

Genius Hour Project

What is your project about?

Our project is about making games with GameMaker, we are helping each other when we have problems with our games.

Why did it appeal to you?

It appealed to us because we wanted to figure out how to make games. We have always been interested in games and have always wondered how to make the games that we see.

Content and skills

The skills include:

- Programing (To allow things such as movement into the game)
- Art (Sprite Making)
- Creating a log to show process (Our blog)
- Problem Solving (You can get many errors while creating the game)
- Math (Graph, x, y, speeds)

Where are you now?

We are at the point where we are all almost done our games, we are logging our progress on [our blog](#).

I'm doing well on my genius hour project. I have a free play mode complete with moving enemies, allies and a scoring system to allow you to either win or lose. You can also test your skills in free play by decreasing your amount of allies and increase your opponents' amounts; or vice versa. I have a save system too. This includes 2 different kinds of saving, story and free play. Speaking of the story, I have started my story. This only includes 2 levels, but I now where it's going to go as well as what I need to do to get there. I should be done by this week or over the weekend.

- Jarrod

Well, I am doing well on my *Genius Hour* project. I have created most of the sprites, and most of the backgrounds are finished. I like to write in Comic Sans because it makes people cry. I've had a few problems here and there, but I am doing well so far. My game is called "Crystal Puncher", because it is a game where you punch crystals. Simple! If

you'd like more information, check my page on our blog. It has more information there.
Thank you!

-Alayna

I'm doing well on my genius hour project, I finished 1 game, Cat&Mouse, where there are orange blocks(CATS), and You,the mouse(GREY BLOCK). You are trying to avoid the cat, but cats spawn(appear) every few second, and more and more spawn until you lose. Your score goes up every second, and every 50 second, a cheese spawns, which gives you an extra life.

My second game is Attack of the Burgers. There is a McDonald box on the top of the screen, and it constantly spawns burgers out of it. The Burgers, if it is on top of you, pushes you down. There are Pop (Soda) on the bottom, if you touch it, you lose. I finished making the burger, McDonalds, and the player. I still have to do the collisions and the Pop, but i am pretty much done.

When i finish this game, i plan on messing with HTML5, because if you do it that way, you can play it on ANYTHING as long as you have a browser, and internet connection.

- Johnny, the master of masters

Right now in my game I have done much of the basic things but I still need to fix some of my characters attributes so that he can attack the enemies, stop getting stuck in places, going through walls and have a health bar. My enemies still have no gravity so the float also I need to make them attack my character. I also need need to make a boss to fight at the end of the level. There will be only one level in my game because it is my first one but if i make another game it will probably be more advanced.

- Jadyyn

If you could give us any feedback, that would be great!

We would like to know if:

Our games appeal to you

How effective the blog is

If you'd ever use Game Maker to create your own game

What would a good way to present be?

LINKS:

[Our blog](#)

[Game Maker 8.1](#)

[GameMaker Studio](#)