# GAMEMAKER REVIEW

## FILL IN THE BLANKS
Fill in the following blanks.  Use the word bank at the bottom.

1) A(n) _____ is a graphic picture that is used in a game.

2) In GameMaker, each level is usually done in a different _____.

3) The x and y variables of an object refer to its _____ in the room.

4) The coordinates (0,0) refer to the location at the _____ of the screen.

5) Each copy of an object that is in a room is called a(n) _____.

6) The creation of an instance, a key press, a mouse click and a collision are all examples of _____.

7) A _____ is when two instances (such as a character and a monster) occupy the same location on the screen.  So, they overlap each other.

8) *Move fixed*, *Bounce*, *Create instance*, *Play sound* and *Set alarm* are all examples of _____.

9) By default, GameMaker executes 30 _____ in one second.  During each one of these, the game checks to see if any events have occurred and runs the corresponding actions.

10) When the time (measured in steps) in a(n) _____ runs down to zero, an event occurs and the corresponding actions are executed.

11) The variable *room_width* refers to the x-coordinate of the _____ side of the room.

12) The variable *room_height* refers to the y-coordinate of the _____ side of the room.

13) The point (room_width, room_height) appears at the _____ _____ of the room.

14) The point (room_width/2, room_height/2) appears at the _____ of the room.

15) A(n) _____ is used to store information.  You can create them yourself or you can make use of the ones that are built-in to every object.

16) _____ is the image format that can store multiple images inside one file.  These images are then displayed one after another to create an animation.

17) _____ is the GameMaker file type.

18) The _____ property determines which object appears on top of other objects (when both occupy the same space).  For example, your plane appears above the islands and the water.

| WORD BANK | | | |
|---|---|---|---|
| Visibility | Relative | Coordinate(s) | GIF(s) |
| Alarm(s) | Campeau | Room(s) | JPG(s) |

| Guacamole | Instance(s) | Action(s) | Center |
| gmk | PDN | Event(s) | Right |
| gmk81 | Collision(s) | Sprite(s) | Left |
| Top Left | Step(s) | Depth(s) | Top |
| Top Right | Location(s) | Batman | Bottom |
| Bottom Left | Middle | Trigger(s) | Variable(s) |
| Bottom Right | | | |

## COORDINATES (5 marks)

Assume the following rectangle is a GameMaker room.  Draw and label all the coordinate points below.  The first three are done for you.

**A** (0,0)                            **E** (room_width / 2, room_height / 2)
**B** (room_width, 0)                  **F** (0, room_height)
**C** (100, 100)                       **G** (room_width, room_height / 2)
**D** (room_width, room_height)        **H** (room_width / 2, 0)

A •————————————————————————————• B

  •C