

One Man Miltia using Game Maker Studio

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ABSTRACT

This review paper describes the working of the plat former shooting game developed using Game maker studio 2 (GMS) engine. GMS 2 is the latest incarnation of game maker. It is everything you need to take your idea from concept to finished game. With no barriers to entry and powerful functionality, game maker studio 2 is the ultimate 2d development environment.

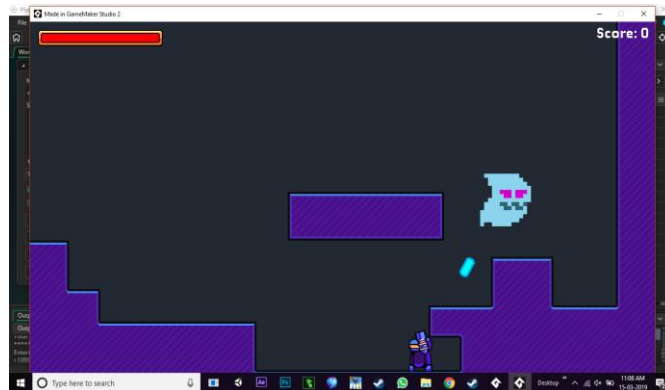
Keywords: Game maker studio, 2d graphics.

INTRODUCTION

Shooting games have always been popular among gamers. From Call of Duty to Battlefield these games have a great craze among youths as well as all other age groups. When talking about US Population 27.5% of the gamers like to play shooting games, second most favorite genre among US citizens is action games [1]. More than half of the games are played on Personal Computers. However, talking about mobile devices, there is less craze of mobiles games among the gamers. Most of the games released for mobiles either don't allow users to control the game smoothly or the game fails to run on devices because of high end graphics.

GAME CONCEPT

The concept of the Game is very simple, the objective of the game is to destroy the enemies and best the high-score. The Main Character is the small bear carrying weapons to kill the enemies. The Enemy Shadow continuously chasing the player and shoot to the direction of the player and these are controlled using Artificial Intelligence Algorithms. Enemy follows the trail of the hero trying to kill him. With Every bullet shot towards the hero the life of the hero decreases. Once we clear first wave enemy generate into multiples according to the waves. As this is a 2D game so to make it more interactive and to properly use both of the X and Y axis of 2D plane.



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ABOUT GAME MAKER

Game Maker Studio (formerly Amino until 1999, Game Maker until 2011, Game Maker until 2012, and game Maker: Studio until 2017) is a cross-platform game engine developed by Yoyo Games. Game Maker accommodates the creation of cross-platform and multi-genre video games using a custom drag-and-drop visual programming language or a scripting language known as Game

Maker Language, which can be used to develop more advanced games that could not be created just by using the drag and drop features. Game Maker was originally designed to allow novice computer programmers to be able to make computer games without much programming knowledge by use of these actions. Recent versions of software also focus on appealing to advanced developers [2, 3].



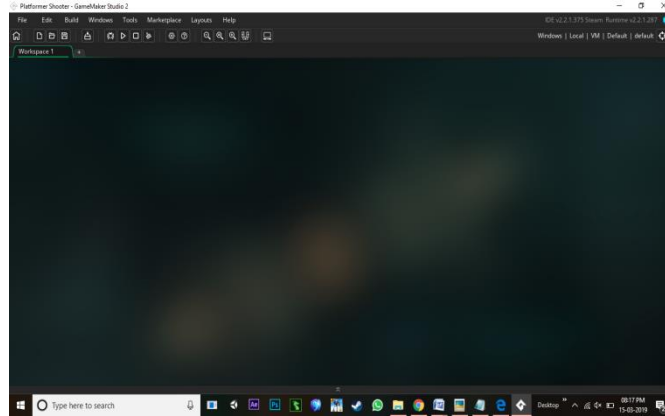
GAME MAKER LANGUAGE

Game Maker is a game development software application written by Mark Overmars in the Delphi programming language. It is designed to allow its users to easily develop computer games without having to learn a complex programming language such as C++ or Pascal. For experienced users, Game Maker contains a built-in scripting

programming language called "GML", or "Game Maker Language".

Workspace

Game Maker studio 2 will take you to the initial workspace with some basic windows docked to the IDE. In general, the workspace is simply an area where you can organize the different resources of your game while working.



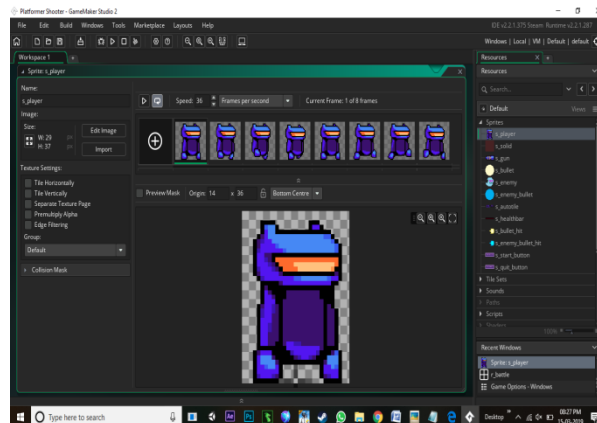
EDITORS

Game Maker Studio 2 has a number of different editors which you can use to add, remove and edit the different resources that your game requires. In the course of development, you will need to use some – or even all – of these editors, and remembering what everything does can sometimes

be a bit [3].

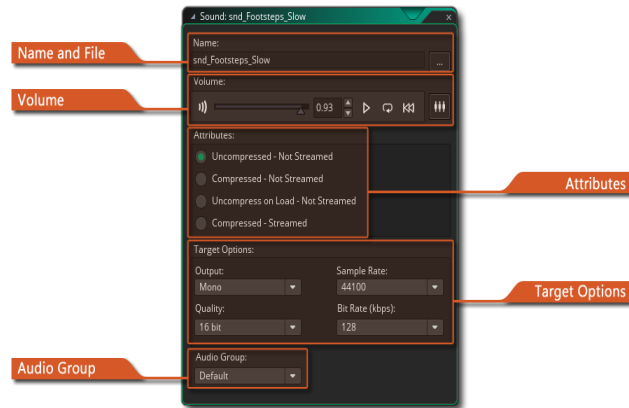
Sprites

The sprite editor is where you set the general properties for any sprite resource that you make. In that you can create pixel image, texture setting, collision mask, frames, frame control.



SOUND EDITOR

In sound editor where you can load sounds into a new audio resource as well as set its properties.



Object editor

Objects are the resource that we use to control aspects of a game and to do specific things. Most of the time they have a sprite associated with them in game rooms, but sometimes they are used as a “behind the scenes” controller to do things related to the user or for timing, etc... They can be given behaviors and they can react to certain events as well as to each other and most of the things you

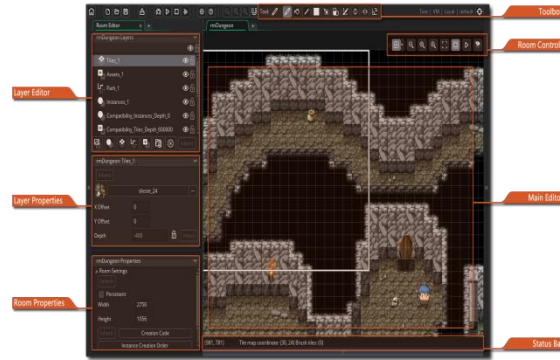
see in a game are based on objects and their interactions. Now, we say “based on” because you don’t actually place objects directly into the game rooms, but rather you place instances of these objects which are basically copies (or clones if you prefer) of the object resource. This is a very important thing to remember as instance and objects are not the same thing and each have their own set of function that can affect them [4].



Room Editor

The room editor is where you create your game rooms. Every game requires at least one room to run, and in the room you can place instance,

sprites, tiles, path and backgrounds. Each of these different assists can be placed on their own unique layer which can then be ordered however you wish in the layer’s editor.



CONCLUSION

This Game would be even more fun when Multiplayer functionality will be added to it in the later versions. Unlike other shooting games the

player fly using the Jetpack which makes more of a fun in the game playing. The sound is very realistic and gives the user of actual experience of shooting while playing the game.

REFERENCES

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