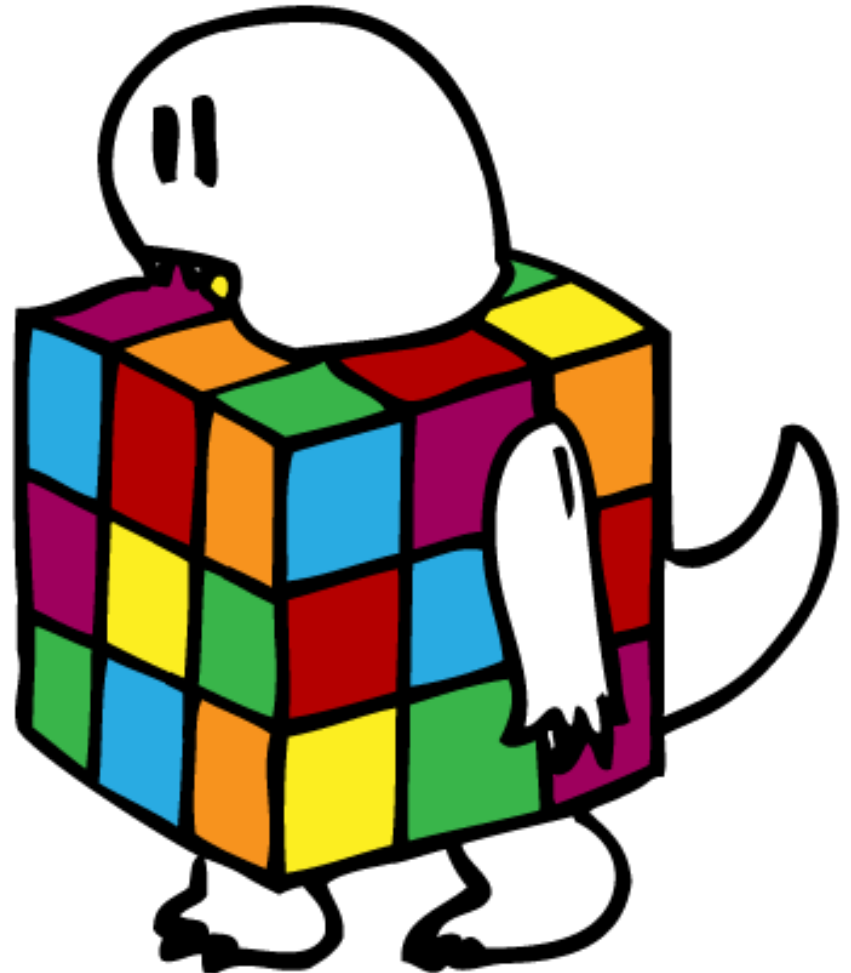


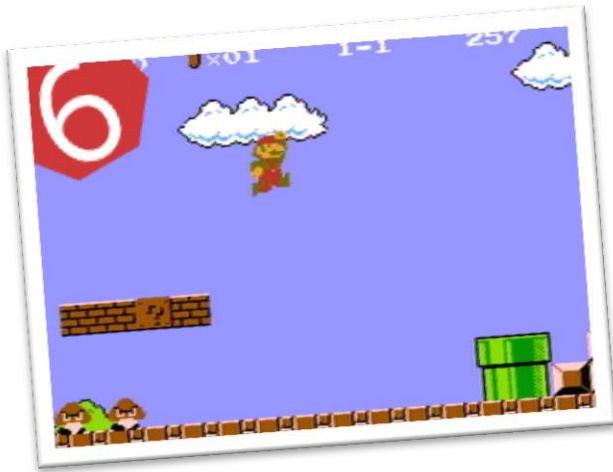
GAME MAKER ONLINE

Les 6 / Super Mario



Vandaag

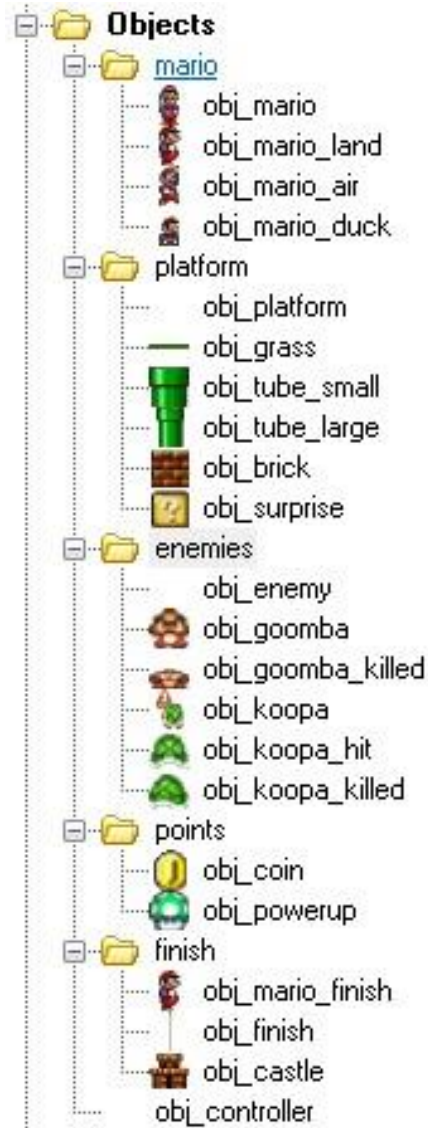
- Super Mario
- Eerst een uitleg van wat er allemaal al werkt
- Daarna zelf aan de slag!



Dus... Wat werkt er al?



Groeperen in mapjes



Room en een view

The screenshot displays a game engine interface for editing a room. The window title is "Room Properties: room0". The interface is divided into a left sidebar and a main central area.

Left Sidebar (Room Properties):

- Buttons: objects, settings, tiles, backgrounds, views
- Checkbox: Enable the use of Views
- View list: View 0 (selected), View 1, View 2, View 3, View 4
- Checkbox: Visible when room starts
- View in room:
 - X: 0, W: 320
 - Y: 0, H: 240
- Port on screen:
 - X: 0, W: 320
 - Y: 0, H: 240
- Object following:
 - obj_mario
 - Hbor: 160, Hsp: -1
 - Vbor: 120, Vsp: -1

Main Area:

- Grid overlay on the game scene.
- Game elements: Mario, clouds, coins, bricks, a question mark block, green pipes, and a Goomba enemy.
- Bottom status bar: x: 300, y: 220, object: obj_grass, id: 100041



Surprise surprise

Object Properties: obj_surprise

Name: obj_surprise

Sprite: spr_surprise

Visible: Solid:

Depth: 0

Persistent:

Parent: obj_platform

Mask: <same as sprite>

Show Information

OK

Events:

- Create
- Alarm 0
- obj_mario_air

Actions:

- If there is an object at a position
 - Start of a block
 - Change sprite into spr_surprise
 - Set Alarm 0 to 5
 - VAR If used is equal to 0
 - Start of a block
 - Create instance of object obj_powerup
 - Play sound snd_surprise
 - VAR Set variable used to 1
 - End of a block
 - ELSE Else
 - Play sound snd_brick
 - End of a block

Move: [Icons]

main1: [Icons]

main2: [Icons]

Jump: [Icons]

control: [Icons]

score: [Icons]

extra: [Icons]

draw: [Icons]

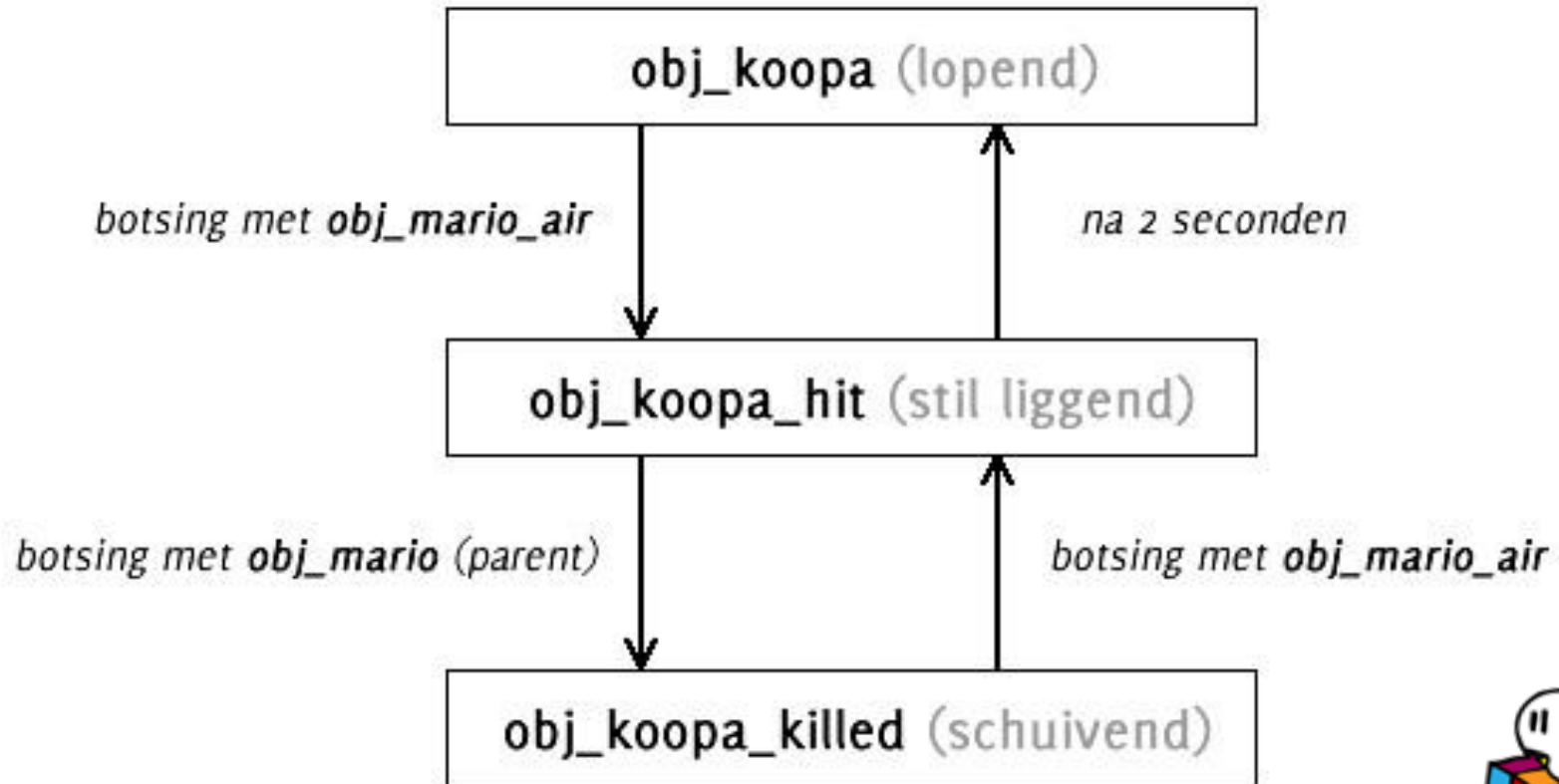
Add Event

Delete

Change



Toestanddiagram Koopa



Aan de slag: Zwaartekracht!



Zelf aan de slag

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

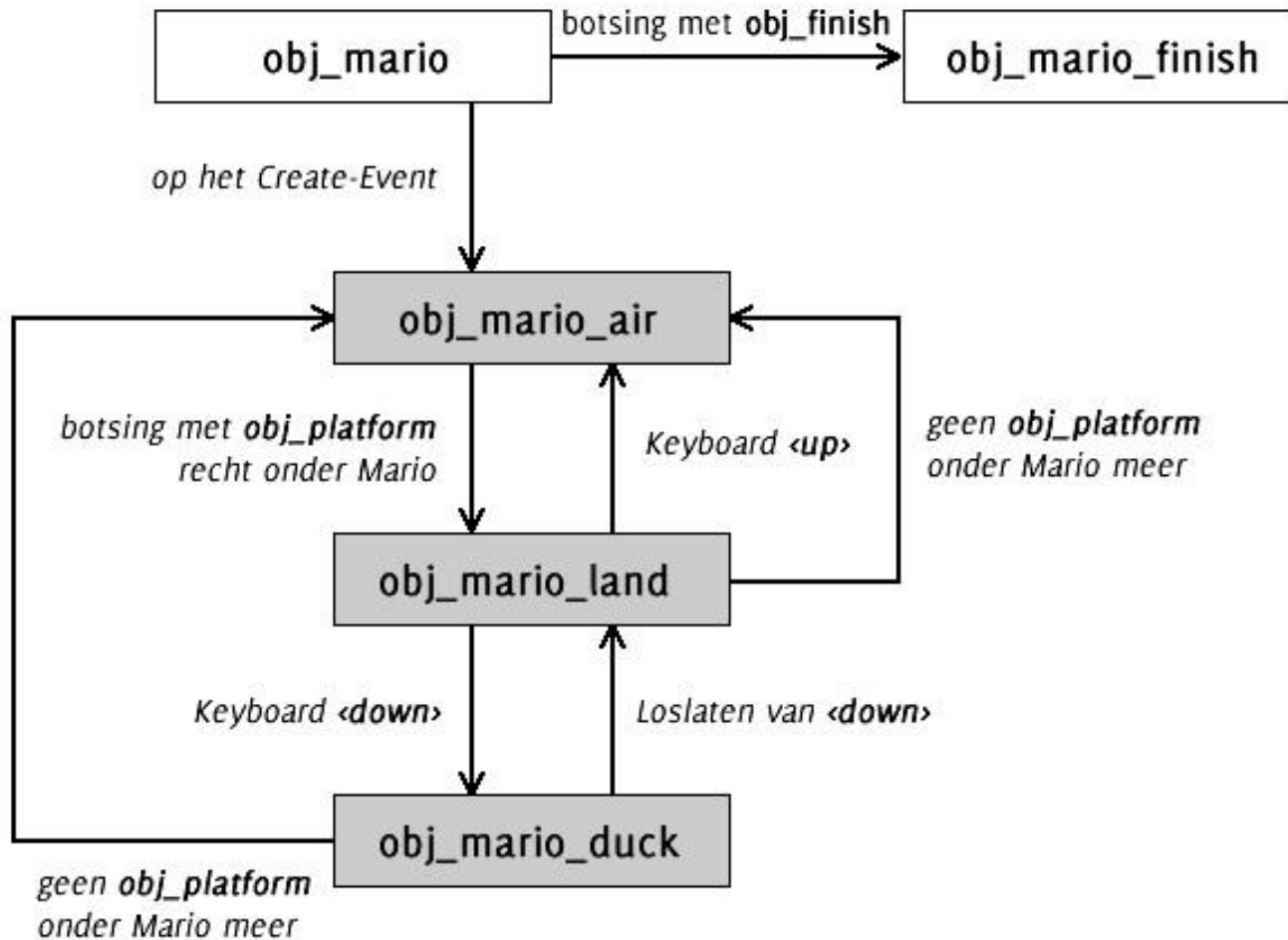
Succes!



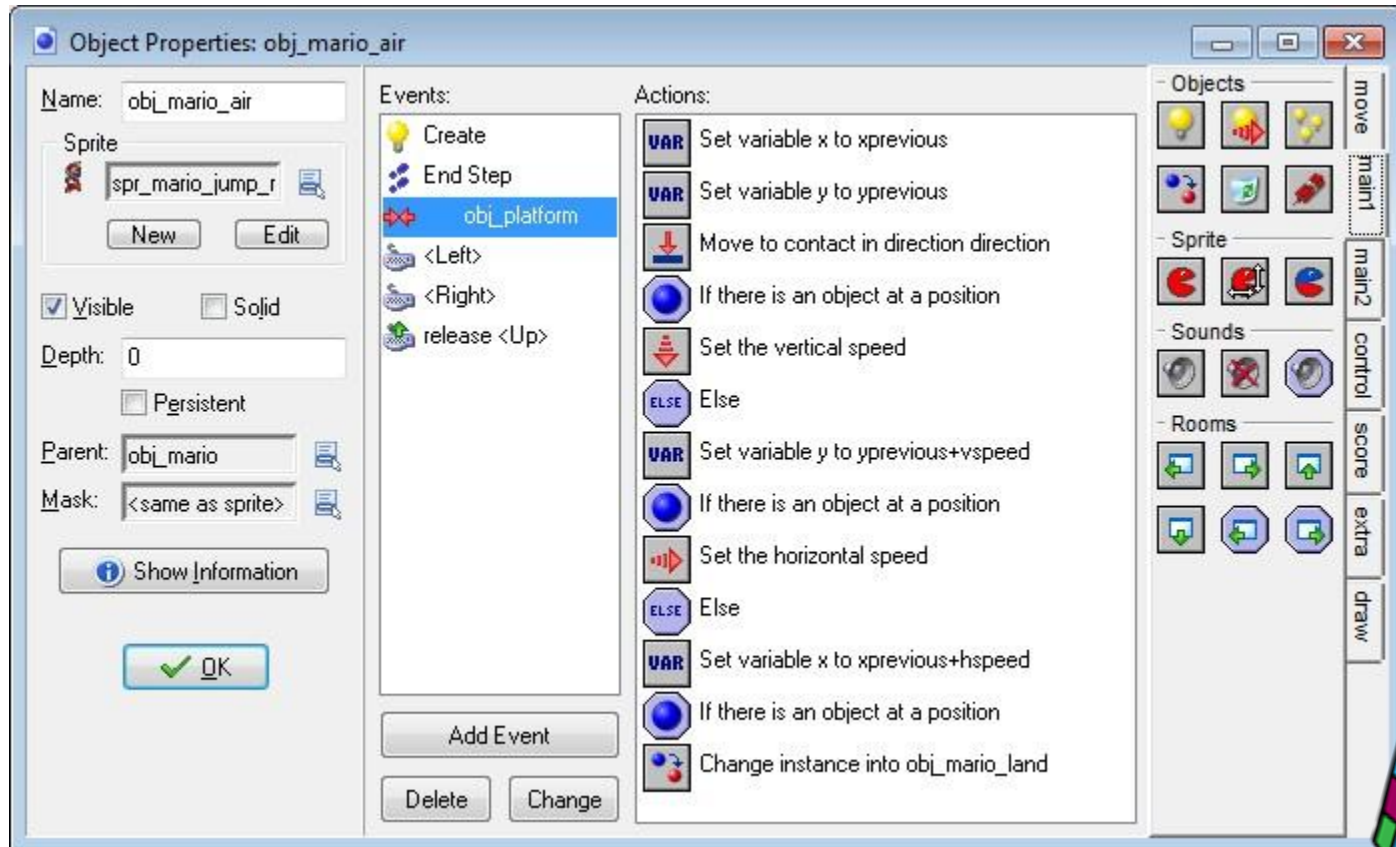
Wat heb je vandaag
geleerd?



Toestandsdiagram Mario



Botsen met platform



Volgende keer...

Beginnen aan eigen spel

