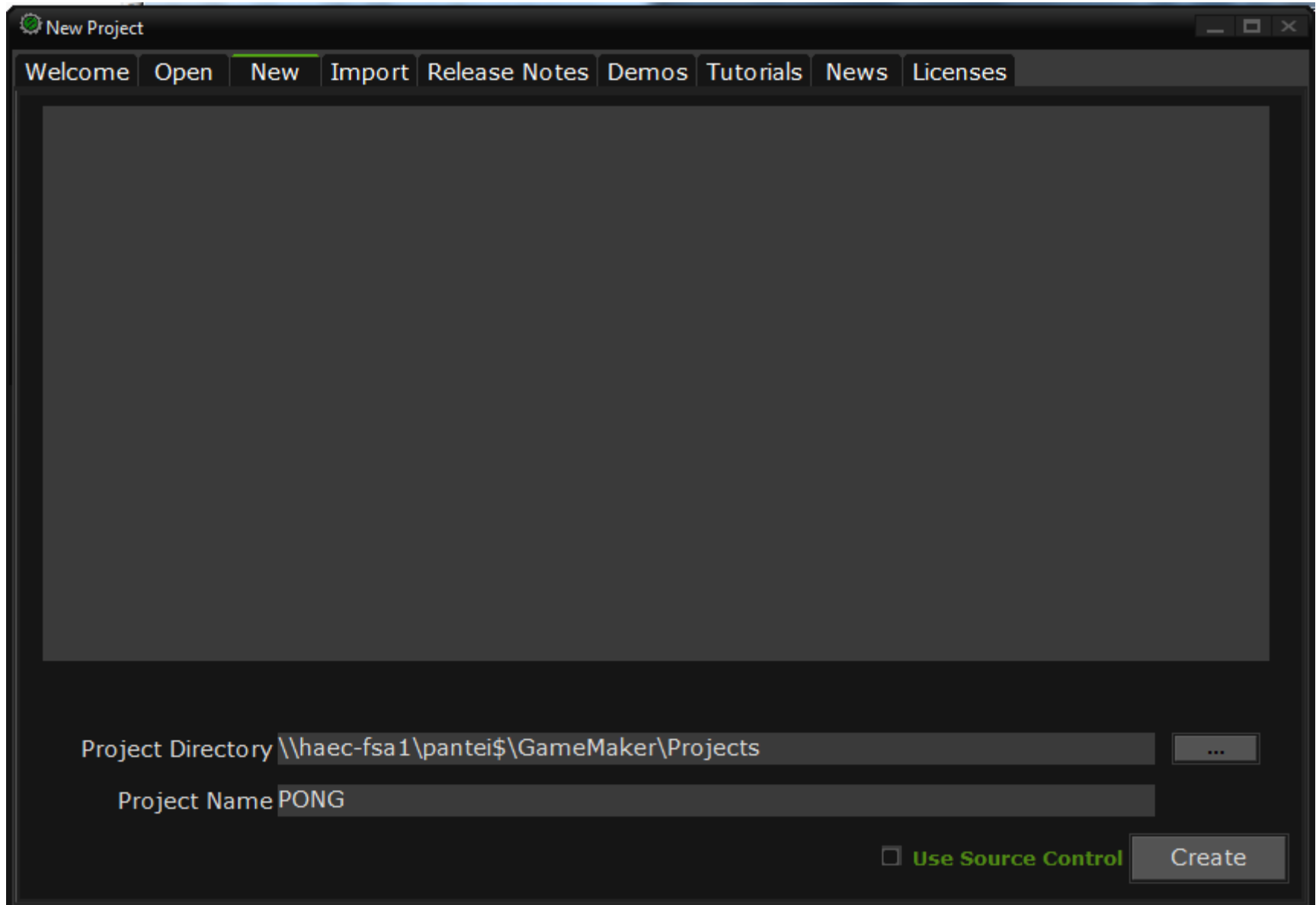# Game Maker Studio

Simple Pong game

1: Select
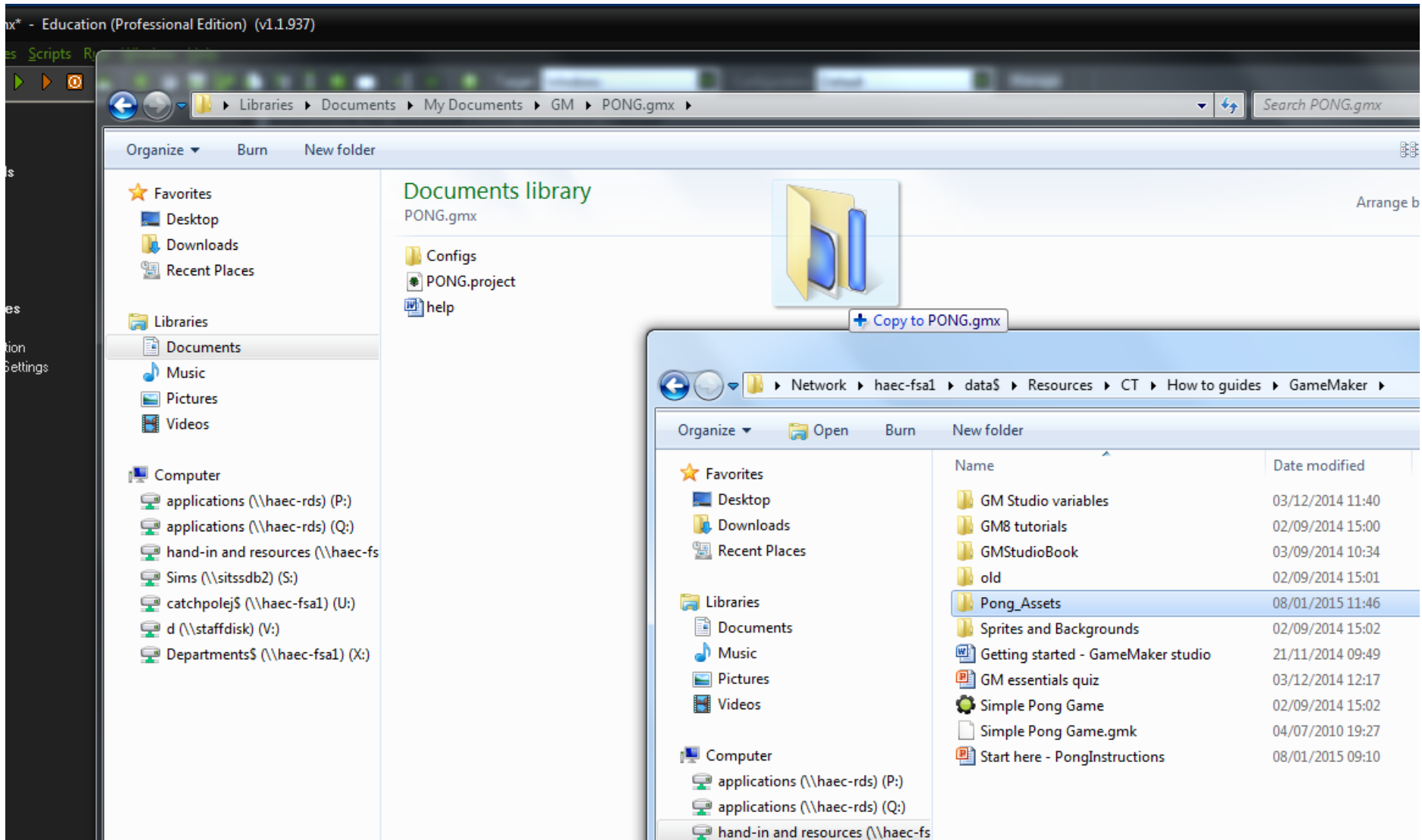Start > All Programs > Program topics > ICT
GameMaker-Studio

Choose New option, create a "PONG" project

Copy Assets to your folder

Game maker shortcut bar basics

4) Test the game

5) Play

1) Create Sprites

Sprites are the images

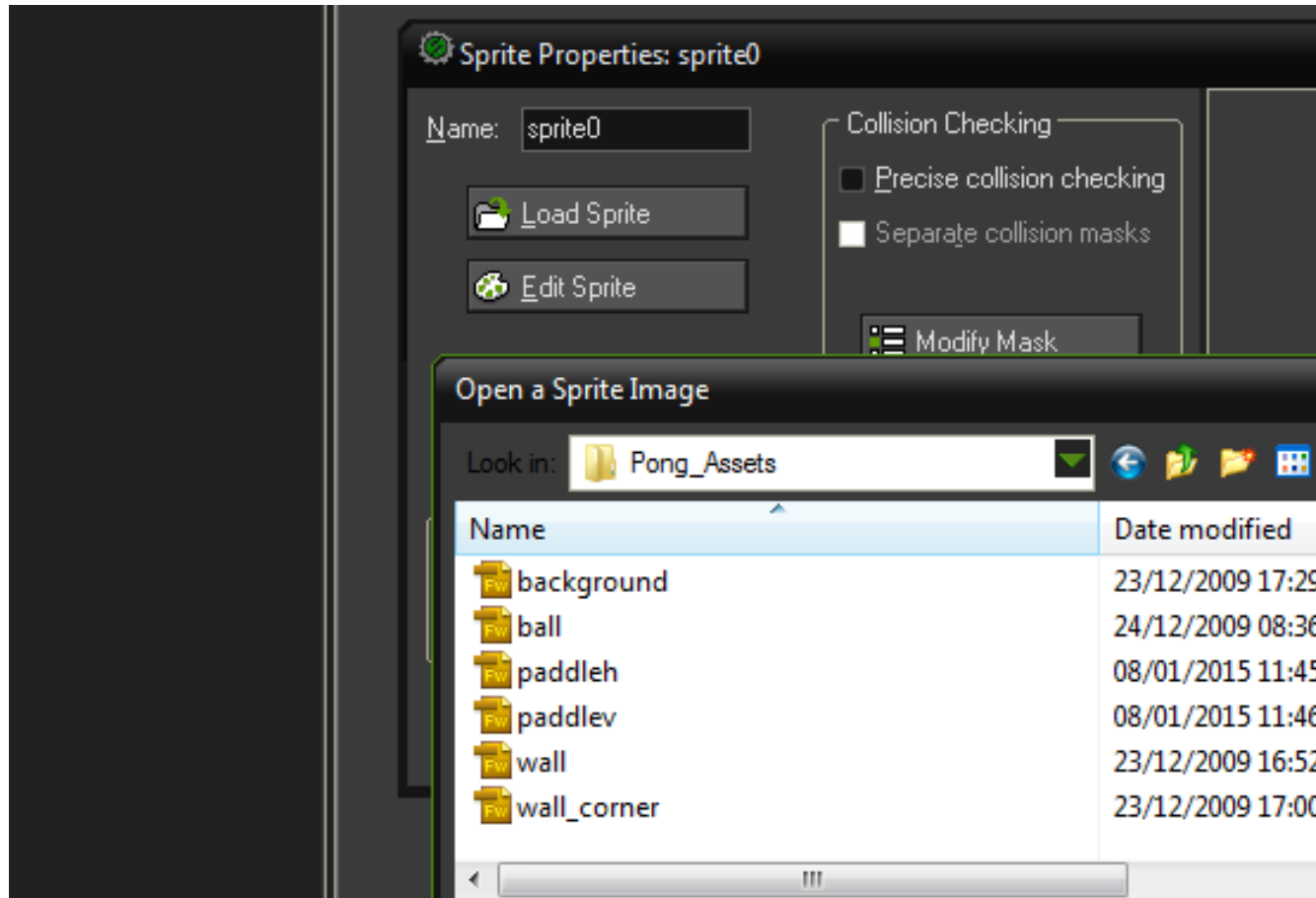2) Create objects

Objects have **events** and **actions**

3) Create rooms

Rooms are where the objects will be

Create a ball, bat and wall sprite

Use the ball, wall and paddlev assets

Shrink and crop the bat sprite

Create Objects for each sprite

- Use the green create object icon to create an object for each sprite, name them. The wall and bat object must be solid.

- You will add events to these objects so that they do things but first we will place them into a room

- Make sure you do not create more than one room.

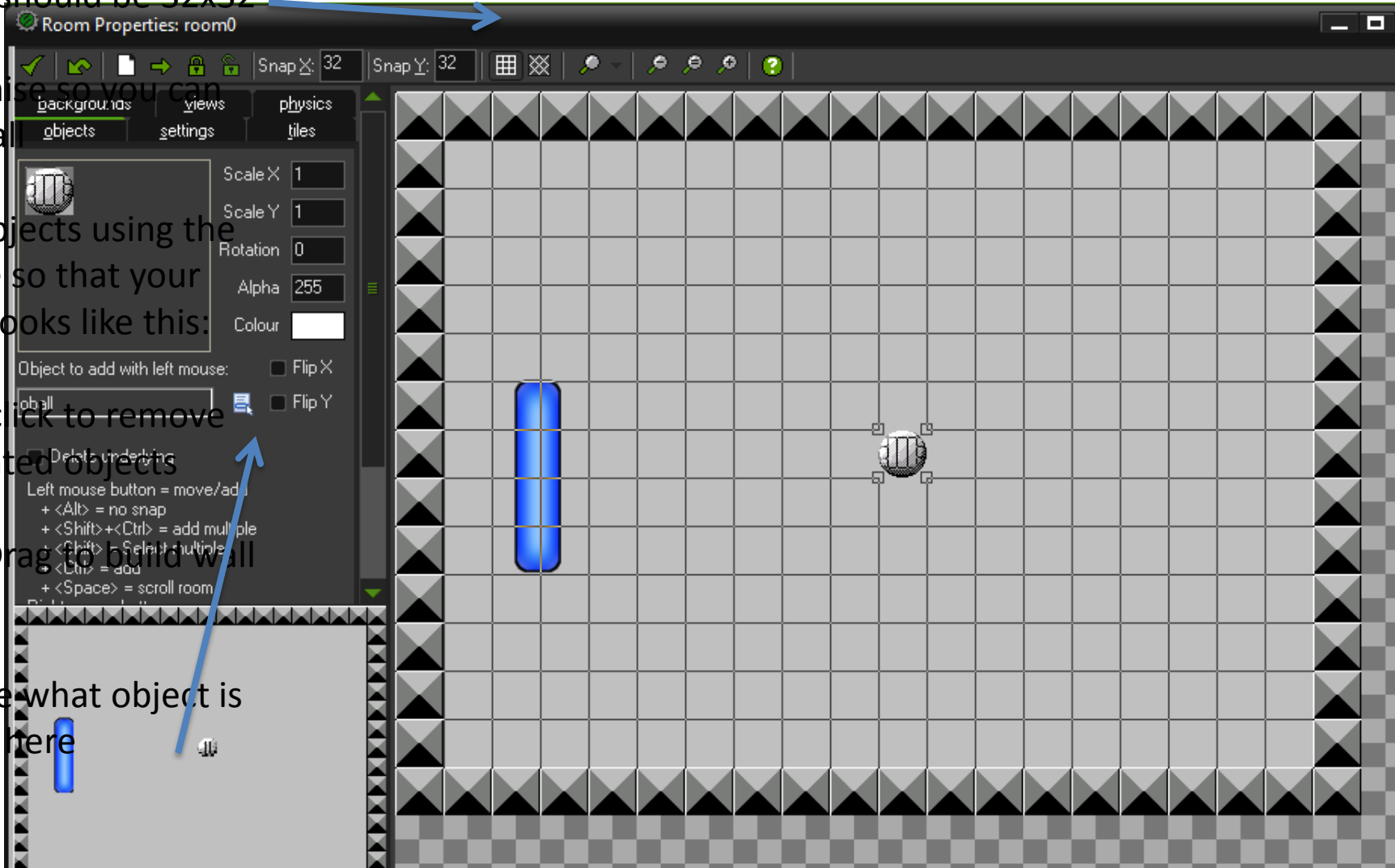# Create a Room for the game

Room should be 32x32

Maximise so you can see it all

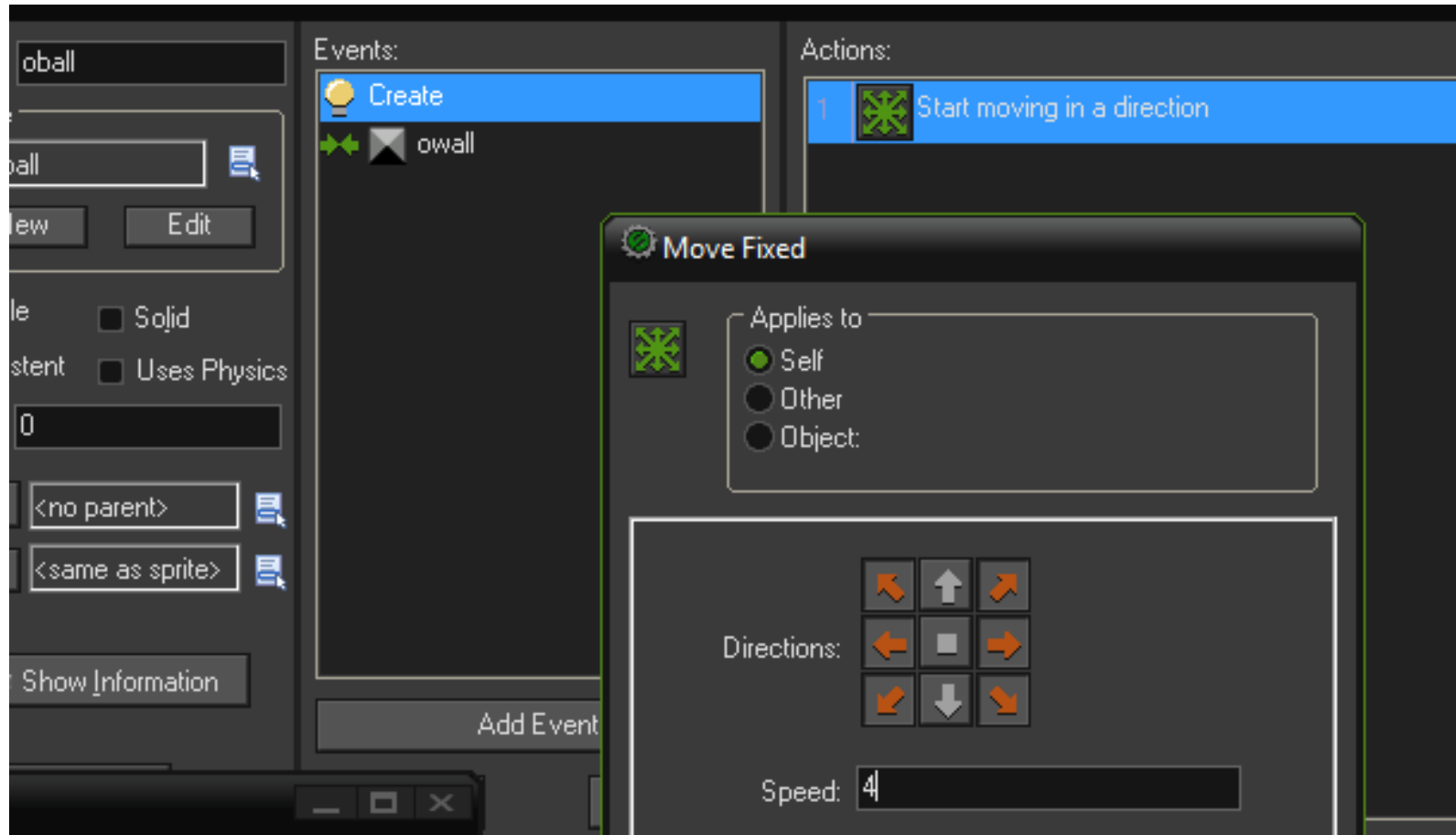Add objects using the mouse so that your room looks like this:

Right click to remove unwanted objects

Shift-Drag to build wall fast
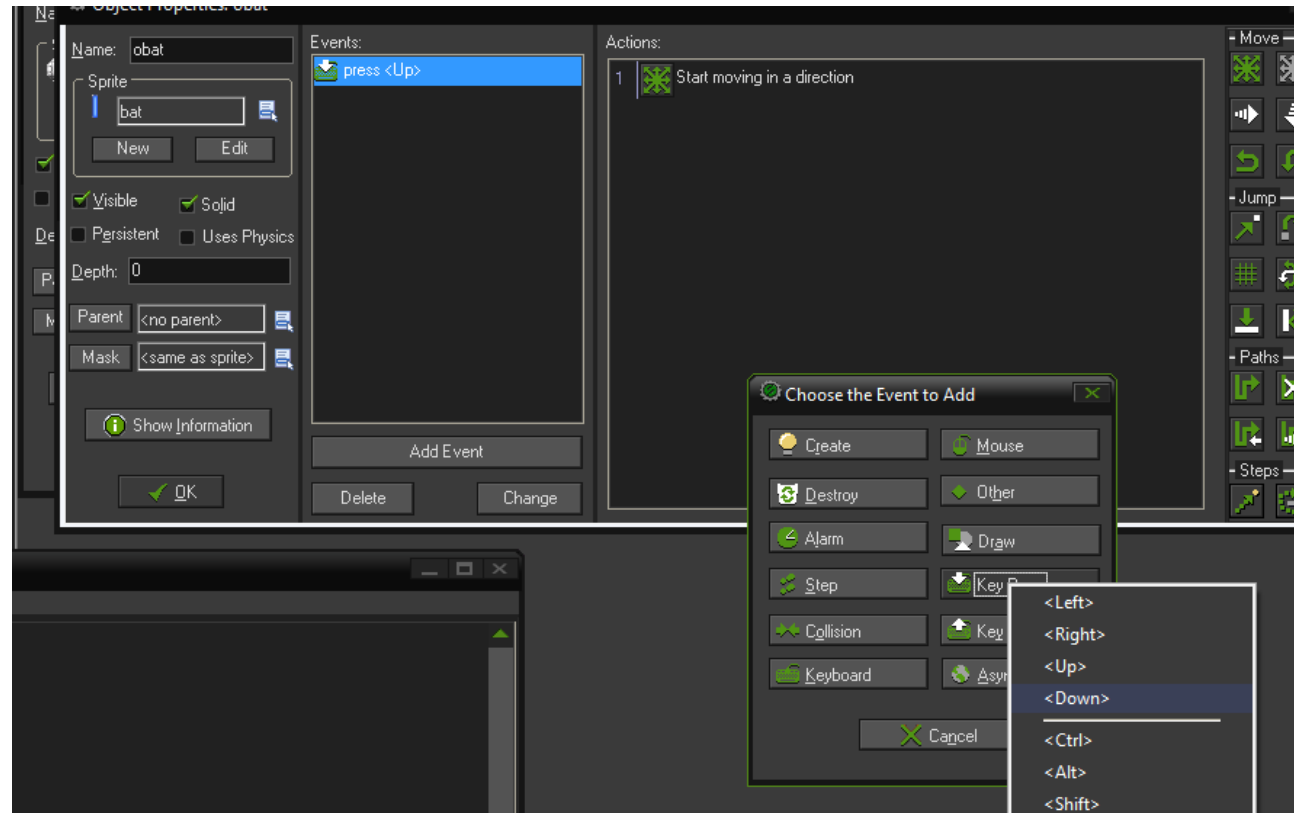
Change what object is added here

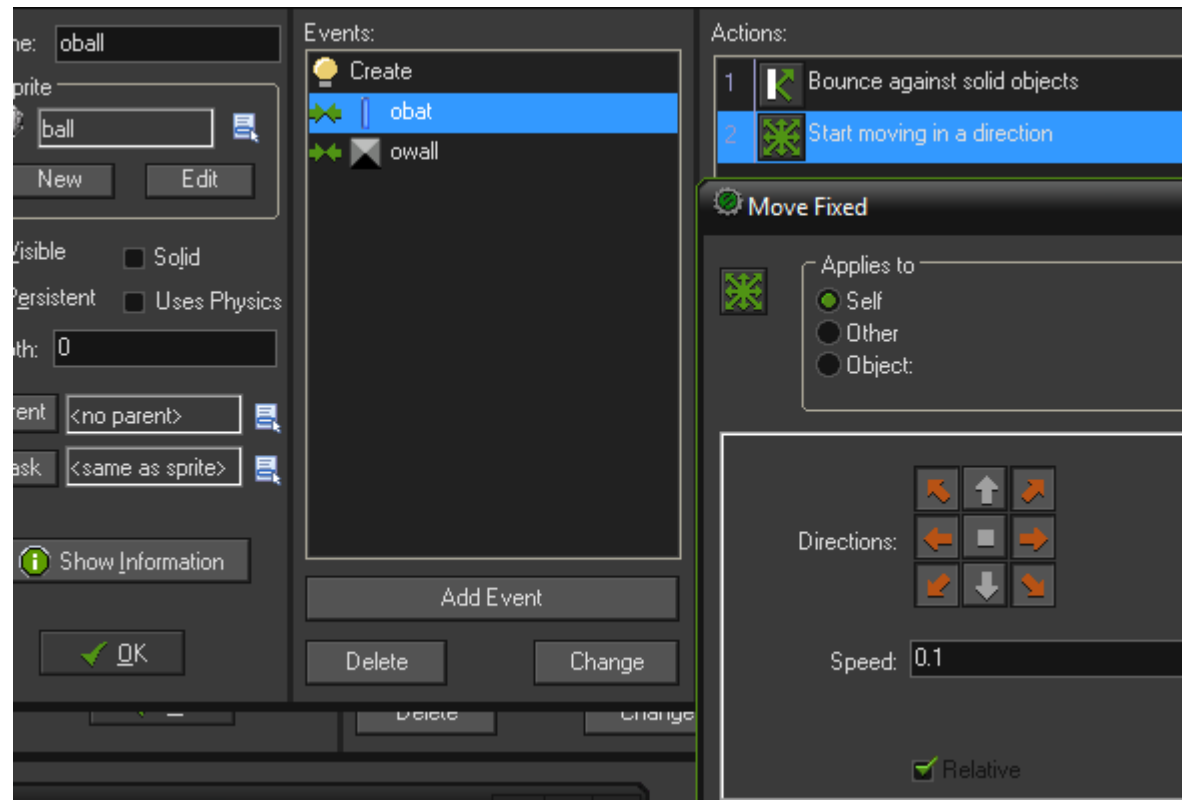# Make the ball move and bounce

Save and run

Add Events and Select actions for Bat

- Bat (4 events)
  - Keyboard (up) – move up
  - Keyboard (down) – move down
  - Key release (any key) – stop
 - Collision (wall) - stop

Try it out

- Red arrow to run in debug mode
- Green arrow to run normally
- Try to fix any problems you have.
- Make the bat bounce more interesting
  - New direction
  - Increased speed

Scores and lives

- Create and control, object to draw a yellow score near the top left of room

- Score a point each hit?

- Remove the back wall

- What should happen after the ball leaves the game?
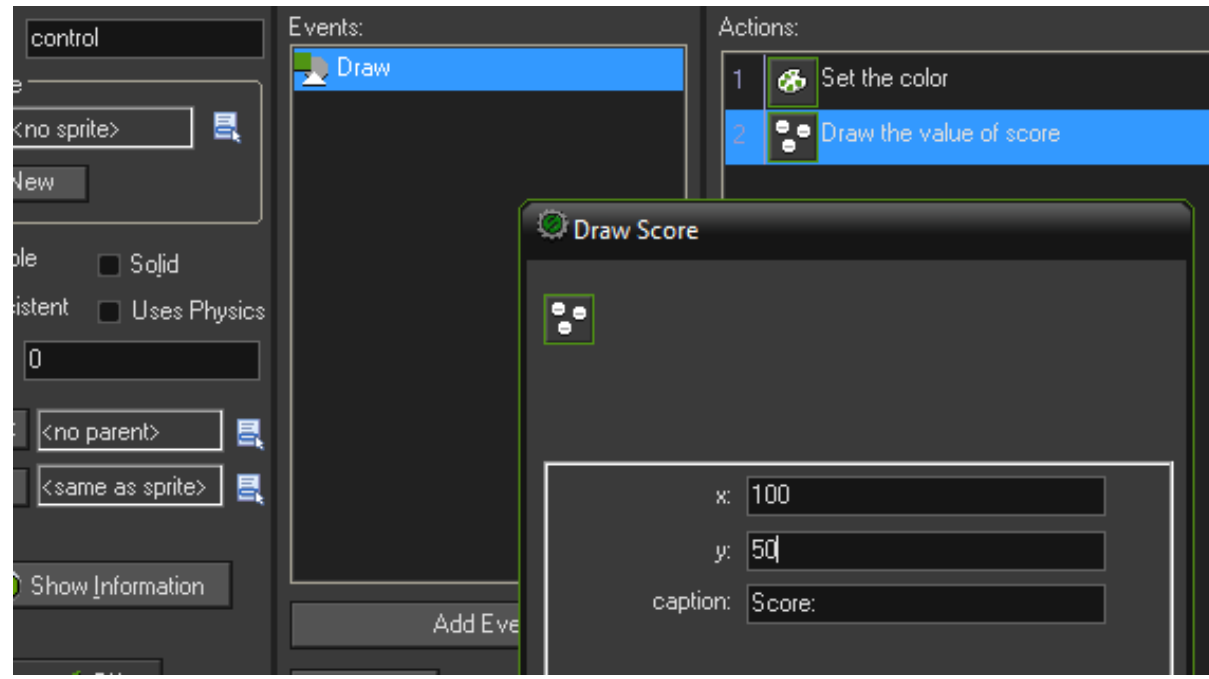
Other ideas

- Background

- Faster ball

- Bigger room

- Two player

- …