#### **STUDENT NAMES: DATE: PER #**

#### ***TUTORIAL GUIDE: INTRODUCTION TO GAME MAKER***

**INSTRUCTIONS:** Download this document to your documents folder and save it as ***initials\_introgmt .***Complete it based on the instructions on your tutorial. Your teacher will instruct you to upload it for checking when it is completed.

**VOCABULARY LIST:** Enter definitions in the boxes below.

**game engine**-

**Game Maker**-

**user friendly**-

**drag and drop**-

**global user interface**-

**resource explorer**-

**tutorial window**-

**main form window**-

**forms**-

**CONTINUE ON NEXT PAGE**

**TUTORIAL GUIDE EXCERCISES:** Enter statements in the boxes below based on specific prompts found in tutorials.

**STAGE 1 TUTORIAL GUIDE EXCERCISE**:



**3.**

**1.**

**2.**

**4.**

**5.**

**1.**

**2.**

**3.**

**4.**

**5.**

**STAGE 2 TUTORIAL GUIDE EXCERCISE**: Answer these questions below. How do you open and hide a tutorial window?

What is the difference between simple and advance mode? When you name and save your file, how should you write it? How do you add an action in a properties form?

**CONTINUE ON NEXT PAGE**

**END OF TUTORIAL GUIDE. REMEMBER TO UPLOAD WHEN COMPLETED**

**STAGE 3 TUTORIAL GUIDE EXCERCISE**: In the first unit of your class, you studied problem solving. Identify problems that you encountered while building “Your First Game”. Explain what you did to solve those problems.