INTRODUCTION TO GAME MAKER:
ADDING SPRITES TO OUR FRUIT CATCHER GAME

Now that we have covered some of the basic elements of GameMaker, it's time to create our first game which we will call **Fruit Catcher**.

Fruit Catcher is a game where pieces of fruit are moving around the screen. The player will need to click on the fruits with the mouse to collect them. For each collected fruit, points are scored. Fast moving fruits give more points than slow fruits. There will also be bombs lying around that you should avoid.

ADDING SPRITES TO OUR GAME

The first thing we're going to add to our game are sprites. Our game needs images for the walls, the fruits, and the ghosts.
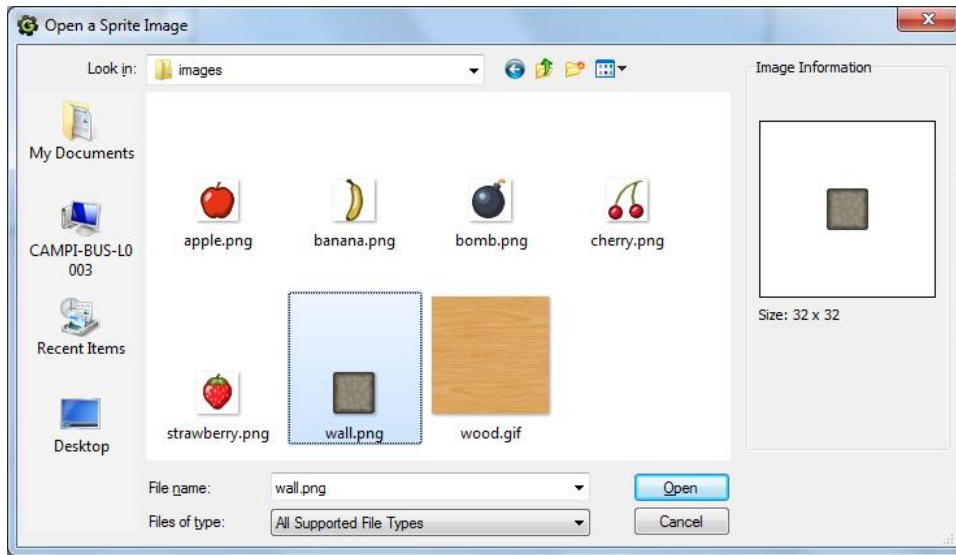
1. To load a pre-existing sprite, click the **Create a Sprite** icon. Alternatively, you can use the keyboard shortcut **SHIFT + CTRL + S**, or select **Resources > Create Sprite** from the menu bar.
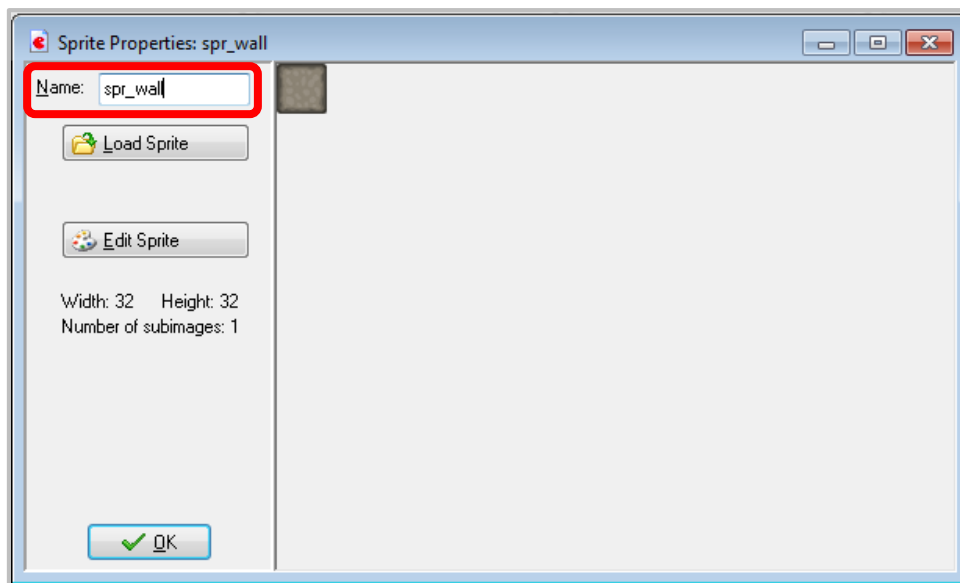

2. When the **Sprite Properties** window appears, click the **Load Sprite** button.
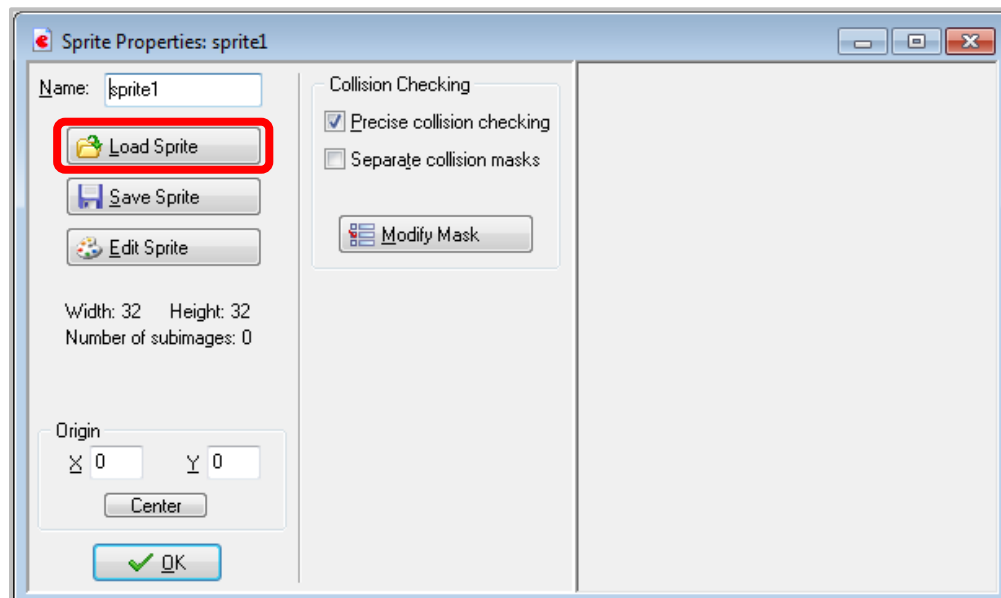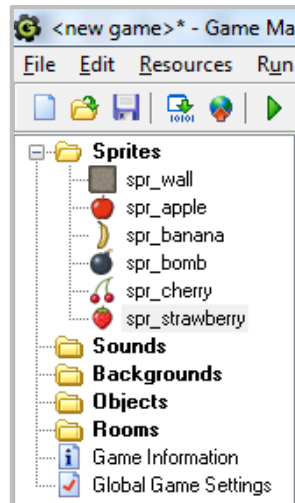

3. Navigate to the shared directory and double click on the image file called **wall.png**.

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4. The sprite form will now show the wall block image. Name the sprite **spr_wall** and then click **OK**.

5. In the same way add sprites for the apple, banana, bomb, cherry, and strawberry and give them appropriate names. The list at the left of the window should now look as follows:

6. Before continuing you might want to save your work. Click on the **File** menu, press **Save**, and select an appropriate location and file name. Note that the file will get the extension **.gmk**. All files created with Game Maker will have that extension.