

Workshop: Crystal Capture with GameMaker

Tutors: Roger McDermott & Iain Bell

Pre-requisites: General familiarity with PCs

Necessary equipment: GameMaker software installed on a computer (Note software is free and can be downloaded from www.gamemaker.nl)

Class Size: ~ 20 – 30 students. Can be done in pairs if necessary.

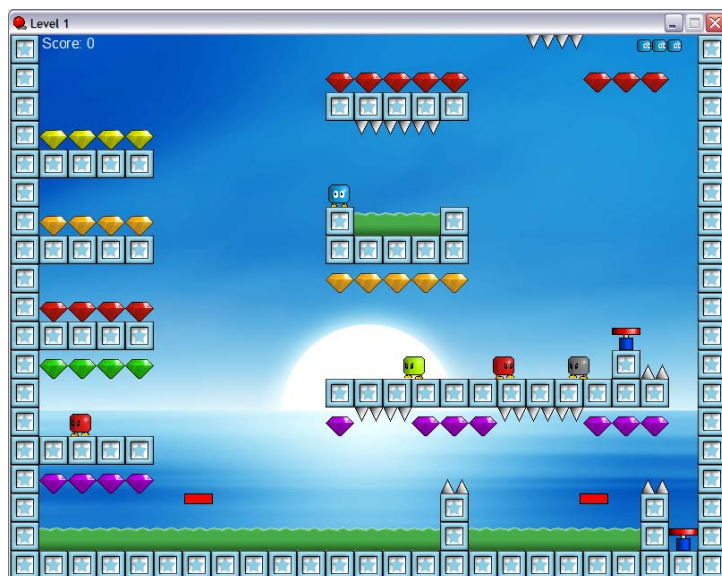
Duration: ~ 30 mins

Have you ever wanted to be able to design computer games? Game Maker is a program that allows you to make exciting computer games, without the need to write a single line of code. Making games with Game Maker is a lot of fun. Using easy to learn drag-and-drop actions, you can create professional looking games within very little time.

This workshop aims to introduce students to the basic ideas of level design by getting them to control objects in a 2D platform game called Crystal Capture.

A full tutorial which leads the student through the workshop is supplied.

Once the tutorial is finished the students are encouraged to add or remove obstacles and hazards to make their own level and make it either easier or harder than before.



Example of the finished Gamemaker level from the tutorial