INTRODUCTION TO GAME MAKER:
## CREATING A ROOM AND A BACKGROUND

CREATING A ROOM

Now that we have defined our wall and apple, we need to create a room in which to put them. Rooms are what players see when they play the game. Our game will need just one room.

1. To create a new Room, click the **Create a Room** icon. Alternatively, you can use the keyboard shortcut **SHIFT + CTRL + R**, or select **Resources > Create Room** from the menu bar.


2. Name the room **room_main**.

3. Select the **objects** tab, then click on the menu icon and in the popup menu select the wall object.
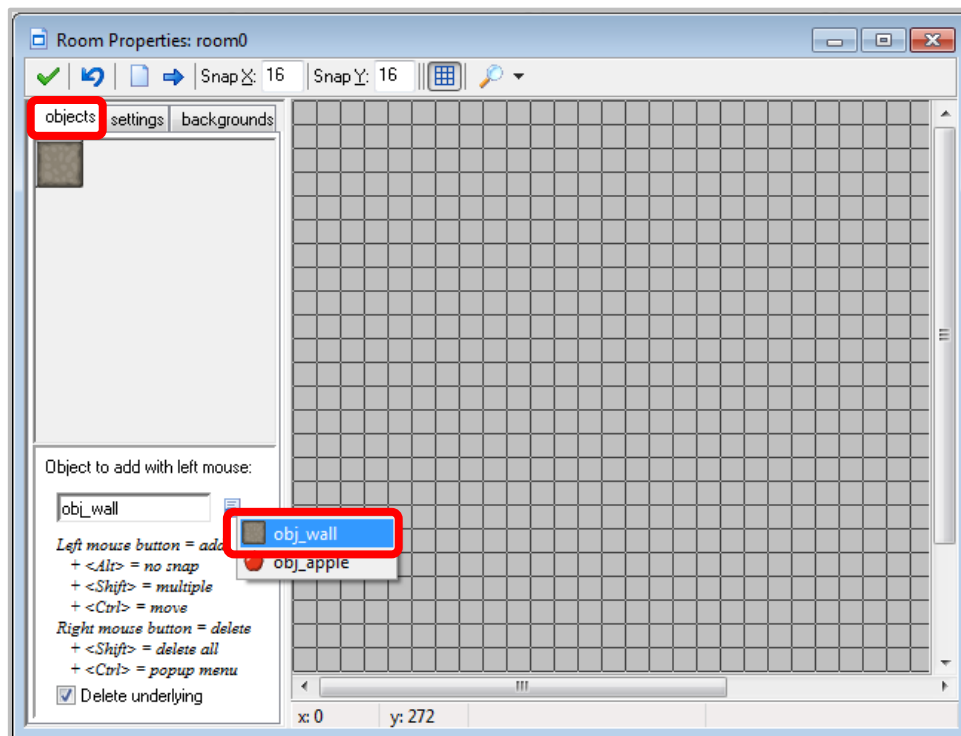
4. Now click with the left mouse button in the top left of the room area. An instance of the wall object should appear. Continue adding wall objects until you create a complete boundary around the room. If you make a mistake you can use the right mouse button to delete instances. (If you

want to do this faster, in the toolbar set the values of Snap X and Snap Y to 32, the size of the sprites, now you can draw multiple wall sprites by holding the <Shift> key.)
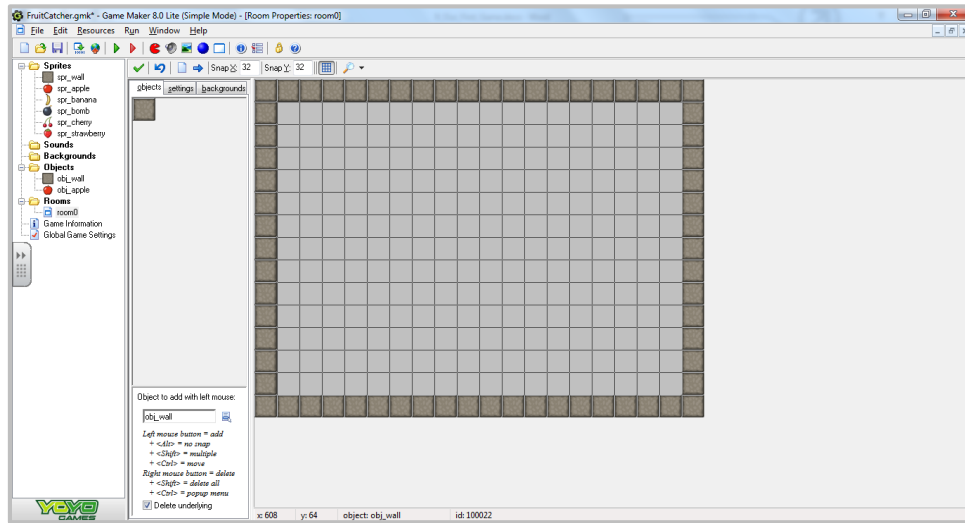

5. Next we want to add some apples. Again click on the menu icon and in the popup menu select the apple object. Place three or four apple objects at random places in the room.
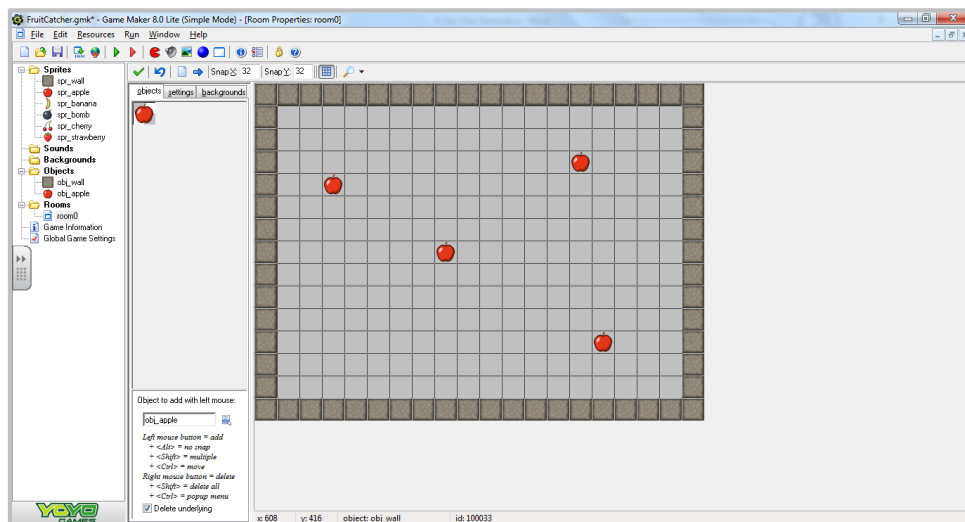

6. Once you've added the apples, click the green check mark to close the room.


ADDING A BACKGROUND

1. Now let's add a background to our game. To create a Background, click the **Create a Background** icon. Alternatively, you can use the keyboard shortcut **SHIFT + CTRL + B**, or select **Resources > Create Background** from the menu bar.
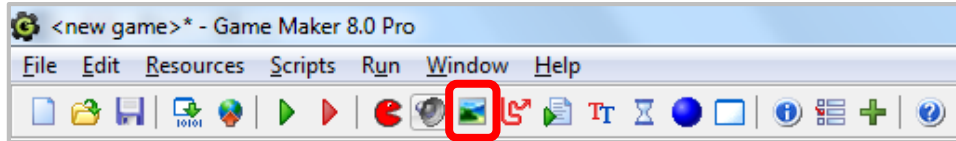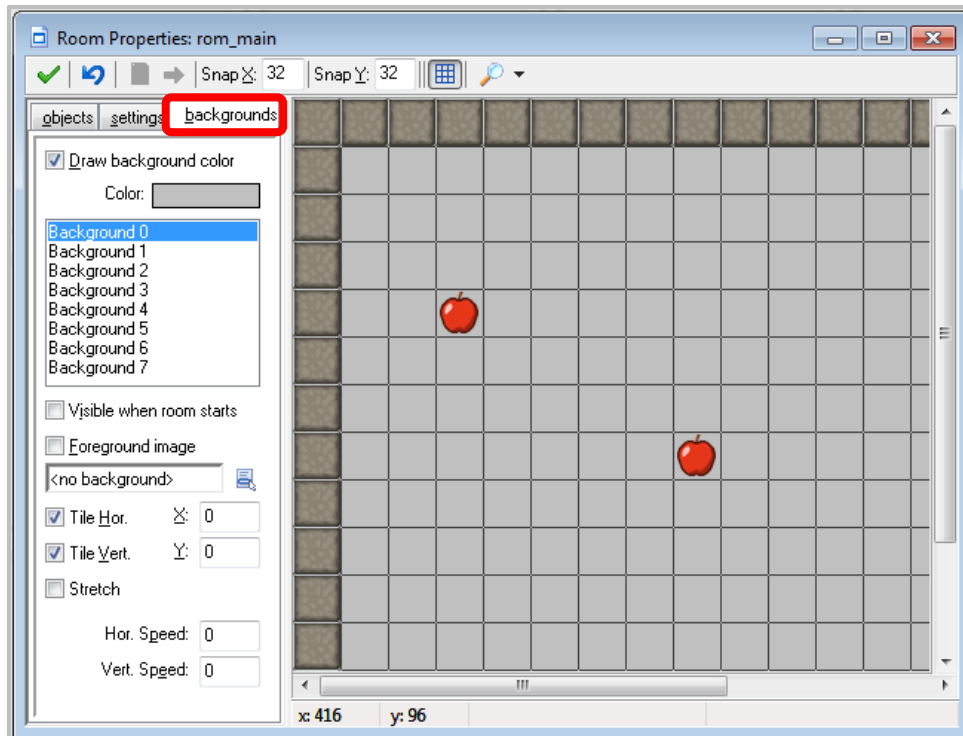
2. In the form that appears, name the background **bg_wood** and press the **Load Background** button.
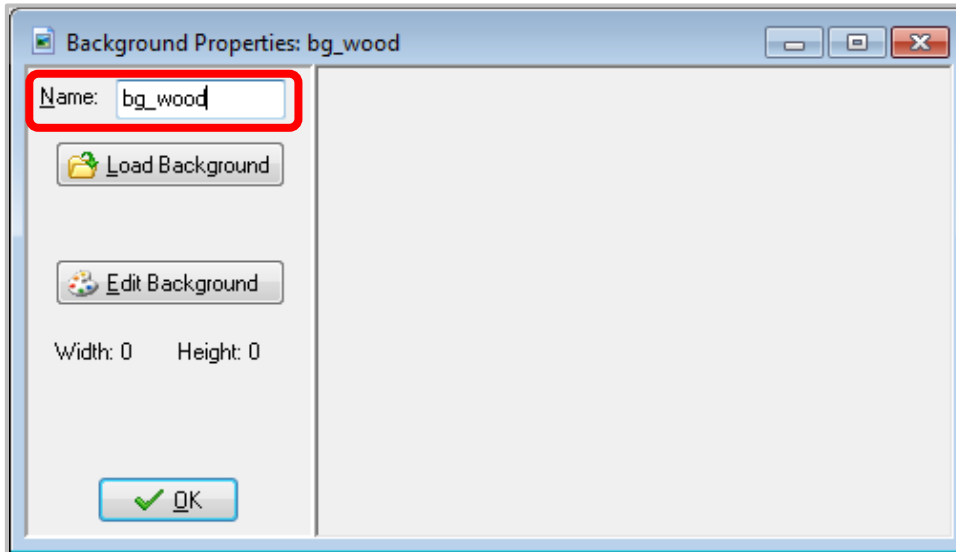
3. Select the image file called **wood.gif** which you can find in the shared directory.
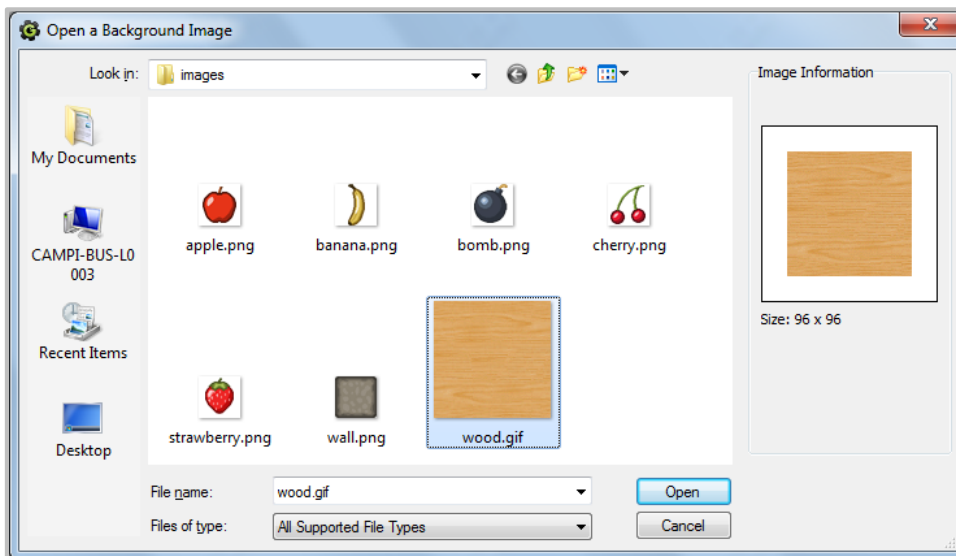
4. The next step is to make the background visible in the room we already created. To reopen the form for the room, double click on it in the list at the left, and then click the **backgrounds** tab.

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5. Click on the menu icon next to where it says <no background> and select the wooden background. The background should then be visibile in the room at the right.
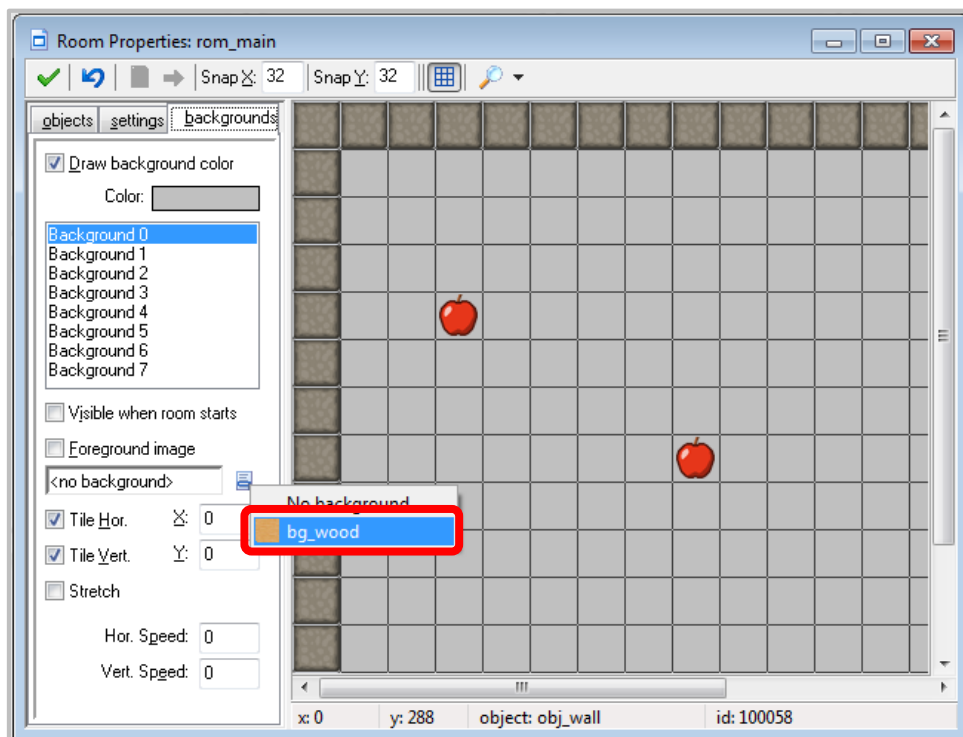
6. Click the green check mark to exit the room.