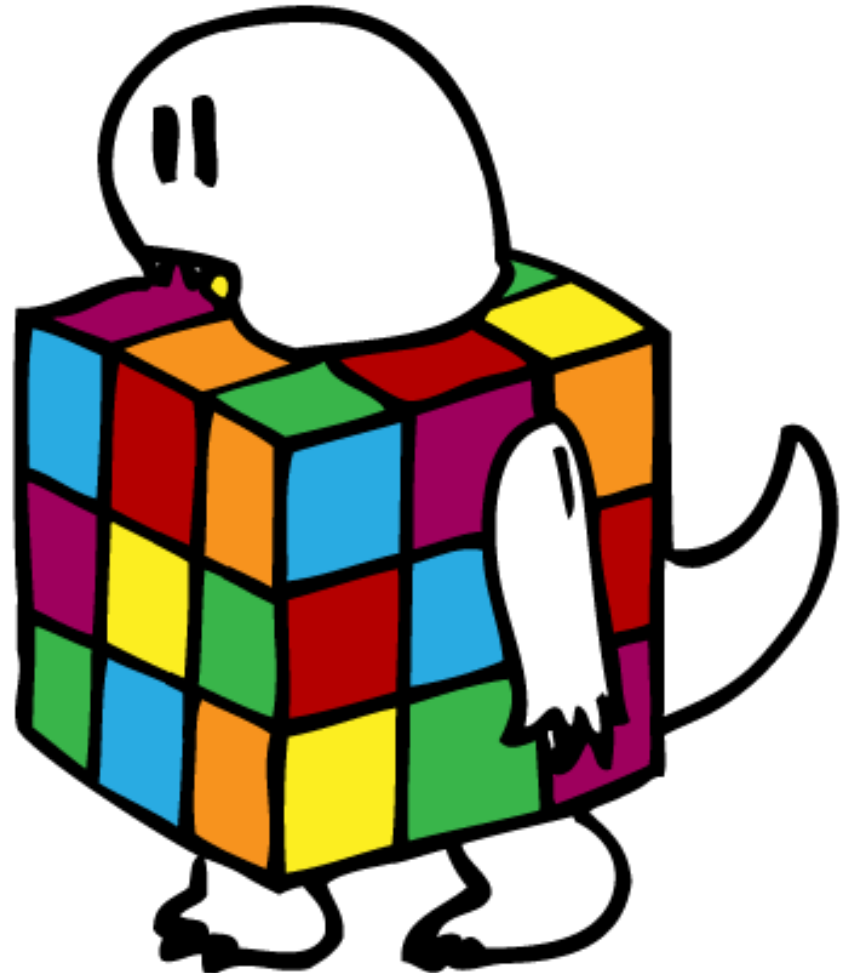


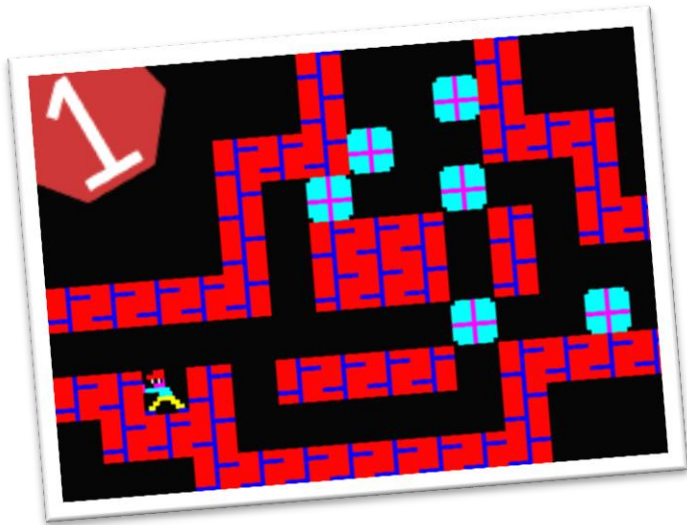
GAME MAKER ONLINE

Les 1 / Sokoban



Vandaag

- Demonstratie: Website “Game Maker Online”
- Zelf aan de slag met Sokoban



DEMONSTRATIE

<http://gm.michelfiege.nl>



Zelf aan de slag

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

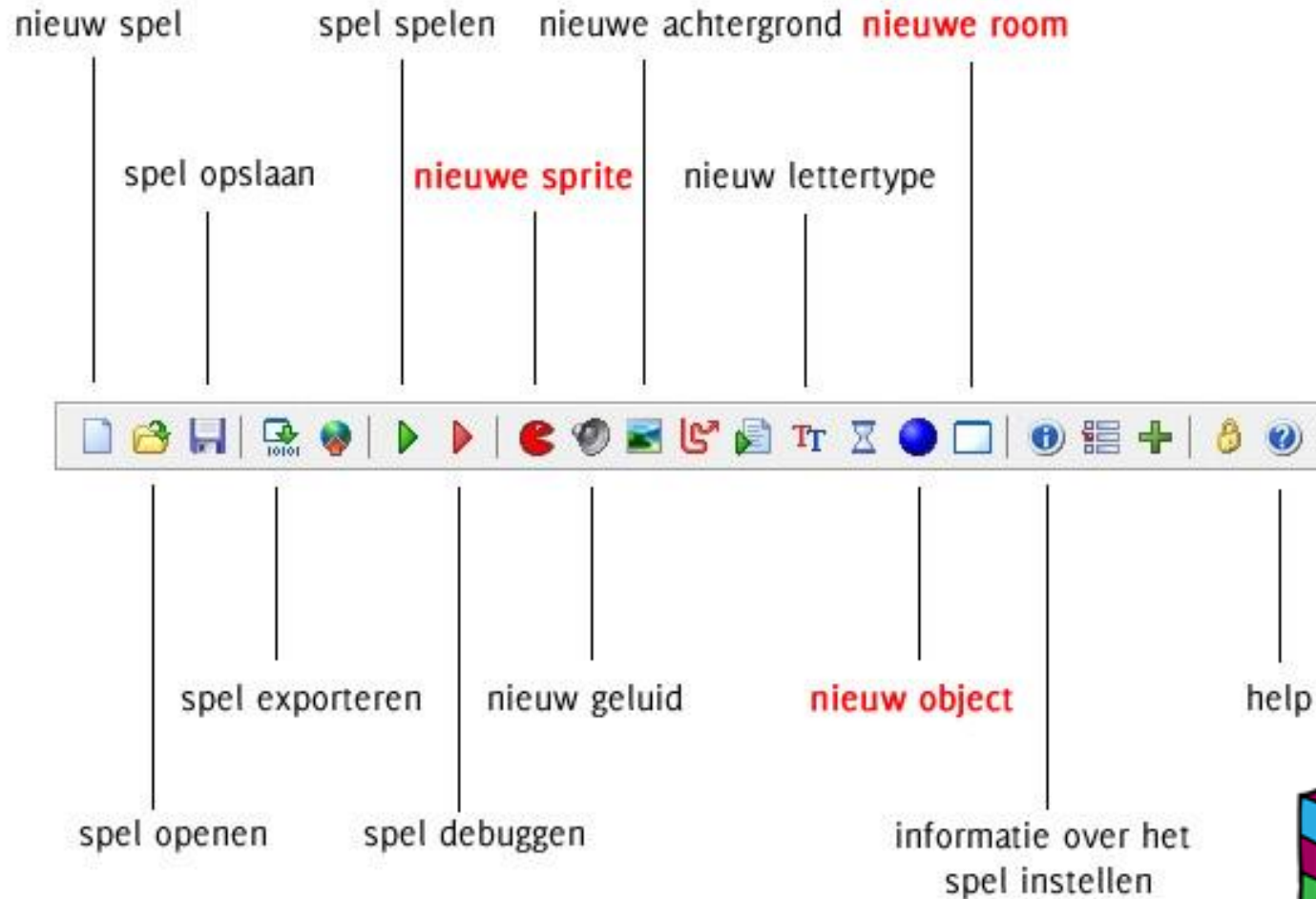
Succes!



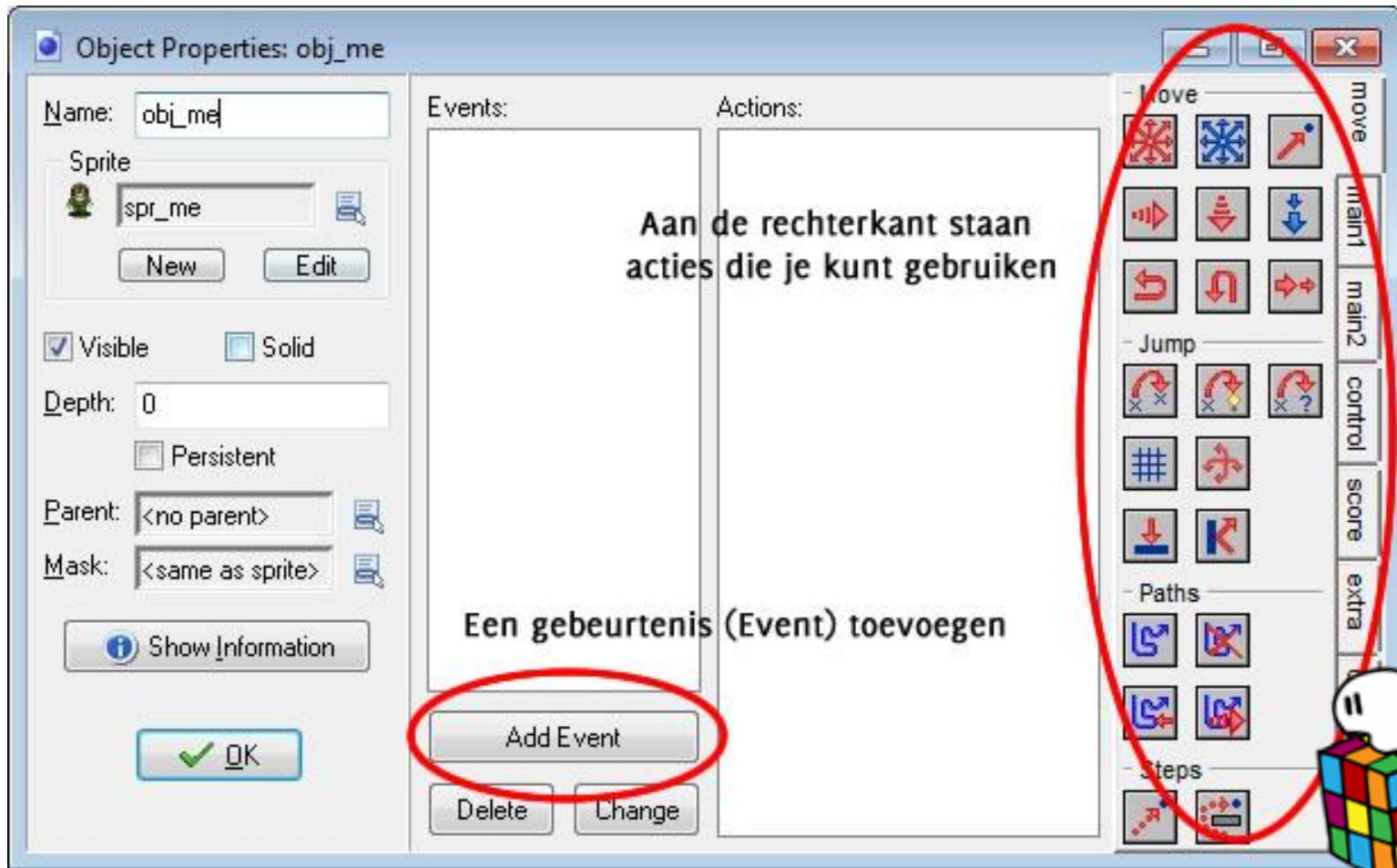
Wat heb je vandaag
geleerd?



Knoppen



Events & actions

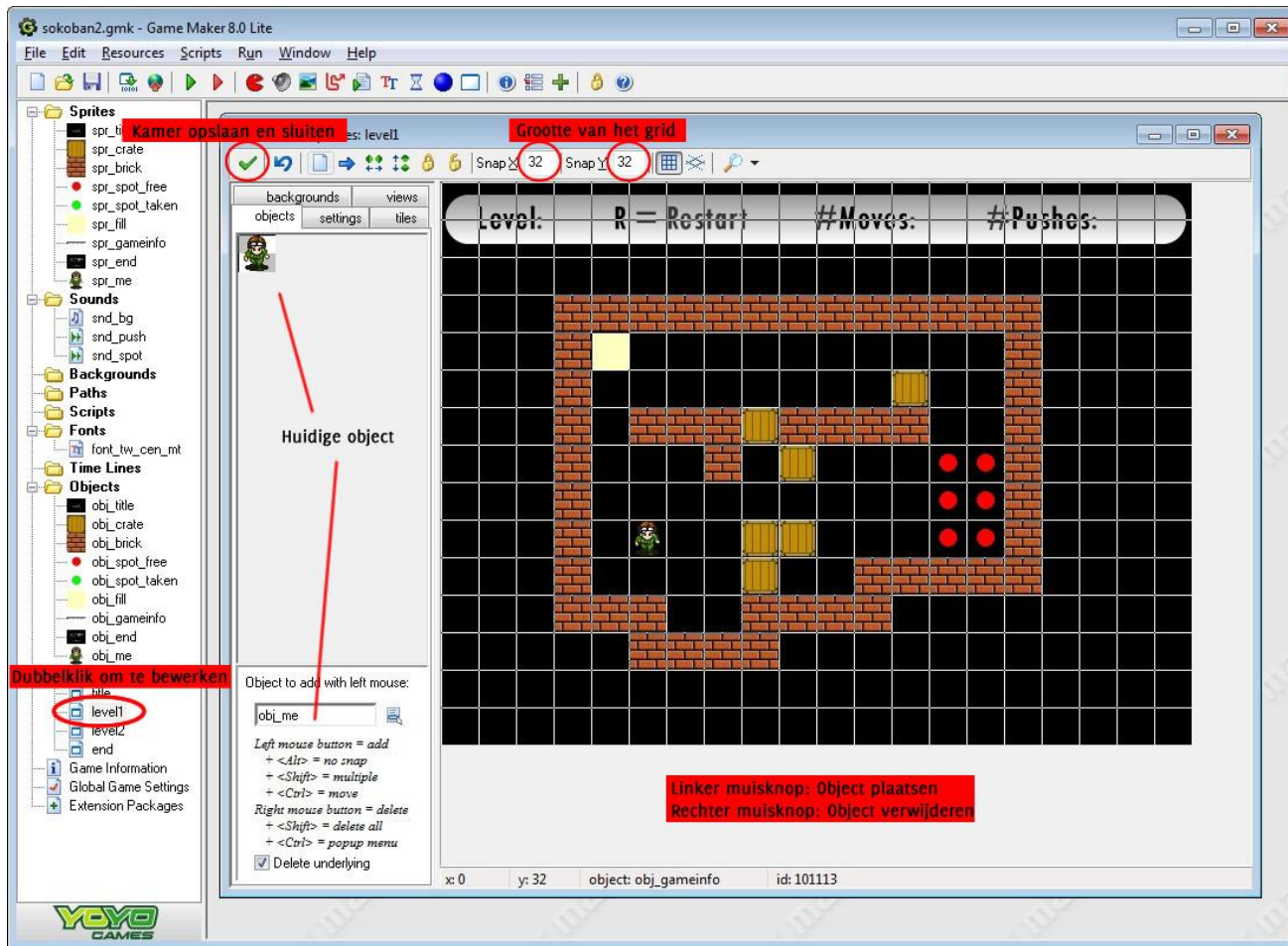


Sprite & subimages

Subimage:



Room & grid



Variabele

Object Properties: obj_me

Name: obj_me

Sprite: spr_me

Visible: Solid:

Depth: 0

Persistent:

Parent: <no parent>

Mask: <same as sprite>

Show Information

OK

Events:

- <Left>
- <Up>
- <Right>
- <Down>

Actions:

- If instance is aligned with grid
- Start of a block
- Change sprite into spr_me
- Start moving in a direction
- VAR Set variable moves to 1
- End of a block

Questions: move, main1, main2, control, score, extra, dr

Code: [Icons]

Variables: VAR VAR VAR

Cartoon character holding a Rubik's cube

Volgende keer...

