Game Maker Lesson1
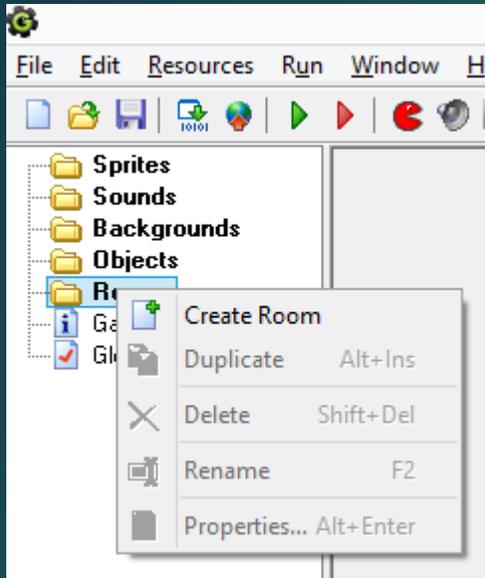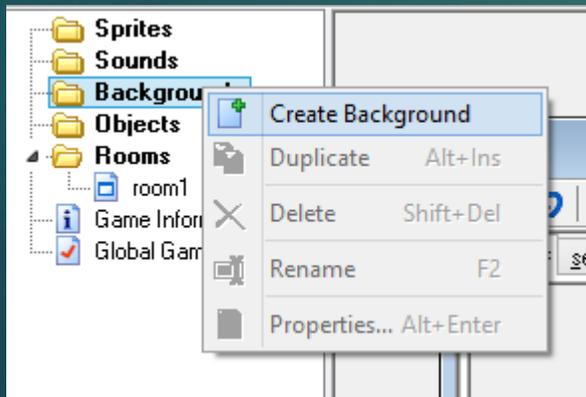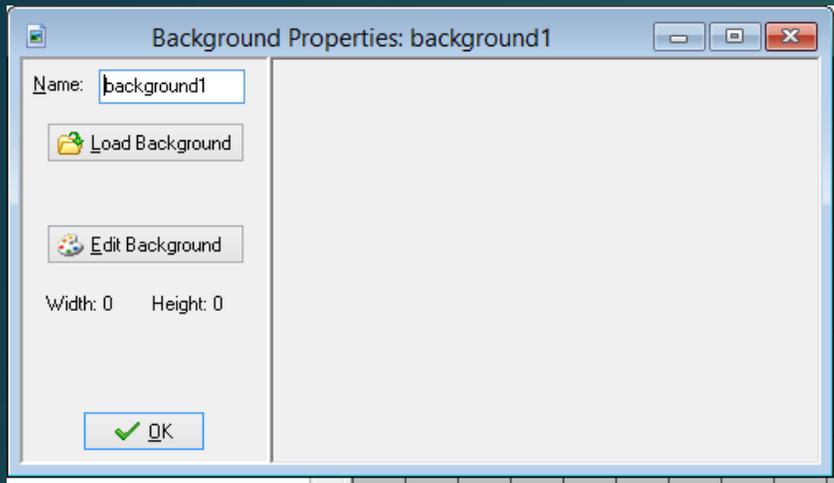
Right-click on *Rooms* and choose *Create Room*
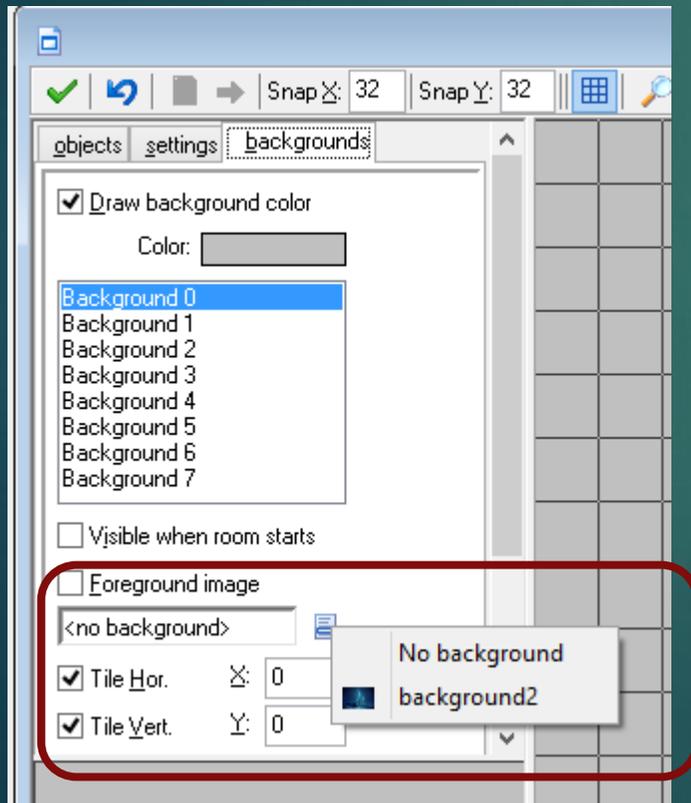
A room is where your game takes place.

Right-click on *Backgrounds* and select *Create Background*
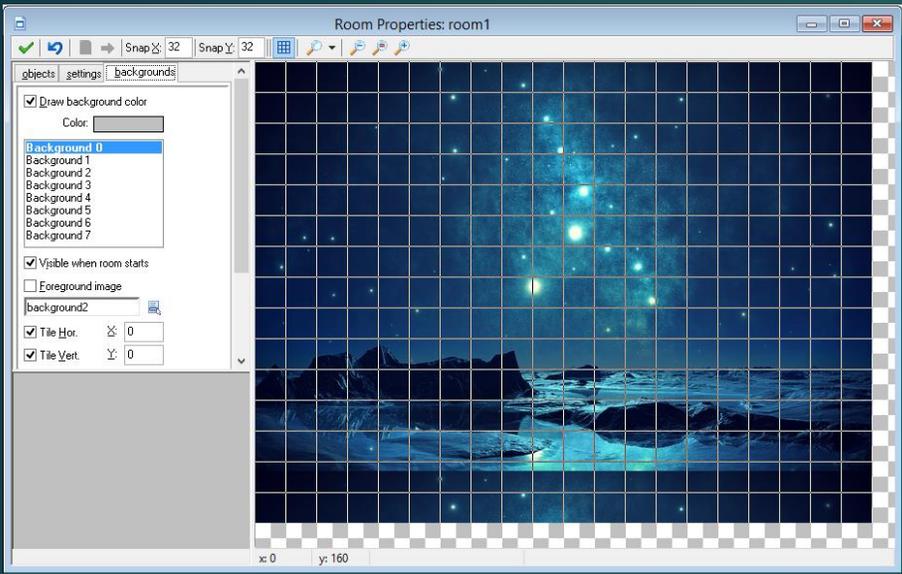
Click on *Load Background* and choose one of the backgrounds provided.
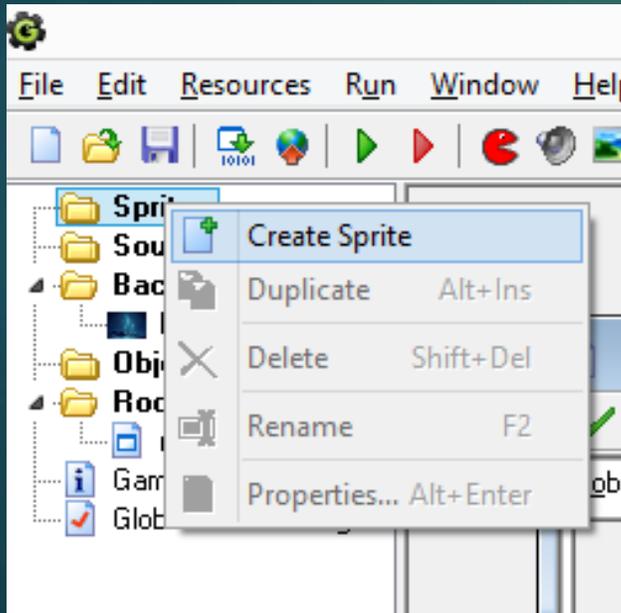
Click *OK*.

In your Room window, select the background you just uploaded to be the background for the room
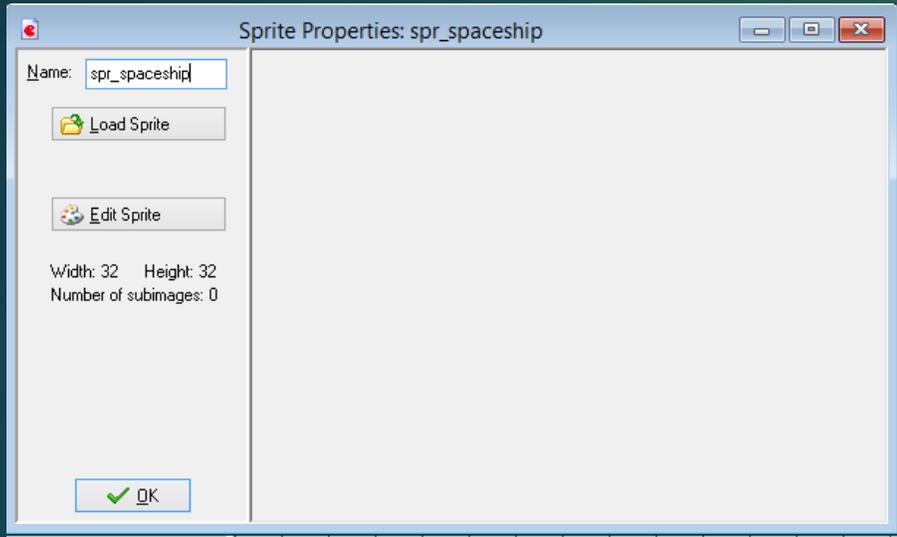
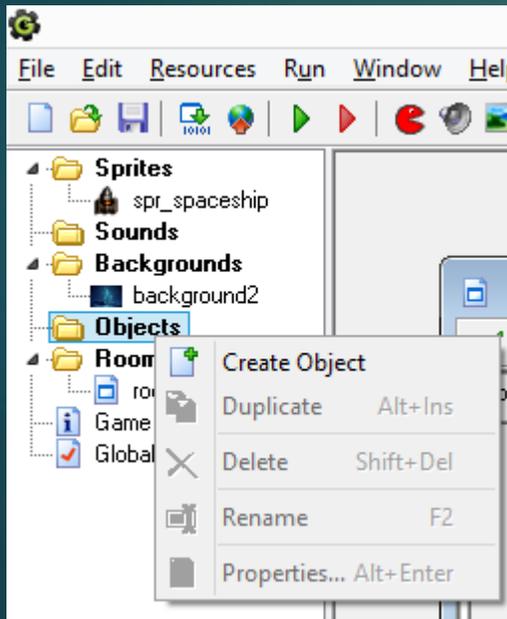Your Room Properties window should now contain the image you told it to show.

Right-click on *Sprites* and choose *Create Sprite*

A sprite is an image that can move around the screen (think of Mario or Pacman).

Rename the sprite to *spr_spaceship*.
Then click *Load Sprite* and choose one of the spaceship sprites.
Click *OK*

Now we need to create the spaceship object.

Right-click on *Objects* and choose *Create Object*.

An object is something that we can program in Game Maker. We will tell that object to use the sprite we created as its appearance.
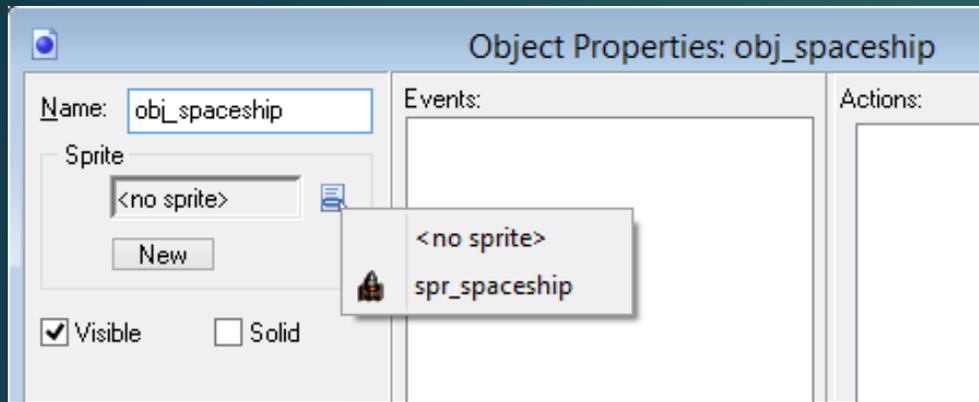
Rename this object as *obj_spaceship* and select the spaceship sprite from the dropdown box
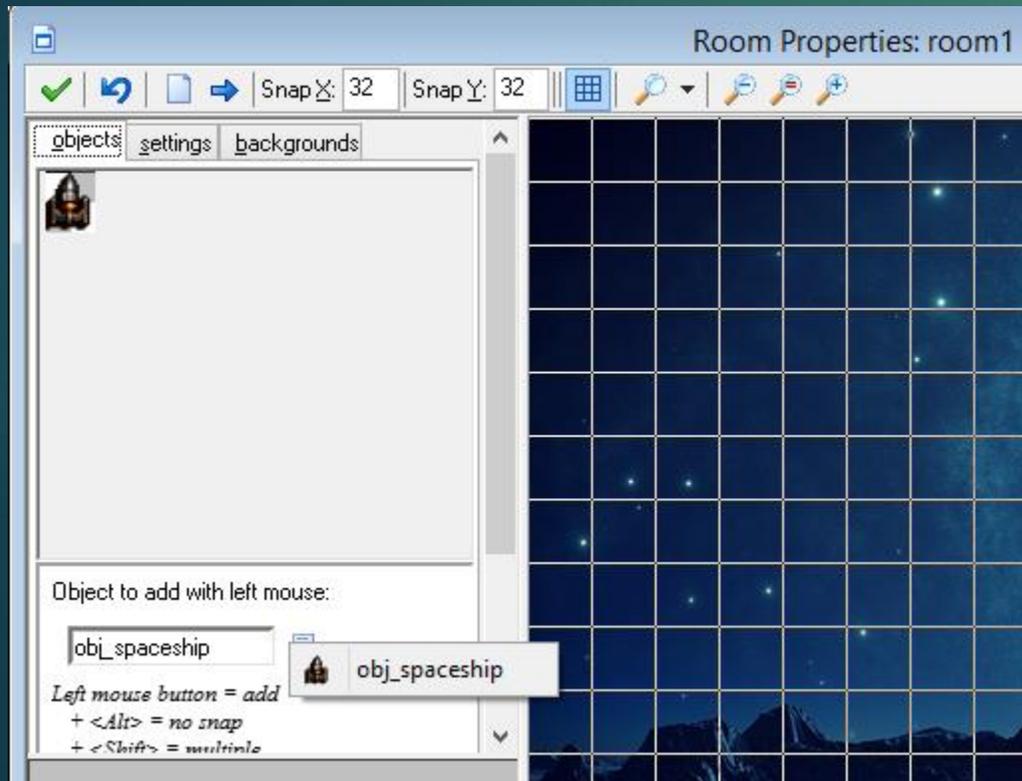
In the *Room Properties* window, click on the objects tab and then with the left mouse button in the background picture, click once to add your spaceship somewhere near the bottom of the game screen.
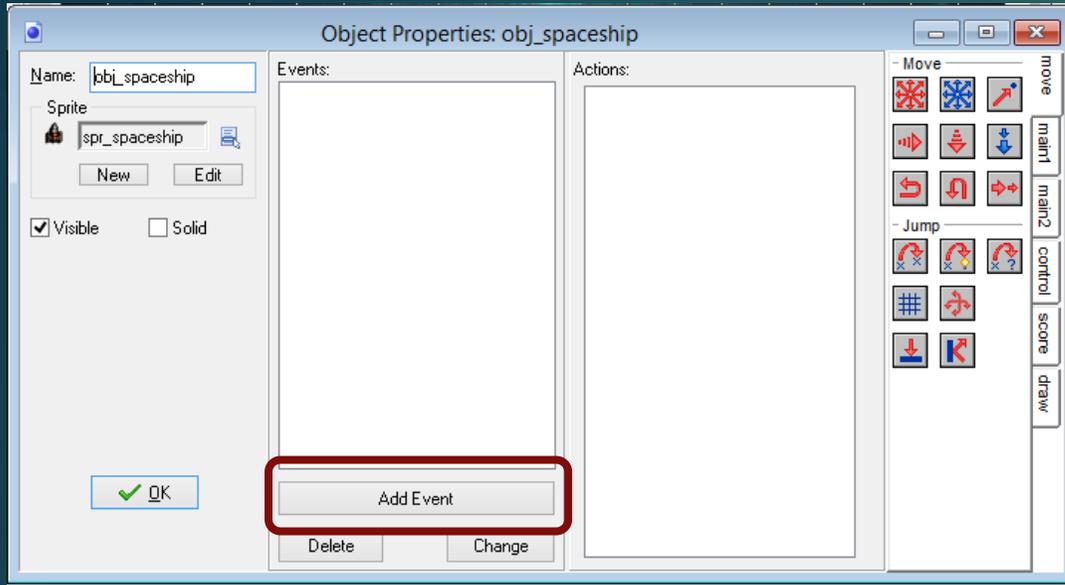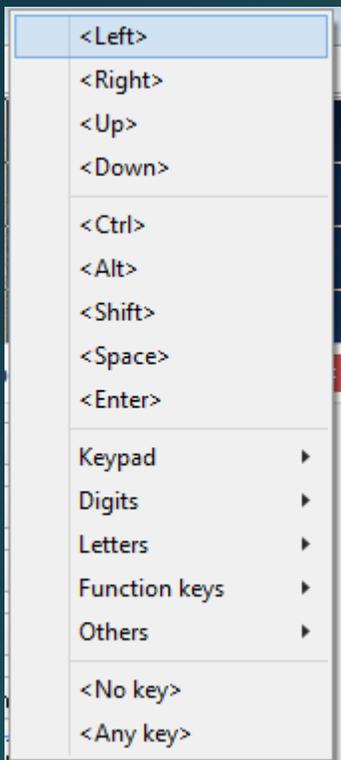
Now we need to make our spaceship move.

Double click on obj_spaceship in the left hand pane and then select *Add Event*.
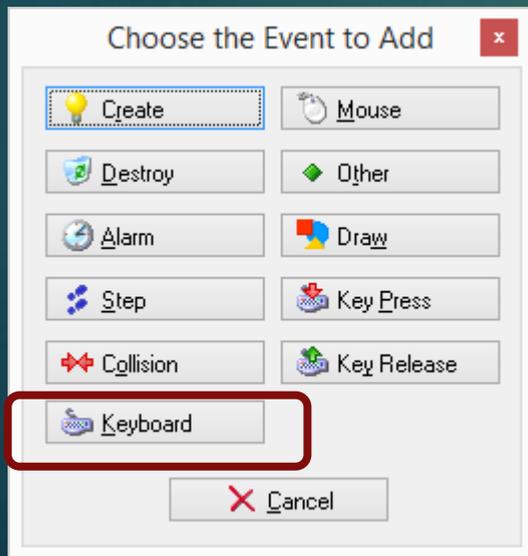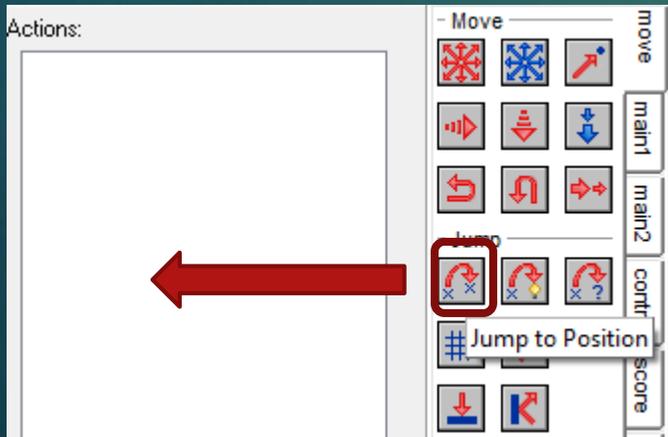
Choose to add a keyboard event.

We are going to make the sprite object move using the keyboard.
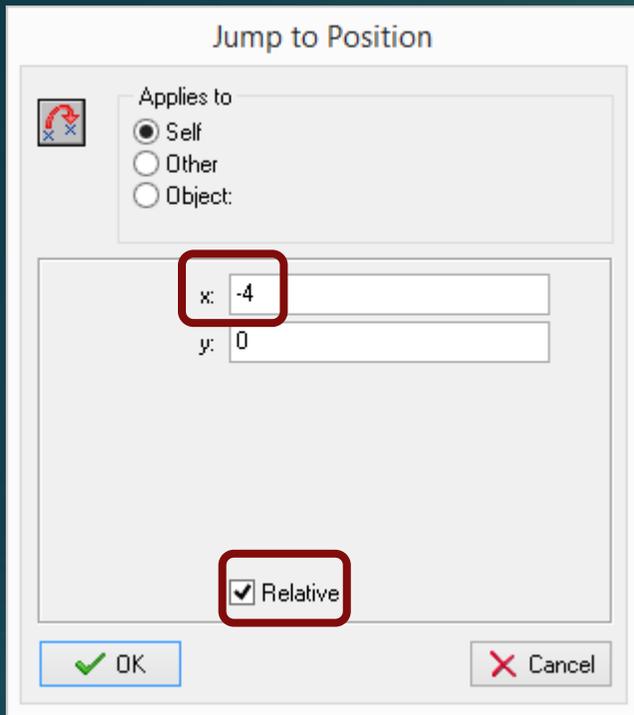
Choose the <left> key.

We are going to make the spaceship move left when we press the left arrow key

When this window comes up, drag the *Jump to Position* icon into the *Actions* window.
This will tell the object to jump in a given direction when the left arrow key is pressed.

Change the x value to -4 which will move the object -4 pixels to the left when we press the button.

Make sure you tick the *Relative* button which means we will move -4 pixels *relative* to where the sprite was before.

Repeat this for the right arrow key but make the x value 4 rather than -4 as we want to move right. Now run your game by clicking on the green arrow and see if you can move your spaceship with the arrow keys.
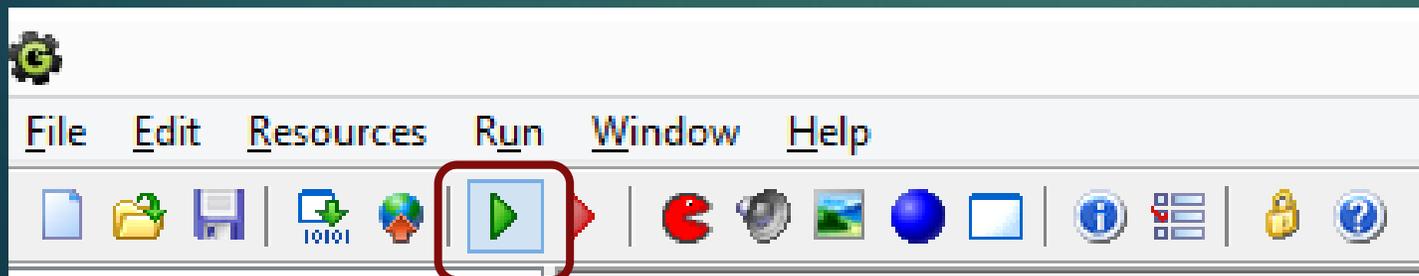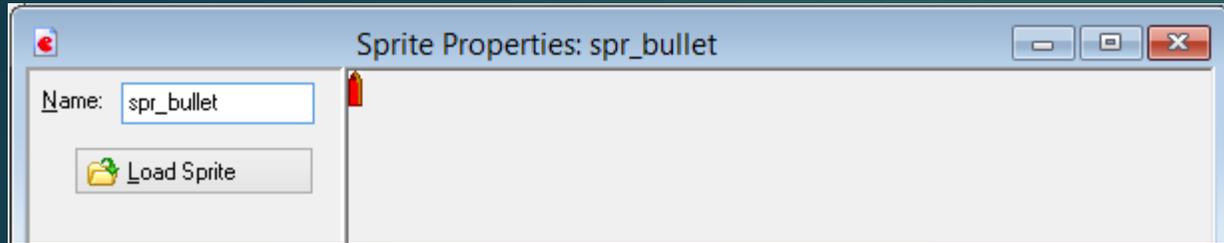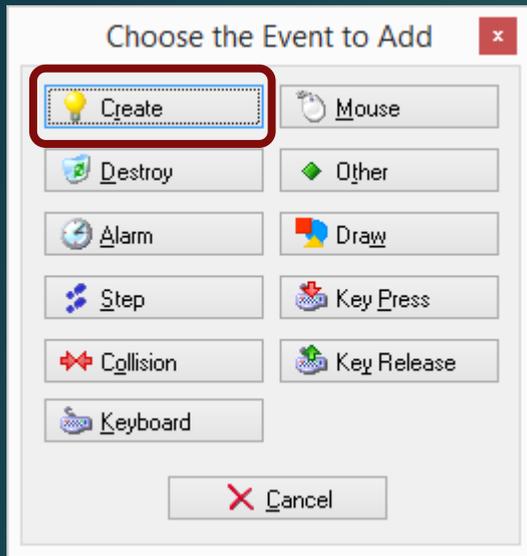
Create a new sprite for the bullet, loading the bullet image like you did for the spaceship. Call it spr_bullet.
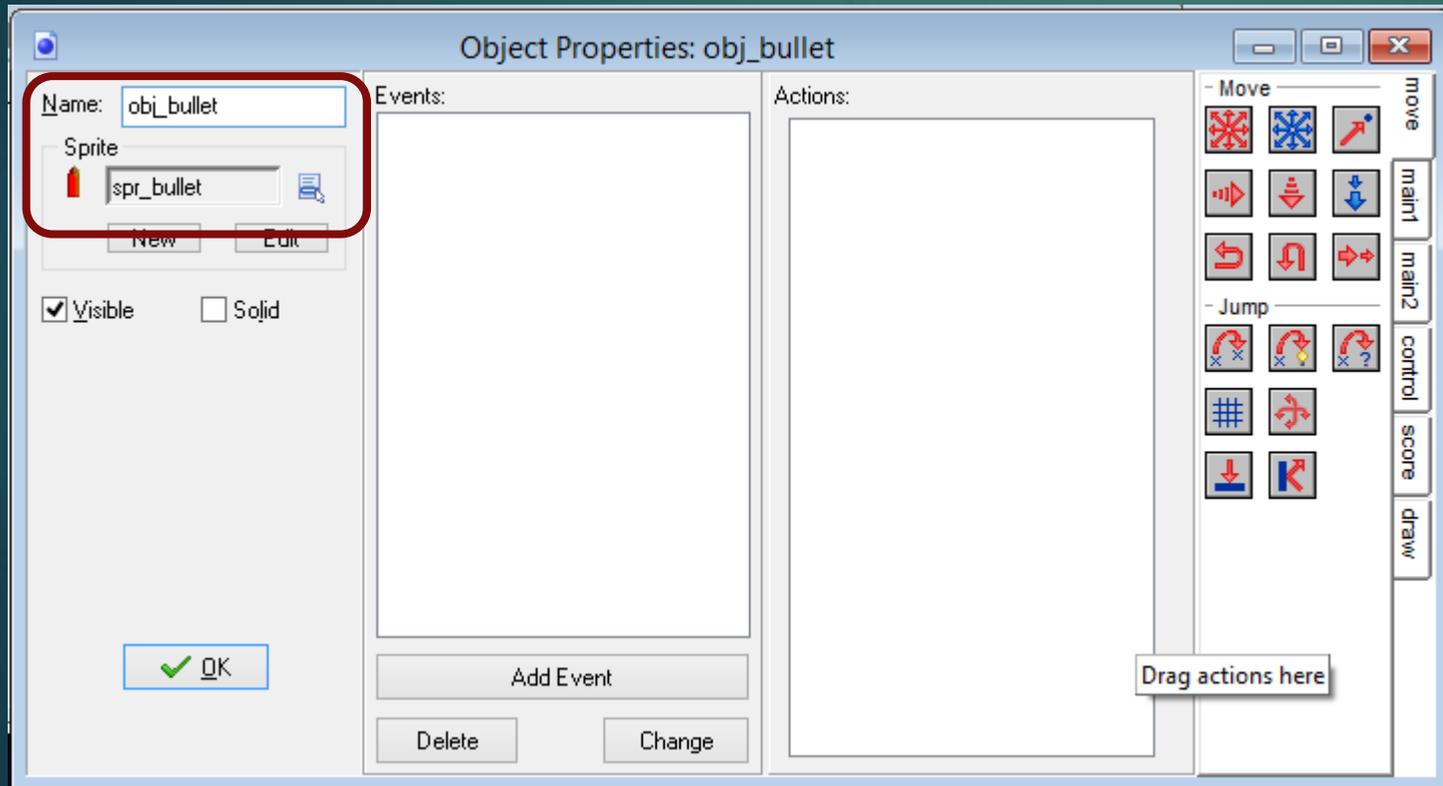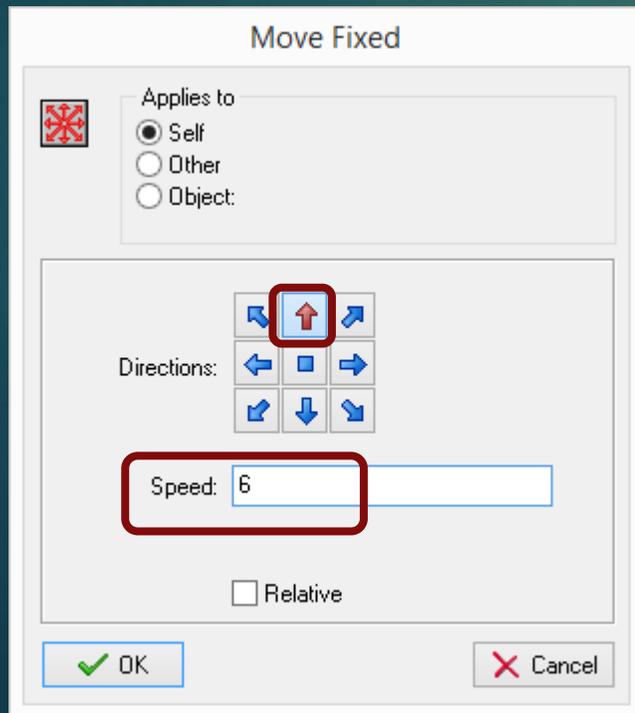
Create a new object for your bullet sprite as before and call it obj_bullet. Select the bullet sprite to be the sprite for this object

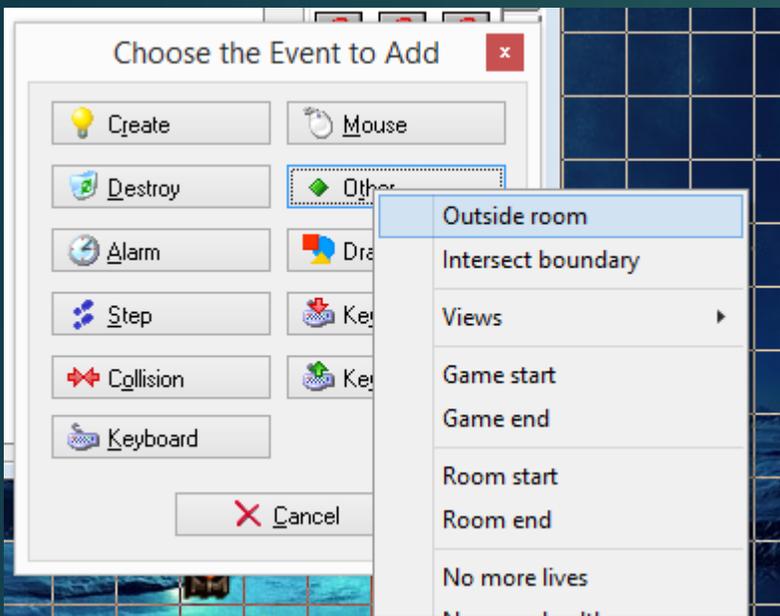Click on *Add Event* and select a *Create* event.

This will tell the game what to do when we create one of these objects.

What we want it to do is move upwards towards the top of the game screen.

Drag a move event into the *Actions* pane and select the up arrow and enter the speed as 6. Then click *OK*.

This will make the bullet travel up at a rate of 6 pixels per frame.

We also need to make sure that when the bullet has left the top of the window (room), it is destroyed. Otherwise Game Maker will keep on calculating its position and if we have thousands of bullets, the computer will crawl to a halt.

So add an Other->Outside Room event.
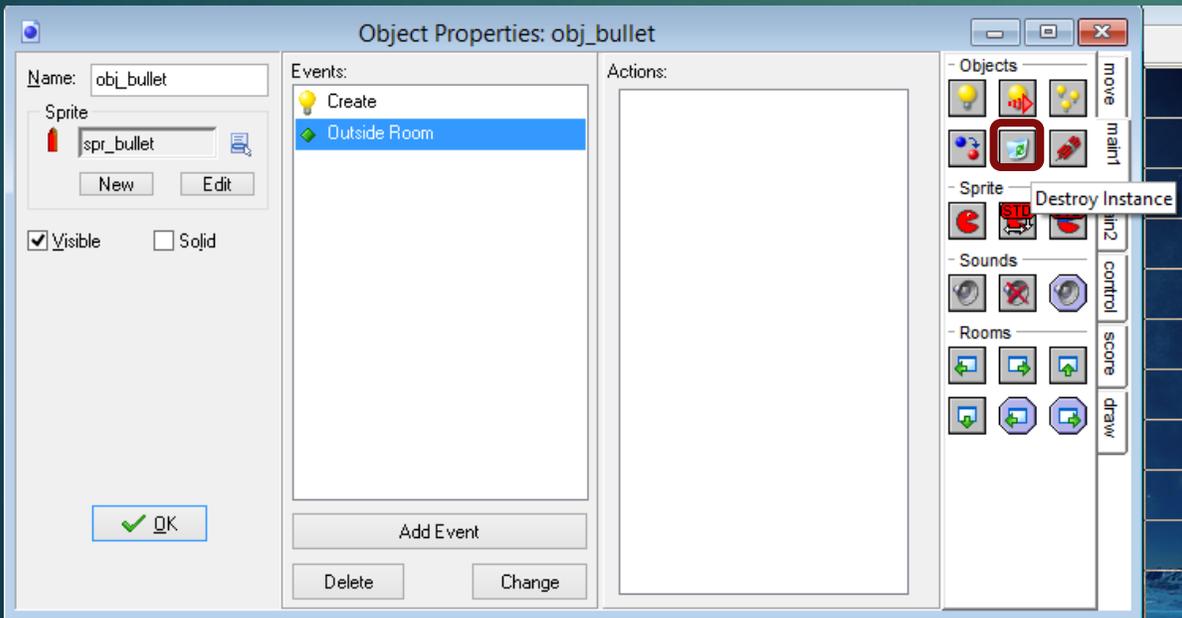
On the *main1* tab, drag a *Destroy Instance* icon into the Actions pane. It looks like the waste paper bin in Windows.

This will destroy the bullet object when it leaves the screen.
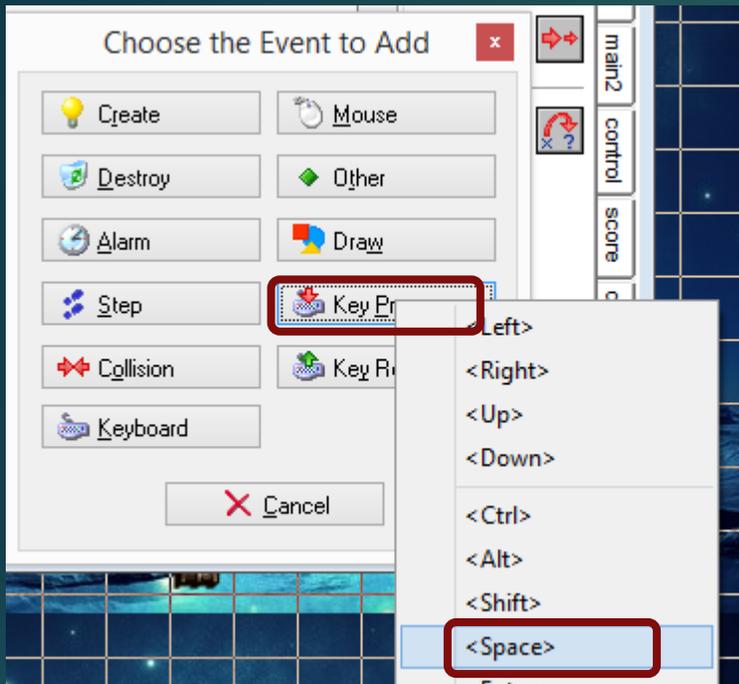
Now we need to make our bullets fire when we press the space bar.

Double click on obj_spaceship and click on *Add Event*. Choose *Key Press* as the event to add and select *<Space>* as the key.
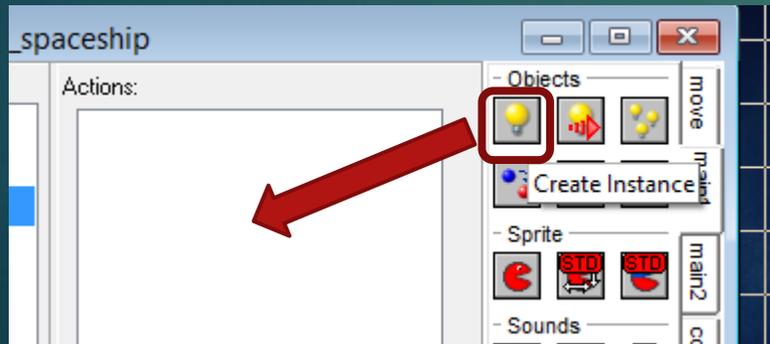
Drag a *Create Instance* icon into the *Action* pane. We are going to create a new bullet when the space bar is pressed.

Remember we've already told the bullet to travel upwards when it's created.
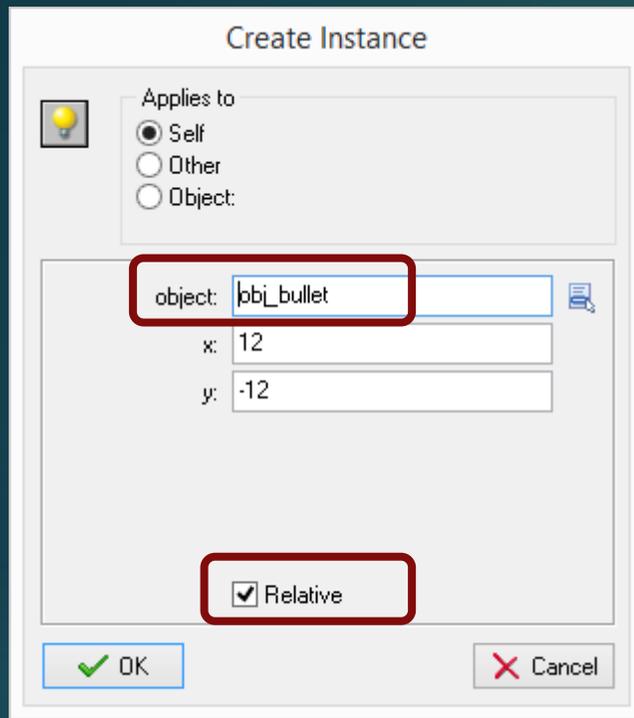
On the Create Instance dialog box, choose obj_bullet as the object and make sure you tick Relative. This will make sure that the bullet appears in the same place as your spaceship.

If you set the x and y values to 12 and -12, the bullet should appear in the middle of the spaceship. You can play around with these numbers to get it perfect though.

Now try running your game and see if bullets fire when you press the space bar….

Next lesson we'll create some enemies to shoot.