

Game Maker Vocabulary

Designer – Person involved in development of video game.

Transition – Visual effect between rooms.

Room – Where you place game objects (levels, maps, frames).

Animated Object – Moves around screen, has multiple images in one sprite.

Action Event – What happens after the Condition event is met.

Object – A sprite with properties or a conditional event w/out sprite.

Event – Any condition within a game that causes something to happen.

Action – What happens after the event occurs.

Sounds – Background music or part of an action.

Programming Language – The language you use to communicate with the computer.

Executable File – the file created by compiling your code, which can be executed to run your program.

Artist – person who creates images and graphics

Sprite – 2D image used in game, has height & width (x & y coordinates)

Active Objects – interactive objects, dynamic

Background Objects – non-interactive objects

Static Object – does not move during game play. Can be animated.

IF/THEN – Conditional logic to trigger a reaction

Condition Event – describes what MUST exist

Sound Effects (FX) – small pieces of sounds used in programming

Music – long sounds, typically songs

Object-oriented software – each item in the program is a container and allows for a visual interface

Coding – process of writing statements in a programming language

Objectives

- Comprehend the importance of design and planning
- Students will explore the capabilities of Game Maker software
- Identify limitations in Game Maker software
- Create simple 2D designs using GameMaker
- Develop Sprites for use with their game
- Be able to give examples of some aspects of game design
- Problem-solve to debug programming errors
- Understand animated characters
- Comprehend the importance of game characters and plot
- Build 2D objects using GameMaker Language
- Refine the iterative process (plan, implement, review, adjust)
- Know how to layout a level appropriately
- Understand how to create a game start/finish screen
- Comprehend good and bad features of a start screen
- Complete the game and export as an .exe file