

Engineering Your Future Exam - GameMaker

WILL BRIDGES

Understand

- I was tasked with creating a game using the software GameMaker. A video tutorial was provided on how to use the software and what type of coding is appropriate for the expected result.

Explore

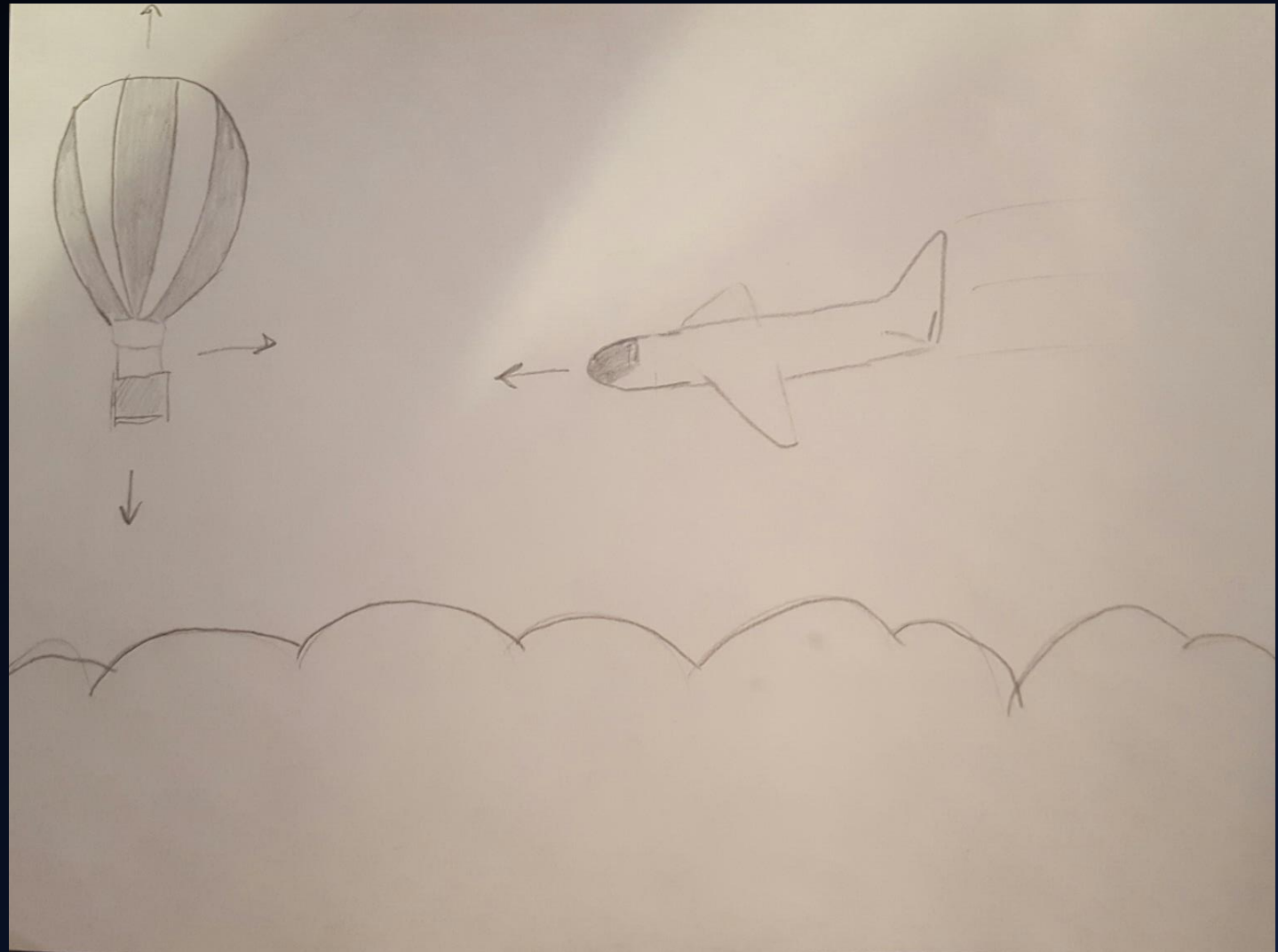
- There were many themes of a potential game I initially thought of making my game out of.
 - Spaceship and asteroids
 - Fish and Sharks
 - Hot Air Balloon and Airplanes

Define

- I decided to go with the air balloon and airplanes as it seemed more unique compared to what other students were creating.

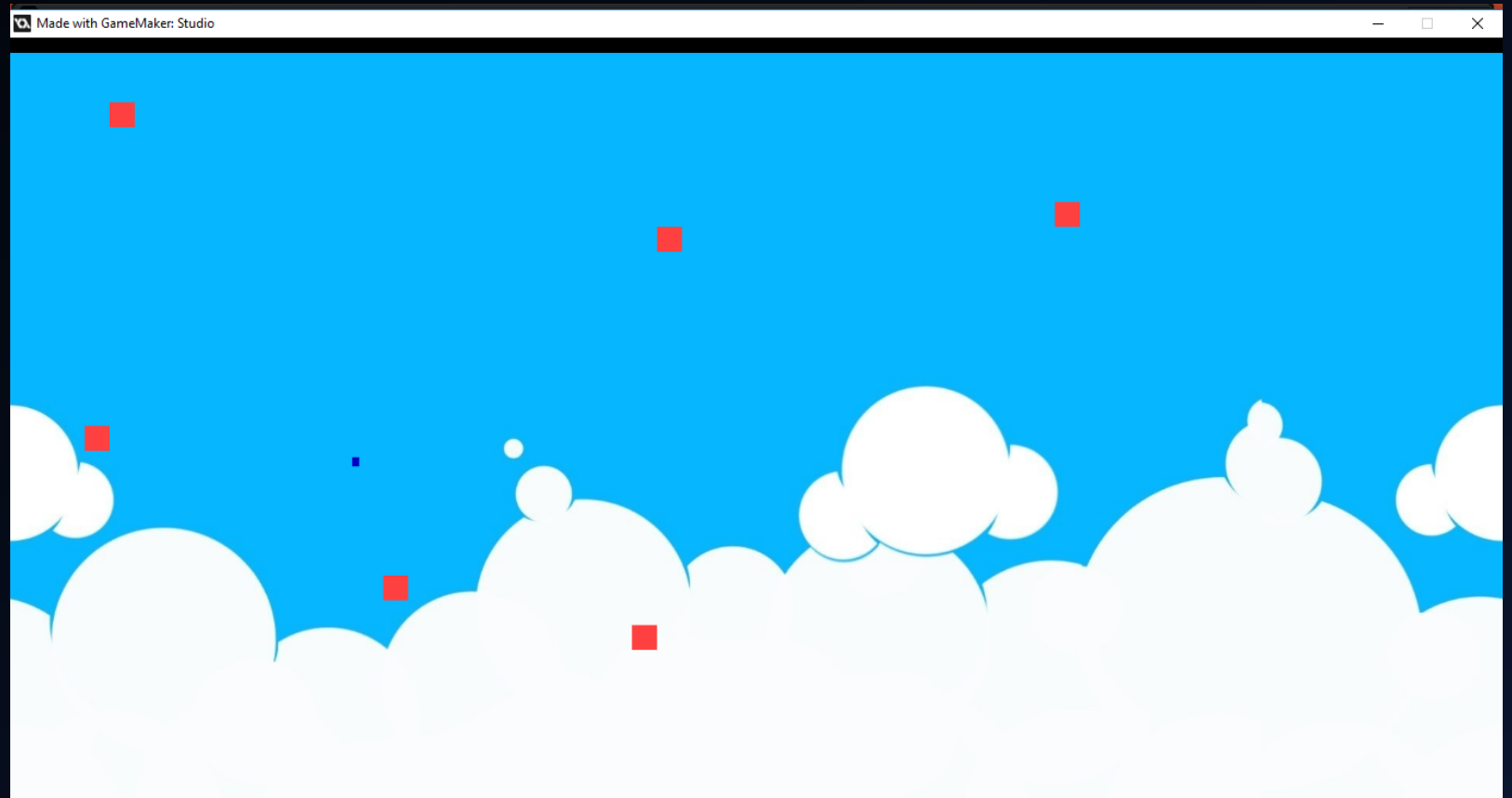
Ideate

This was my initial sketch of the balloon theme for the game.



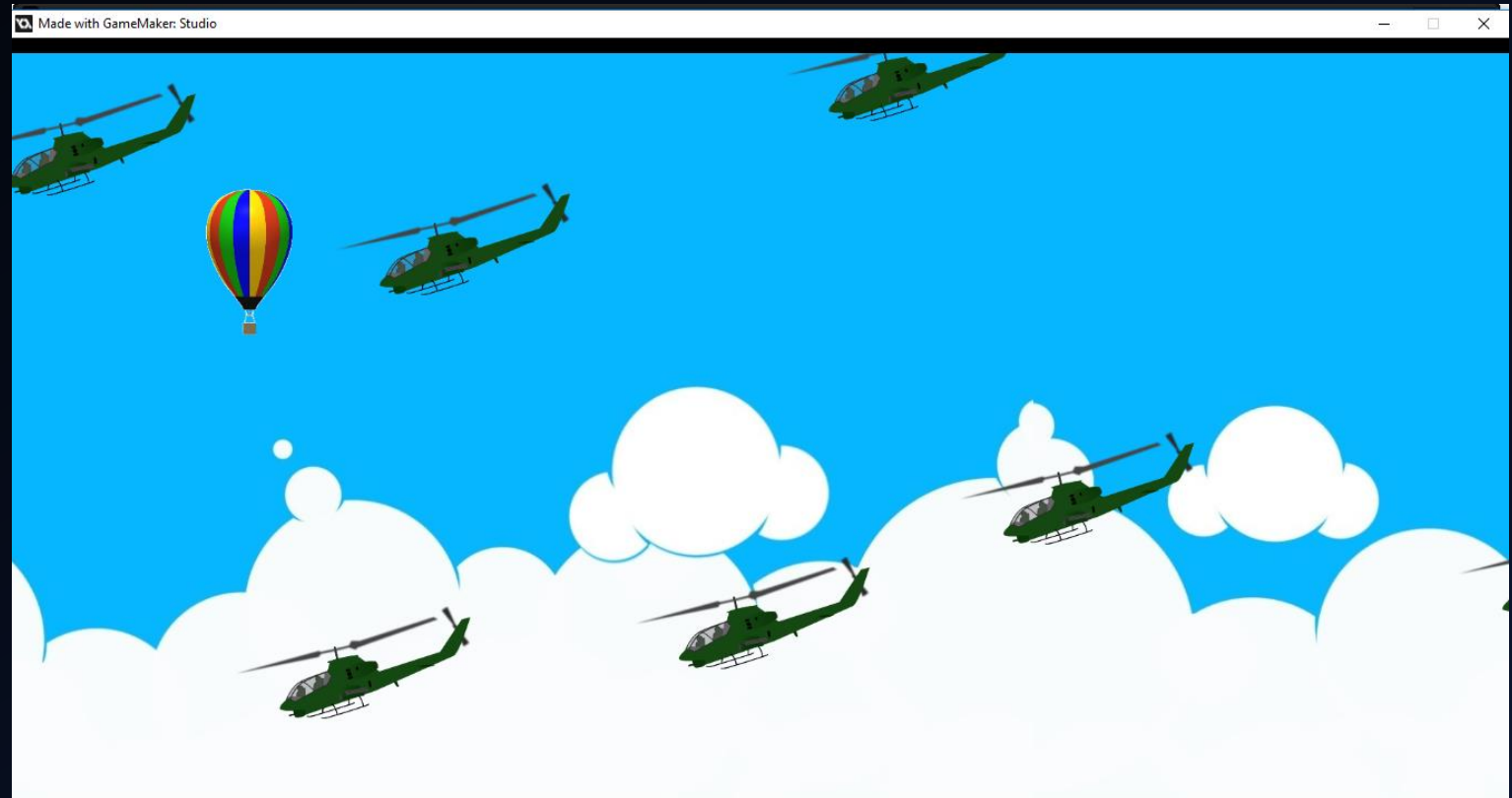
Prototype

- This was my initial design. It is missing the balloon and the airplanes because I wanted to have functioning code before I inserted the sprites.



Refine

- I inserted sprites in place of the blue and red squares seen before, but I decided to use helicopters instead of airplanes, as I thought it would be more interesting to dodge helicopters instead of airplanes.



Solution

<https://youtu.be/Zah6qJEp7JQ>