

UNIT TEST REVIEW: INTRODUCTION TO GAMEMAKER

This unit test will include everything we covered in **UNIT 2: Introduction to GameMaker**, including how to use sprites, objects, rooms, and sounds, events and actions, collision events, alarms, keyboard and mouse events, keeping score, etc.



PART I: Knowledge and Understanding (20 Marks)

- ☞ Multiple Choice
- ☞ True or False

PART II: Thinking (20 Marks)

- ☞ Review some of the **Action** icons and their corresponding functions.
- ☞ Review how to draw a **health bar** and how to set the location and size of a health bar (x_1 , y_1 , x_2 , and y_2).
- ☞ Review the direction settings of an object (e.g. $0^\circ = \rightarrow$, $90^\circ = \uparrow$, $180^\circ = \leftarrow$, $270^\circ = \downarrow$).
- ☞ Review how to set the **number of steps** for an **Alarm** event.
- ☞ Review the Change Sprite action and the parameters you need to set the **subimage** and **speed** of a sprite.

PART III: Communication (20 Marks)

- ☞ Review the function of purpose of the four main resources we covered and used in this unit (i.e. sprites, objects, sounds and rooms).
- ☞ Review the difference(s) between a **Keyboard Pressed Event** and a **Keyboard Event**.
- ☞ Review the difference(s) between the **Mouse Enter** event and the **Mouse Leave** event.
- ☞ Review the difference(s) between the **irandom()** and **irandom_range()** methods.
- ☞ Review the difference(s) between the **Outside Room** event and the **Intersect Boundary** event.
- ☞ Review what the **Relative** property does and how it affects a player's score when it's checked and unchecked.
- ☞ Review the **room speed** setting and how it affects a game.
- ☞ Review the different ways you can stop an object from moving.
- ☞ Review **Path Actions** and you create Path Actions in GameMaker.

PART IV: Application (20 Marks)

- ✓ Review how to create a game using sprites, objects, sounds and rooms
- ✓ Review how to use some of the **Events** and **Actions** we covered in this unit (e.g. Collision Event, Keyboard Event, Alarm Event, Create Event, Move Actions, Jump Actions, Score Actions, etc.).
- ✓ All sprites and sounds will be provided; you will simply need to create the necessary objects, events and actions to create a game according to outlined specifications.