

Artifact #2 - Instructions For GameMaker

****Open Up GameMaker****

Step 1 - Look to the right of your screen

Step 2 - Click on Sprite

Step 3 - Click Edit Image

Step 4 - Select any color you want

Step 5 - Color in the main sprite box

Step 6 - Close Sprite Tab

Step 7 - Click box above sprite image and make sure sprite is set to "middle center"

Step 8 - Make Origin 16 by 16

Step 9 - Close sprite window

Step 10 -Right click player sprite & click duplicate

Step 11 - double click new sprite

Step 12 - rename to sWall

Step 13 - click edit sprite

Step 14 - Change color

Step 15 - Create Object

Step 16 - Click Box that says “No Sprite” and select Player
sprite

Step 17 - Create another object

Step 18 - Click Box that says “No Sprite” and select Wall
Sprite.

Step 19 - Look at your “Room” Section

Step 20 - Double Click “room0”

Step 21 - Look at your “Layers” panel on the left

Step 22 - Make sure you have clicked on Instances

Step 23 - Click on your Player Object

Step 24 - Bring mouse to center and hold “alt” key on keyboard

Step 25 - Place Your character anywhere on the screen

Step 26 - Click on your wall Object

Step 27 - hold “alt” and draw your platform.

Step 28 - Run Game

Events & Actions

Step 29 - Open up your Player object

Step 30 - Click on add event and click “Create”

Step 31 - Write the Following code:

```
hsp = 0;
```

```
vsp = 0;
```

```
grv = 0.1;
```

```
walksp = 4;
```

Step 32 - Add another event

Step 33 - Click “Step” event

Step 34 - Type the following code:

```
key_left = keyboard_check(vk_left);
```

```
key_right = keyboard_check(vk_right);
```

```
key_jump = keyboard_check_pressed(vk_space);
```

```
var move = key_right - key_left;
```

```
hsp = move * walksp;
```

```
x = x + hsp;
```

Step 35 - Look at top toolbar and click “Game Options”

Step 36 - Click on General Tab

Step 37 - change Game Frames Per Second to 60

Step 38 - click Apply

Step 39 - click Ok

Step 40 - Run Game

Step 41 - Open up “Step” Event in the player object

Step 42 - Create new line underneath `hsp = move * walksp;`

Step 43 - write the following code:

```
If (place_meeting(x+hsp,y,oWall))
{
    while (!place_meeting(x+sign(hsp),y,oWall))
    {
        x = x + sign(hsp);
    }
    hsp = 0;
}
```

Step 44 - Create a few new lines below our Horizontal
moving code

Step 45 - write //Vertical gravity

Step 46 - Enter the following code:

```
If (place_meeting(x,y+vsp,oWall))  
  
{  
  
    while (!place_meeting(x,y+sign(vsp),oWall))  
  
    {  
  
        y = y + sign(vsp);  
  
    }  
  
    vsp = 0;  
  
}  
  
y  
  
0 = y + vsp;
```

Step 47 - change the grv to 0.3

Step 48 - Above our horizontal code (Below: hsp = move * walksp;) add the following code:

```
vsp = vsp + grv;
```

```
ifplace_meeting(x,y+1,oWall) and (key_jump)
```

```
{
```

```
    vsp = -7;
```

```
}
```

Step 49 - You Finished! Congratulations!!

****Run Game****