Confirmed	Shaun's Notes	Tutorial topic ($5+ add your own!)	notes (keep it short, do not extend column width)	Total	Votes - $5+ Patrons only (your names as they appear on Patreon, comma separated)
Fast Done		Platformer - Jumping	Jump, coyote time, jump buffer	8	Pierre Mandia, Edgar J, Bernardo Espanol, Lucas Hallquist, David Jackson, Lone Mountain, Hector Marshall, Tyler McIntyre
Fast Done	Right mechanics a fundamental, not very complex solution	Rebuilder & Scaling Fullscreen & Windowed	Rebuild menus to avoid resolution artifacts/blurred images, free texing	8	Bernardo Espanol, Lewis Hammond, Edgar J, Lone Mountain, Ian Bass, Finn Truman, Aiel , James Dargette
Fast Done	Fast Done - Sprite Animation is a fundamental, not very complex solution	Sprite Animation	Sprite animation, sheets, frames, etc	8	Bernardo Espanol, Lewis Hammond, Edgar J, Lone Mountain, Ian Bass, Finn Truman, Aiel , James Dargette
Done!		Platformer - Animations	[redacted]	6	Guillermo Castillo, Chris Jones, Nicholas Smith, Wayne Kimlett, Bernardo Espanol, Lewis Hammond
Done! Aiel		Room Transitions	[redacted]	5	Dario Silva, Mike Schaeffer, Edgar J, Bernardo Espanol, Lewis Hammond
Thinking!	Nice one to bring in, fiddly to make acceptable. Issue has extra links with 'slice'	Using DTXP to access and update a database	adds the ability to access values in a high score board	6	Owen Morgan, Chris Martin, Piero Mandia, Lewis Hammond, Grzegorz Galek
		RPG Series	Nice project idea, a classic, you've helped me some	5	Mike Schaeffer, Eric Fridenbaer, Turner Pugeda, Maciej Budzek, Finn Truman
Done!		Melee attack & collisions	Very useful for pretty much every game ever	7	Bernardo Espanol, Joseph Mizzaro, Maciej Budzek, Trevor Hoebeke, Aiel, Ed Farias, Lewis Hammond
Done!		Pause function	[redacted]	6	HeadWeed, Mike Schaeffer, Chris Martin, Jason Ames
Done!		Saving & Loading 2	[redacted]	4	Matthew Humphries, Mike Schaeffer, Bernardo Espanol, Eric Fridenbaer
Done!		Platformer - Variable Jumping	[redacted]	4	Jason Ames, Bernardo Espanol, James Whalley, Edgar J
Done!		Platformer - Variable Jumping	[redacted]	3	Bernardo Espanol, Lewis Hammond, Finn Truman
	Very nice a straightforward contribution or something (may add to this also	Matrix	Very powerful and helpfull regards to manage things	4	Matthew Humphries, Edgar J, Bernardo Espanol, Lucas Shuckain
		Platformer Grabbing and pushing crates	complex in our platform (ropes), useful for any 'pushing crates' ...	4	Aiel, Bernardo Espanol, Maciej Budzek, Lewis Hammond
	Interesting, very useful.	Building rooms with isometric perspective	Height mapping, collision meshes and basic stacking from tiny to bottom-up	4	Dev Elizabitle, Patrick Land, Maciej Budzek, Lewis Hammond
		Platformer - Ladders & ropes	useful for most platform work	5	Chris Jones, Kenneth Kline, Edgar J, Lewis Hammond, Ed Farias
		TSPD - Movement System	Interesting and pacey with a certain large and moving 3d	4	Eric Fridenbaer, Mike Schaeffer, Maciej Budzek, Finn Truman
		Space Shooter Base Mechanics	Nice! Nice movement! Nice!	6	Mike Schaeffer, Piero Mandia, Trevor Hoebeke, David Bibb, Ed Farias, Lewis Hammond
		Using 'do_grid' for Random Terrain Generation	Using a _grid array can create, to make the world for an FPS	4	Tyler McIntyre, Maciej Budzek, Lewis Hammond, Finn Truman
Done!		Menus & Options	[redacted]	3	Sophie Sera, Owen Morgan, Bernardo Espanol
Done!		Platformer - Ladders	[redacted]	3	Bernardo Espanol, Edgar J, Finn Truman
		Platformer - Vertical Platforms	Always handy and keep on working, interesting behaviour	3	Bernardo Espanol, Edgar J, Brian Cotter, Aiel
		Grid Turn Based Game Series	Fundamental mechanic, different rules, tests, pathfinding, handling (dependency) items	3	Grzegorz Galek, Tyler McIntyre, Maciej Budzek
	Might do this following a video on dynamic cameras from bass guitar	Top-down, gun movies, separate from player	Normally what you have in your hero gun game	3	Trevor Hoebeke, Lewis Hammond, Tyler McIntyre
		Platformer - Slopes	Which platformer do big a bad	3	Trevor Hoebeke, Lewis Hammond, Finn Truman
		Using Sprite with Gamemaker	Nice! Nice! Nice!	3	Tyler McIntyre, Lewis Hammond, Jason Skibitten
		Shooting platformer enemies	Nice to have and well explained, yes, aim is large that may when you aim! Maybe about Crosshairs, 3d bonus/tips	3	Angel Rodriguez, Patrick Land, Jason Ames
		Chasing & jumping platformer enemies	Nice to have and well explained, yes, aim is large that may when you aim! Nice! and Nice! and Nice! and good to go! Nice! when you are in range	3	Bernardo Espanol, Tyler McIntyre, Jason Skibitten
Done!		Enter Level Sequence	[redacted]	2	Alexandre Tavares
Done!		Platformer - Moving Platforms	[redacted]	2	Bernardo Espanol, Finn Truman
		Top-down shooter outdoor open world	Classic isometric/third person/aim open world	2	Larry Lawrence, Angel Rodriguez, Danya Dereshin, Trevor Hoebeke
		Universal Slow Motion	Action game slow mo	2	Kenneth Kline, Bernardo Espanol, Tyler McIntyre
		Pause, Menu and Gamepad pause support	A useful general menu that can be combined and replaced to gamepad that least a pause menu	2	Bernardo Espanol, Maciej Budzek
		Conversation trees	Handling conversations, selecting conversation options, scrolling/paging trees, dynamically adding/removing options based on previous choices, scrolling thousands of options	2	Finn Truman, Aiel
		Platformer - Swinging Rope Physics	Useful! Use this and you can totally be Indiana Jones	2	
		Side Scrolling Space Shooter (Finite)	Upcoming classic, some ai, various mechanics, wide level design	1	Piero Mandia
		Top-down view - character 1st	Popular view, on the edge of Isometric	1	Aiel
		Texture pages/ Texture Flushing	Great thing, very. Have to centralize them. Have to implement them in different ways.	1	Bernardo Espanol
		Multi layered parallax scrolling background	Multiple background layers in any of each, where the closer RARE they move, the slower they move and vice versa give the illusion of distance.	1	Aiel
	Different per SDK	Extentions - SDK's	Extentions are a great way to add functionality to your game, and the extentions ecosystem is very fun adding or combining the engine or mechanics	1	Dan Fridlen,
	Not presently visible as I don't own a Mac :(	Developing for iOS from a VM on Mac	Developing for iOS from a VM on Mac, Apple makes it difficult, but it can be done, and getting the iOS/Android ecosystem ground out has a lot to offer	1	Jason Skibitten
		Equipping Items	Inventory/Equipment management in a typical Inventory/ Item/ Equipment/ Character system	1	Finn Truman
Done!		Platformer - Moving Items	[redacted]	1	
		Liquid splatter on surfaces	Use blood splatting and leaving on the ground or any other surface in the game	1	Aiel
		Profiling in Game Maker	Using the new debugger	2	Dan, Ed Farias
		Cutscenes	Cutscenes are a great way to tell the story/ to create a break in/navigation, showing various actions, showing dialogues, cut-taking scenes/ back to gameplay	1	Finn Truman
		Introduction to Online Multiplayer	Intro to the concept, explain basic theory	1	James Dargette
		Cutscenes	Nice! Nice! and Nice! Nice!	1	Finn Truman
		Shaders	Shaders are a powerful tool, Shaders are the answer, a could platter and then move to a real shader or a mean creating a Prototype of a function	2	James Dargette, Finn Truman
		Enemy Waves and Formation	Enemies in waves, Enemies are the answer, a could platter and then move to a real shader or a mean creating a Prototype of a function	1	Ed Farias
		calculating new angle of bouncing objects (shots)	Calculating the new angle and angle bouncing shot, whether a ricochet wallbounce, ca	1	Jason Skibitten