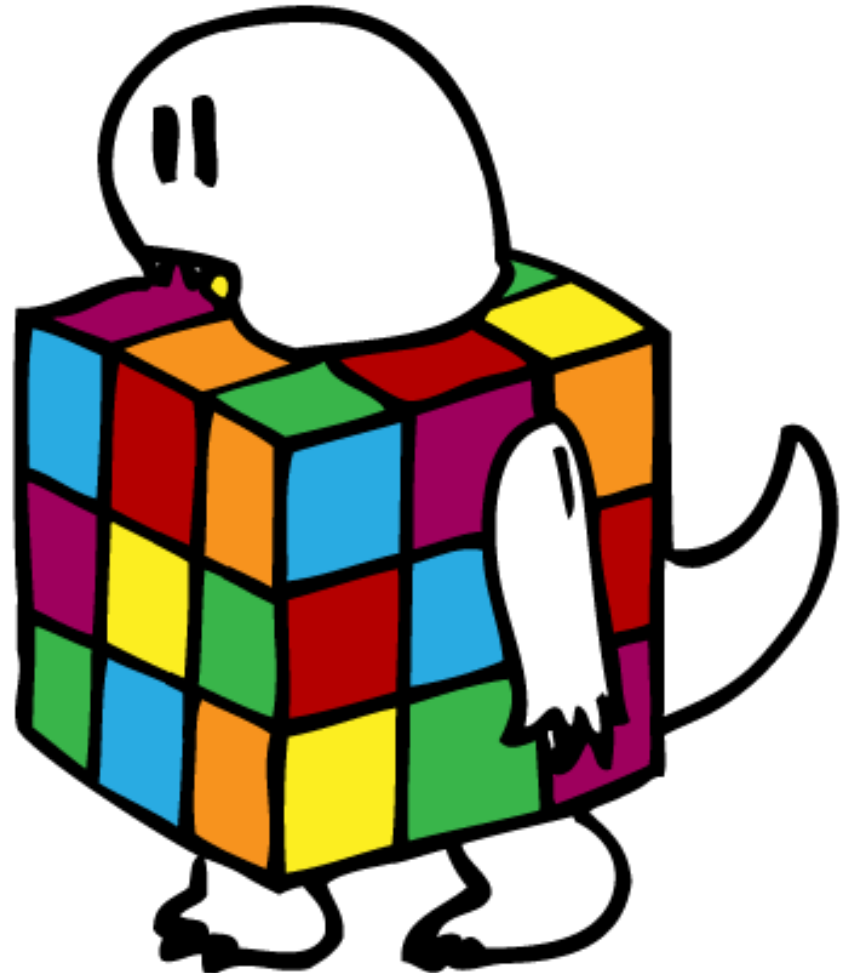


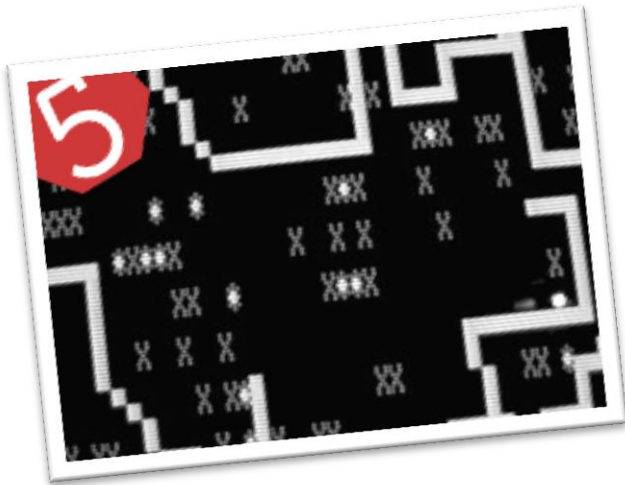
GAME MAKER ONLINE

Les 5 / Snake



Vandaag

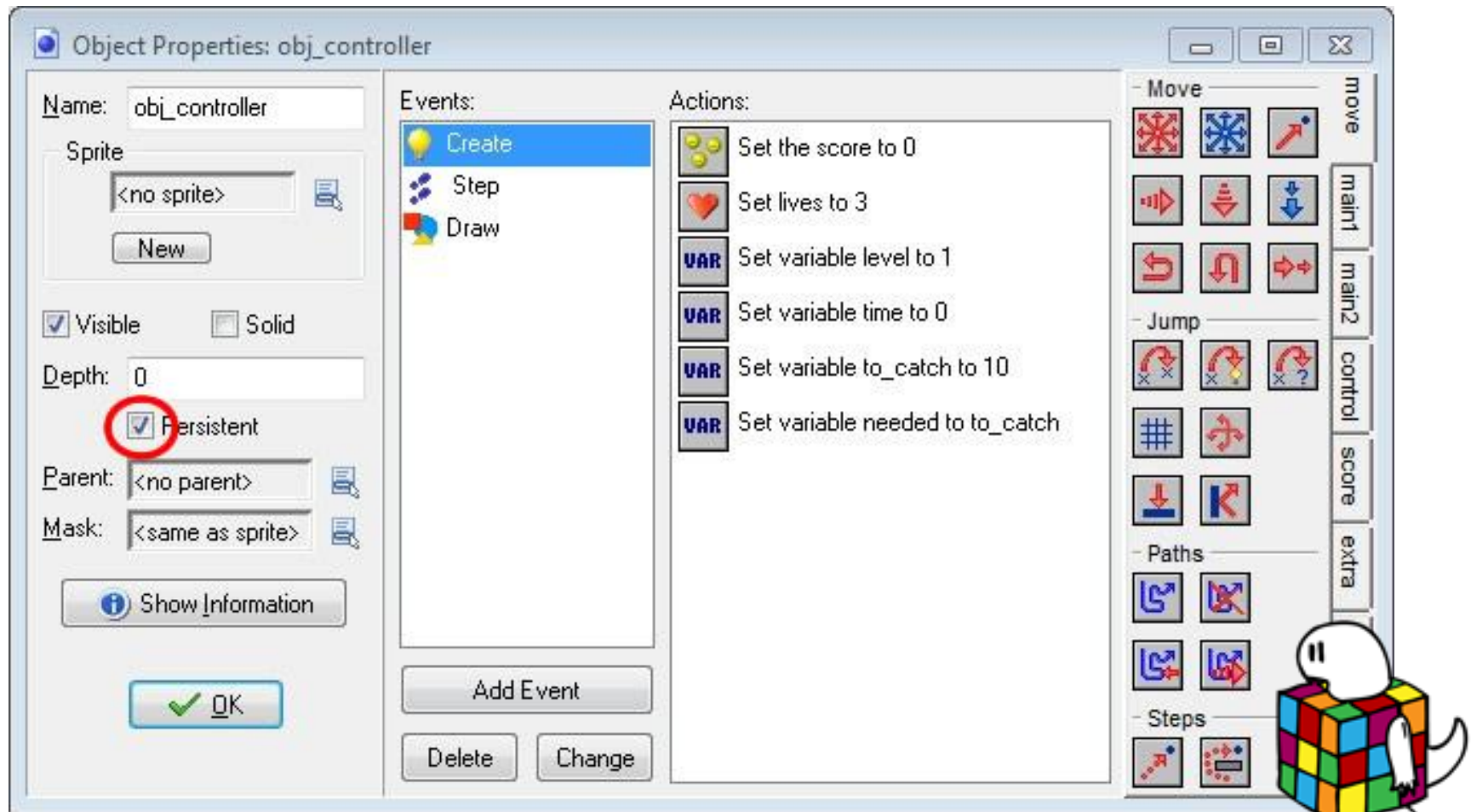
- Snake
- Eerst een uitleg van wat er allemaal al werkt
- Daarna zelf aan de slag!



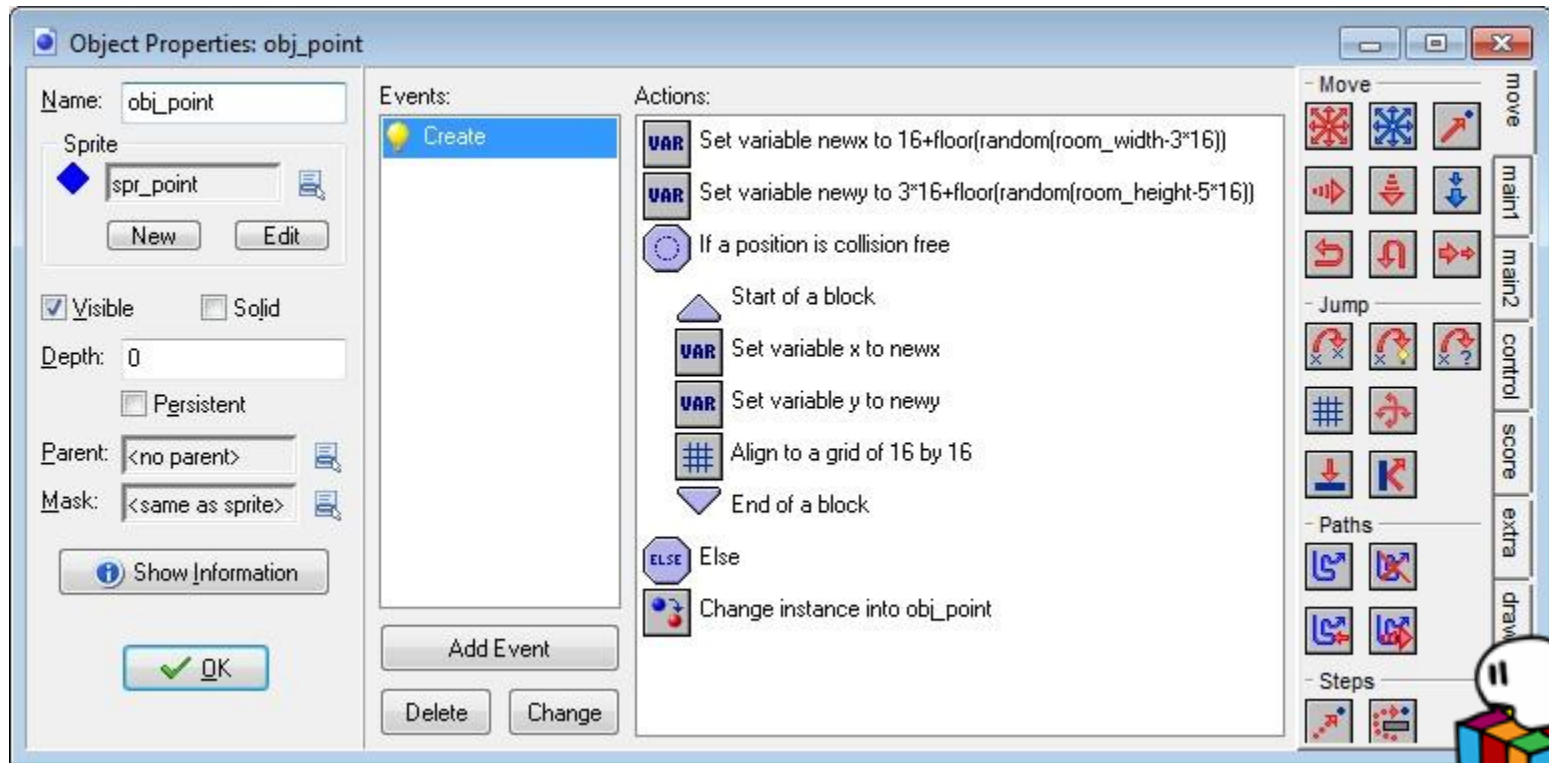
Dus... Wat werkt er al?



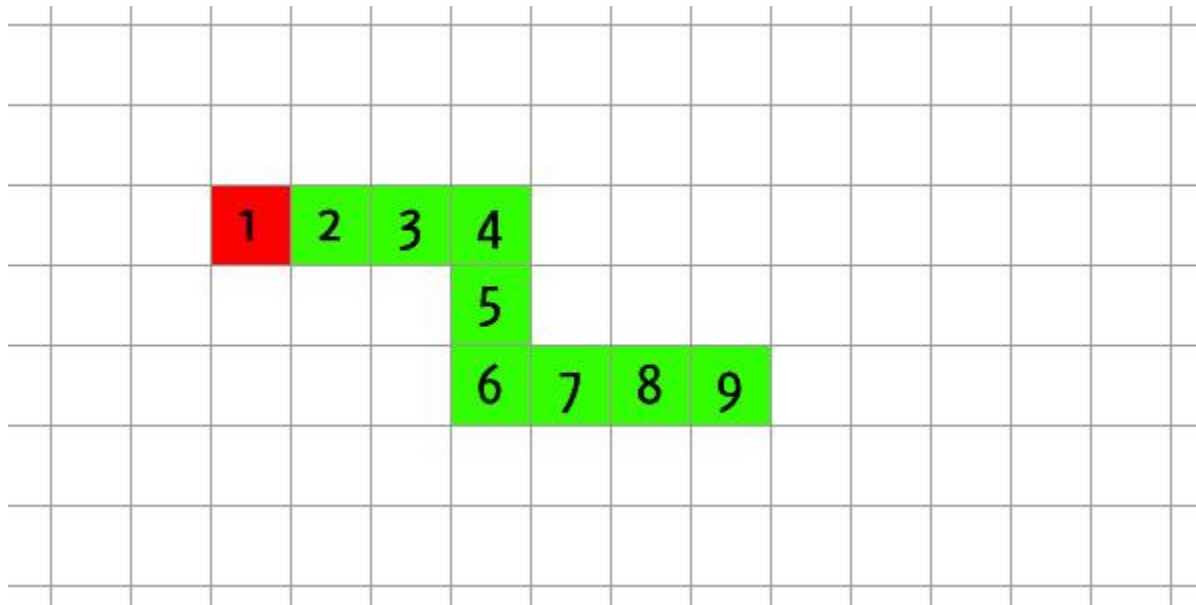
Object obj_controller



Voedsel wordt willekeurig gemaakt



Het lichaam volgt de kop



Aan de slag: Slangenhoofd maken!



Zelf aan de slag

- <http://gm.michelfiege.nl>
- Goed lezen
 - Gebruik de plaatjes!
- Oefenbestanden downloaden
 - In dit geval “snake.zip”
- Help elkaar!

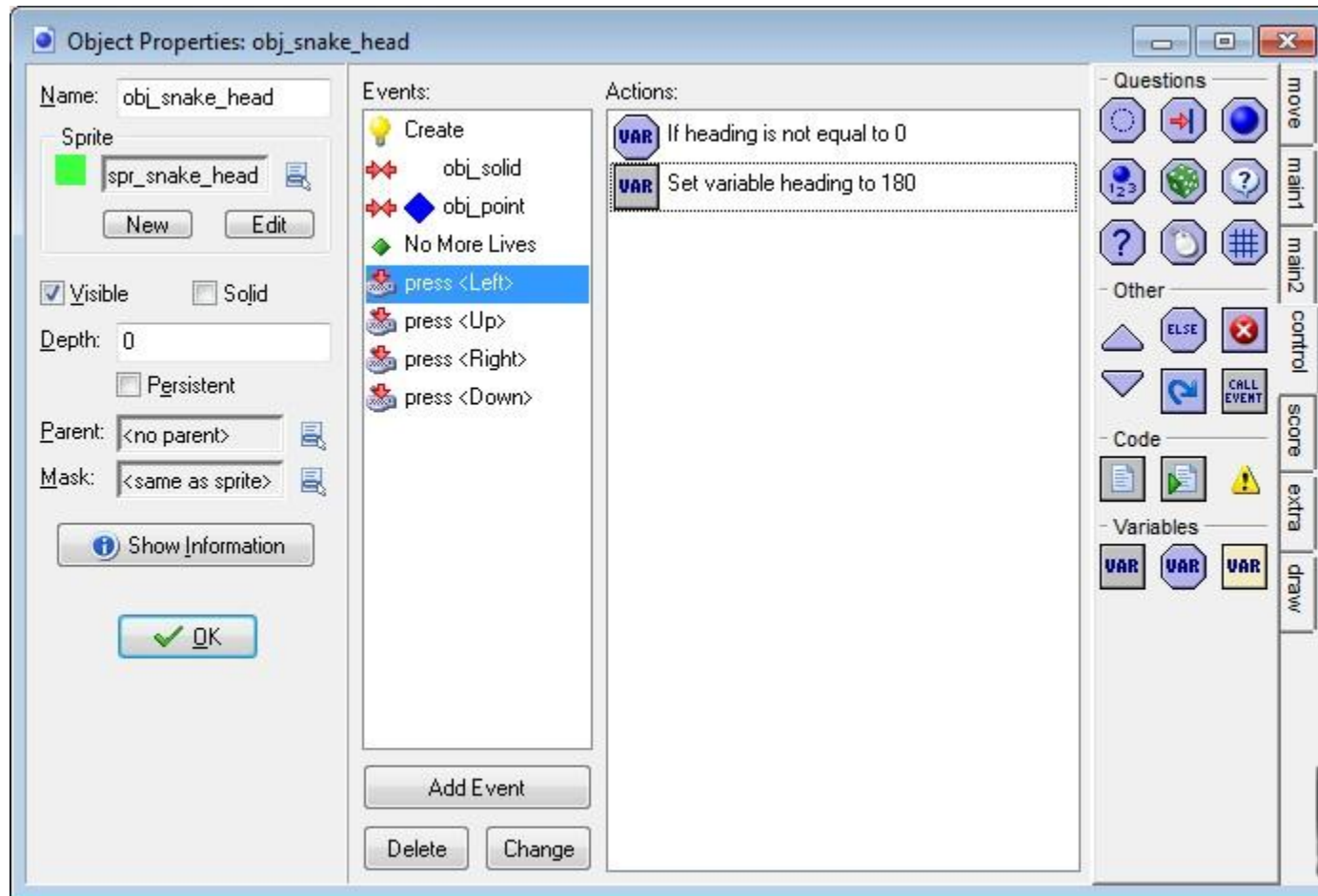
Succes!



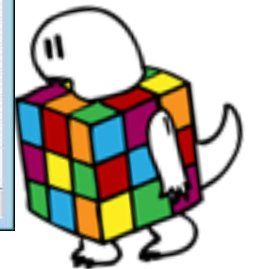
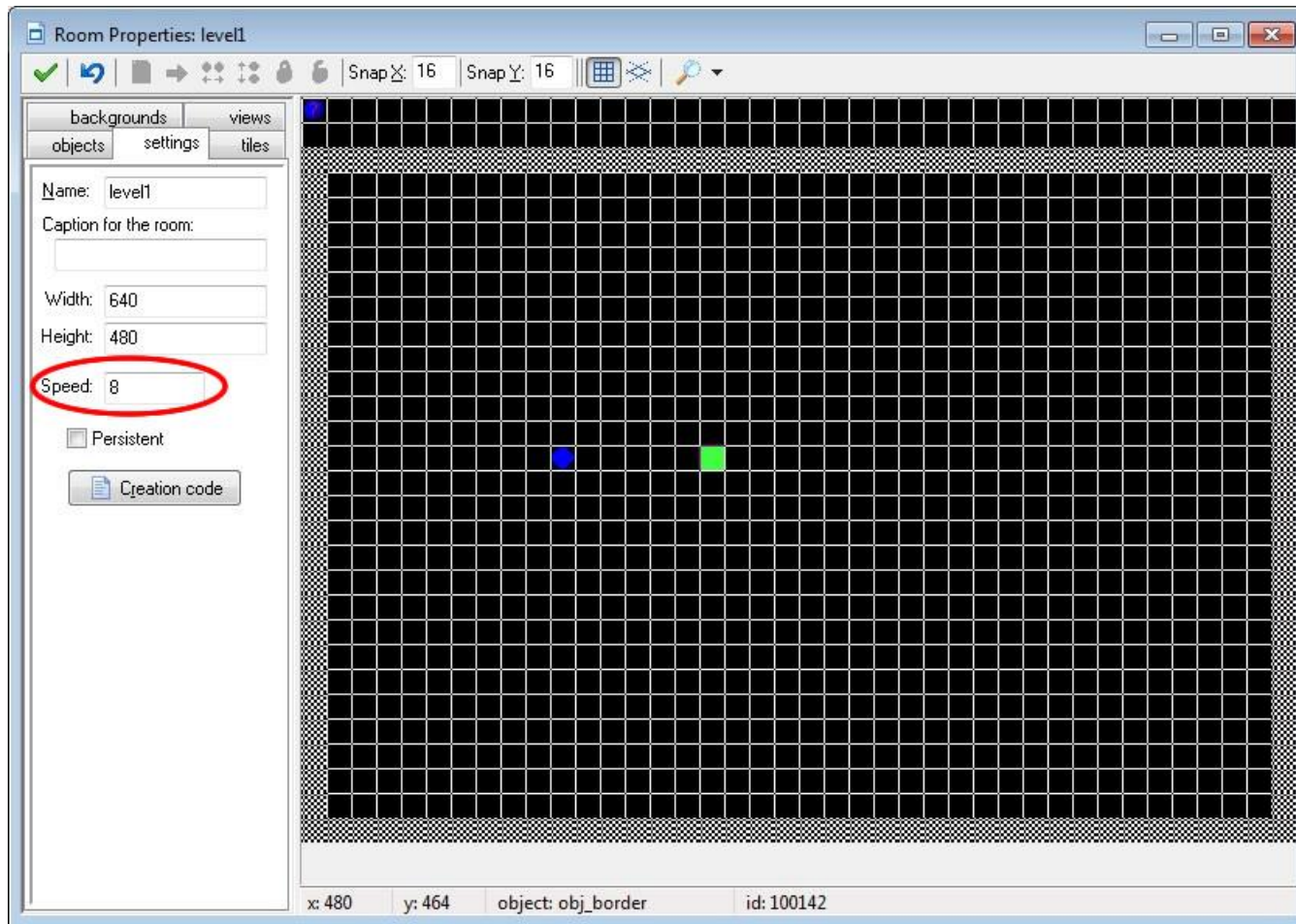
Wat heb je vandaag
geleerd?



Richting instellen met eigen variabele



Step-event afhankelijk van room_speed



Step-event, x en y variabelen

The screenshot shows the 'Object Properties' window for an object named 'obj_snake_head'. The window is divided into several sections:

- Name:** obj_snake_head
- Sprite:** spr_snake_head (with 'New' and 'Edit' buttons)
- Visible:** Visible, Solid
- Depth:** 0
- Persistent:** Persistent
- Parent:** <no parent>
- Mask:** <same as sprite>
- Buttons:** Show Information, OK

The **Events** section contains:

- Create
- Step (highlighted)
- obj_solid
- obj_point
- No More Lives
- press <Left>
- press <Up>
- press <Right>
- press <Down>

The **Actions** section contains three event-action blocks:

- Event:** If heading is equal to 180
Action: Set variable x to x-16
- Event:** If heading is equal to 0
Action: Set variable x to x+16
- Event:** If heading is equal to 90
Action: Set variable y to y-16
- Event:** If heading is equal to 270
Action: Set variable y to y+16

The right sidebar contains various tool icons categorized into: Move, Jump, Paths, and Steps. A vertical menu on the far right lists: move, main1, main2, control, score, extra, draw.



Volgende keer...

