Exam Review

Important Vocabulary:

Genre

Object

Sprite

Background

Collision Detection

Debug

Project:

-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.

-Review basic GameMaker introductory tutorials if you are unclear on any of the above.

Short Answer:

-Ensure you understand environmental elements and how to describe them effectively- think about our "Walking the Walk" environment assignment.