Assignment #9 – completing our tool box of skills in Game Maker…..

Each of these skills is worth ten points. I don’t care in what context you use them… perhaps you can show all of them in one room, perhaps there are 10 different rooms with one skill each. The important thing is that you can show them to me relatively quickly – use some shortcut keys if you have to.

I want you to use a combination of: 1. reviewing past tutorials, 2. Researching online (youtube and yoyogames.com are great places to start and 3. Some trial and error on your part to learn to make the following things happen:

1. Make some sort of seeking projectile – not one that is just launched at where you were, but actively follows you (or an enemy?) around the room.
2. Incorporate the mouse pointer into an aiming technique. Crosshairs would be a nice touch…
3. Menus – the ability to customize weapons/armor/status in some kind of GUI
4. Enemies that only chase if you get too close (awareness based on proximity)
5. Animated sprites that can shoot in 8 directions (think Contra – you can shoot up, down, left, right, and all four diagonal directions WHILE running)
6. Boss enemies with separate attack points – think of games where you have to kill the arms/legs/guns/etc before taking down the boss.
7. Animated sprites that change based on which weapon is equipped (I should be able to tell if you’re wielding a hammer or a laser rifle)
8. Interaction with NPCs… I want to see some dialog boxes with different answers you can give.
9. These last three are up to you… I want you to think of some other nifty things we haven’t done yet.
10. See #9
11. See #9

Please ask me if you don’t understand what I mean by these.

That’s right, there are up to 110 points available. You must clear your three custom skills with me by Friday, 4-12-2013. The completed game is due Monday, 4-15.