**Source Code Document**

A source code document contains all of the code within your game. Use notepad to create your source code doc.

-Open notepad and your game side by side- DO NOT USE WORD- ONLY NOTEPAD

-Any drag and drop code can be represented by just a comment- see example

//Gamemaker pre-set button: Obj\_Player in the “Left Pressed” Event - Fixed Movement Left

Regular GameMaker (or Unity C#) Code:

-Copy & paste all code into notepad- **ensure you put // to comment where the code came from** **(see example)**

Example:

// Obj\_Player in the step event

Code copied from gamemaker;

More code;

Sure there’s a lot of it;

// Obj\_Enemy in the create event

Some more code;

Etc;