

Exam Review

Important Vocabulary (be sure you understand the following terms and how they are used in GameMaker). Look in past game build projects and GameMaker or use yoyogames.com to see the documentation describing what each of the below does if you are unsure:

Create Event

Step Event

Sprite_index

Sprite Editor

Virtual keyboard input (vk_left, vk_up, vk_right, etc.). Know the code you use to check for keyboard input.

Object

Sprite

Collision Detection

Scripts

Rooms

Project Portion:

-Ensure you understand how to create sprites, objects, background, and rooms in GameMaker.

-Know how to use Photoshop to re-size image assets to appropriate sizes for GameMaker. You must know how to resize backgrounds and images to make your game look good!

-Review multiplayer GameMaker or Unity tutorials if you do not remember your multiplayer game.

-Know how to turn in a GMX file into an EXE application file.

-Understand the basic process of debugging as you no assistance will be given to debug on exam day. Remember- put GameMaker up side by side with your tutorial, go slow and take your time, look at the error code to determine the general location of the error.

Remember common code errors:

If it is early-on in the step event that could mean there is an issue with the create event.

Always have an opening and closing bracket- same with parenthesis. There will never be just an opening bracket or just an opening parenthesis- they must be "closed out".

Watch spelling, capitalization, and semi-colons- they all doing something different!