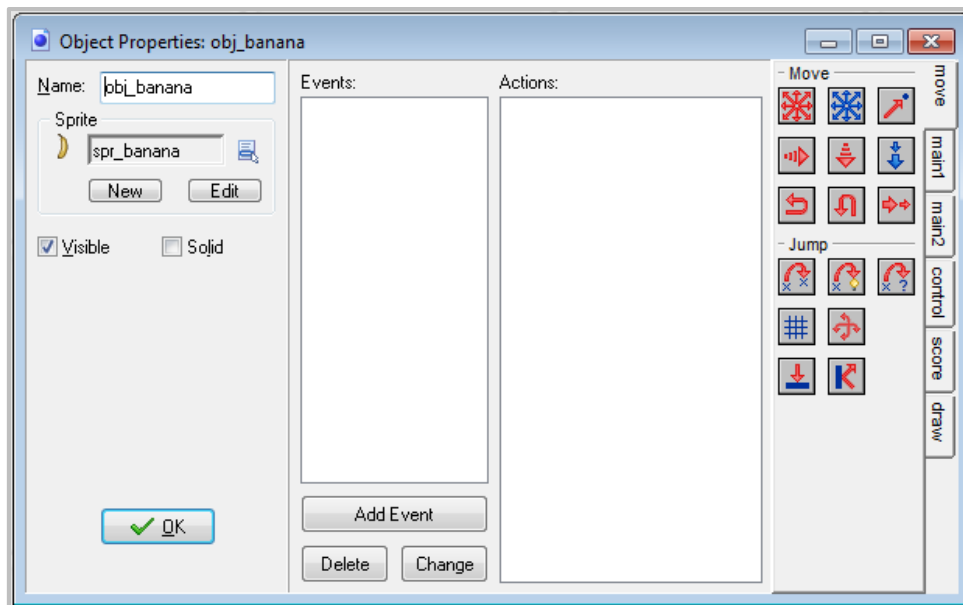


ALARMS AND TIMERS: ADDING ALARMS AND TIMERS TO FRUIT CATCHER

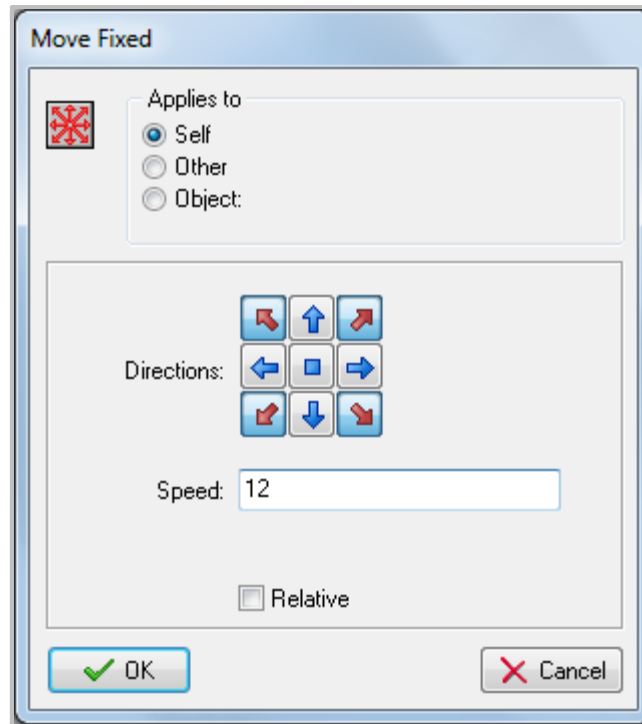
ADDING MORE FRUIT

Let us now add some variation to the game by including other types of fruit.

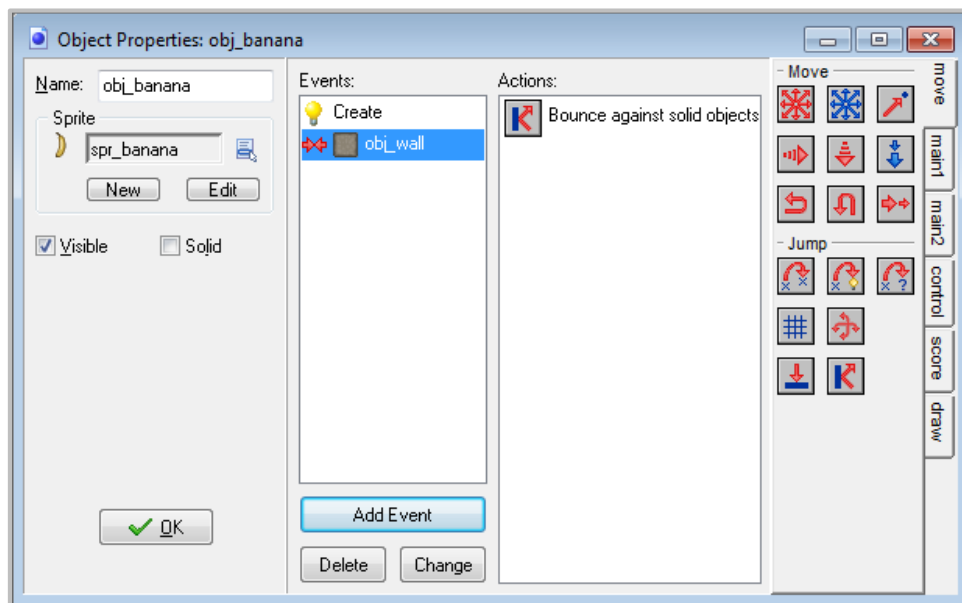
1. We'll start by adding a banana object and calling it **obj_banana**.



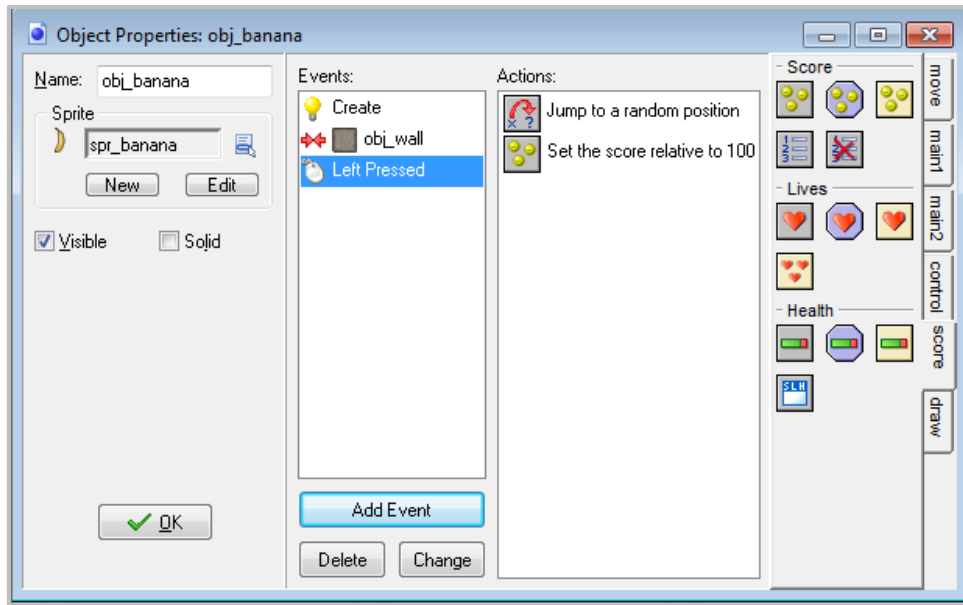
2. Add the **Create** event, add the **Moved Fixed** action, select the diagonal arrows, and give it a speed of 12.



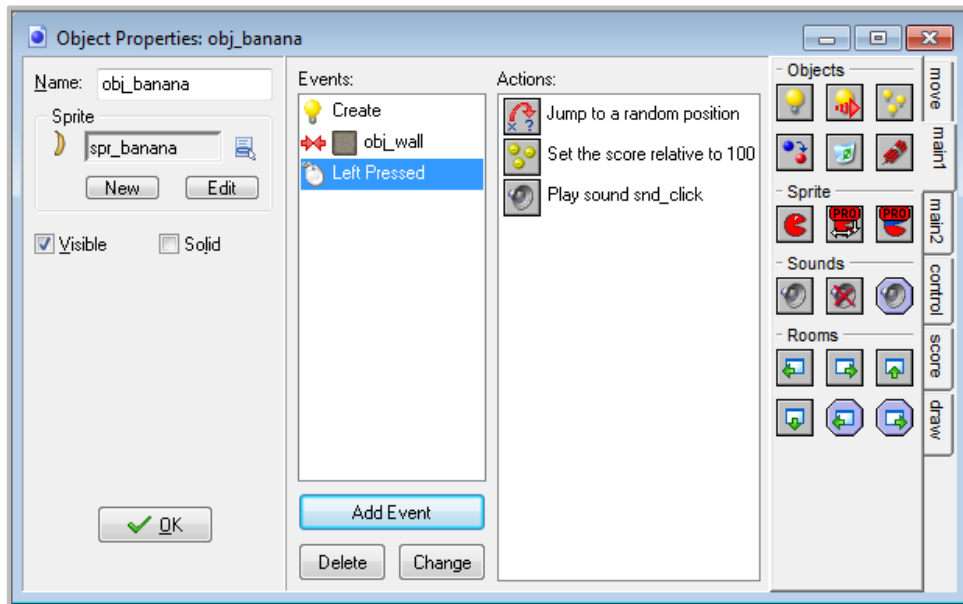
3. Add a **Collision** event with the wall object and in it add the **Bounce** action, just as we did with the apple object.



4. Next add the **Mouse** event for **Left pressed**. In it add the **Jump** action to let the object jump to a random position. Add the action to set the score (from the score tab) with a value of **100** (this is a more difficult fruit so you should get a higher score), and don't forget to click the **Relative** box to add the value to the score.



5. Finally add the action to play a sound (from the **main1** tab) and play the click sound.



6. In the same way add an object for the cherry and for the strawberry. You can give them different speeds and corresponding higher or lower scores. If you find this all a lot of work, you can also right-click on an existing object and select **Duplicate**. This creates a copy of the object. You can now change the name and sprite, and change the values for the different actions (by double clicking on them).
7. Now reopen the room and add a few instances of the different fruits. You might need to remove some apples to make room. Remember that you can use the right mouse button to remove instances.

ADDING BOMBS TO THE GAME

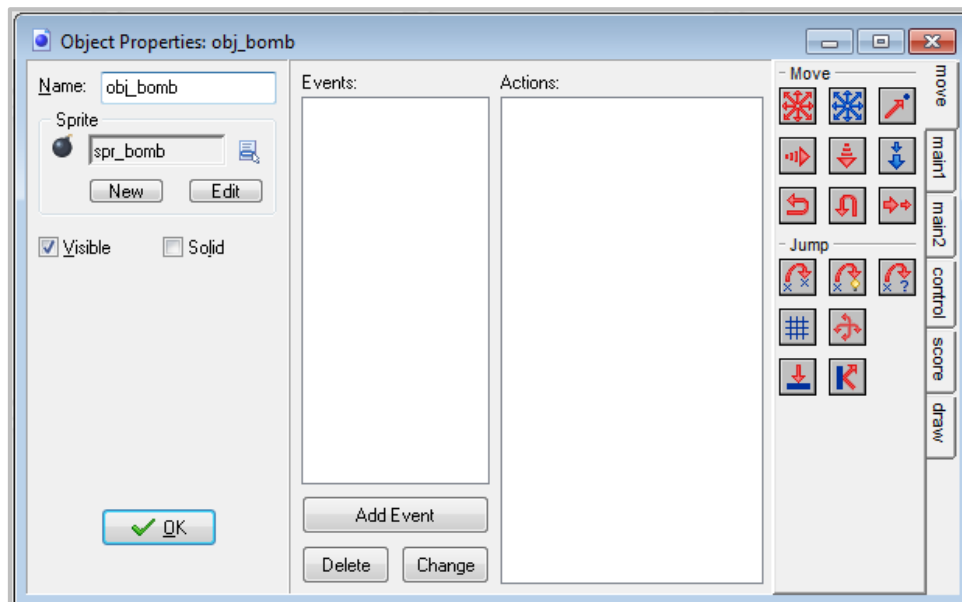
Let's now add bombs to the game. If you click on a bomb you will lose and the game will end. Bombs will be static. They won't move, but their number will keep increasing to make the game more and more difficult over time.

The bomb sprite is already present but we still need a sound effect for it.

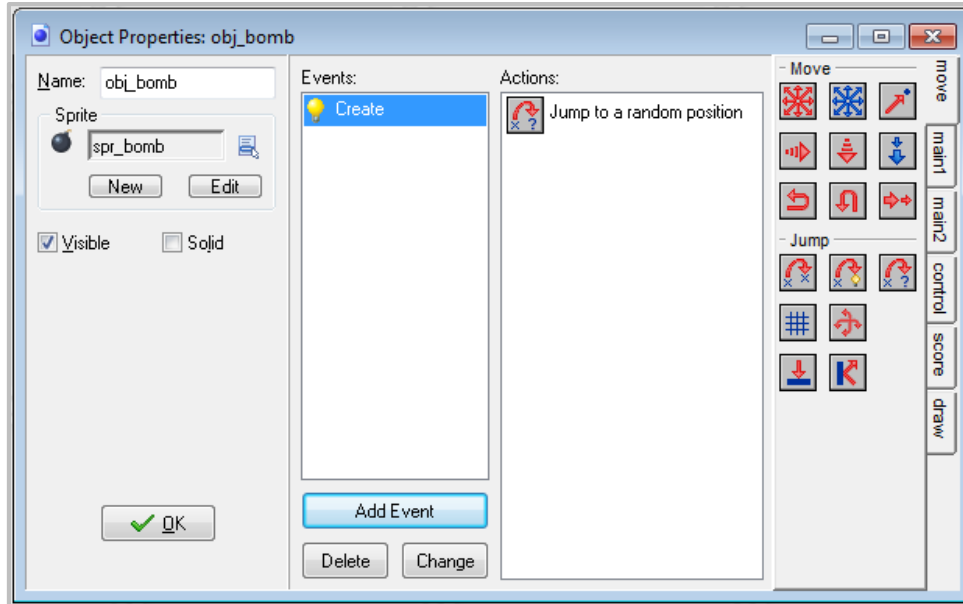
1. Let's start by adding a sound, naming it **snd_bomb**, and selecting the **explosion.wav** sound file (which you can find on the shared directory).



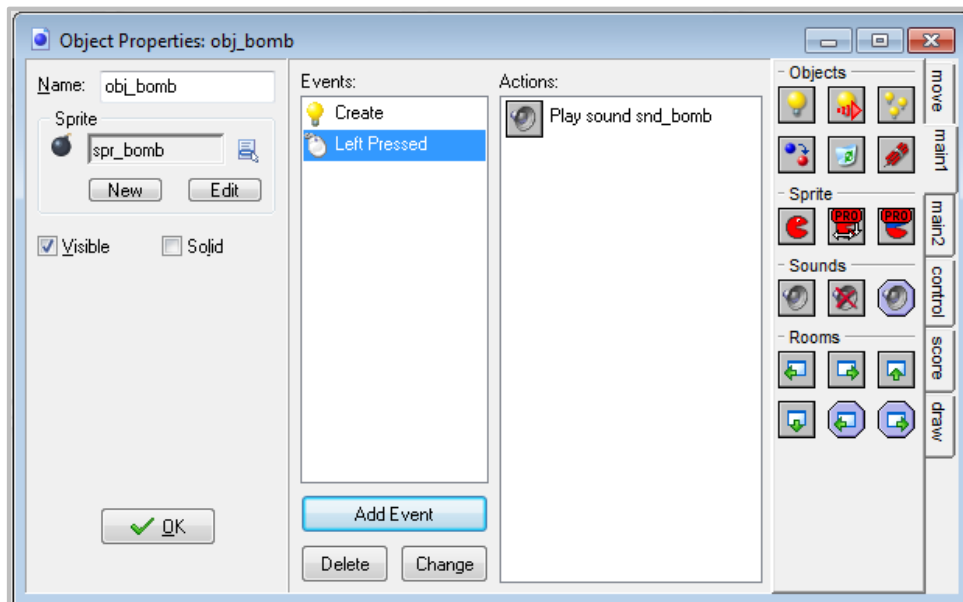
2. Now create a bomb object, name it **obj_bomb**, and assign it the bomb sprite.



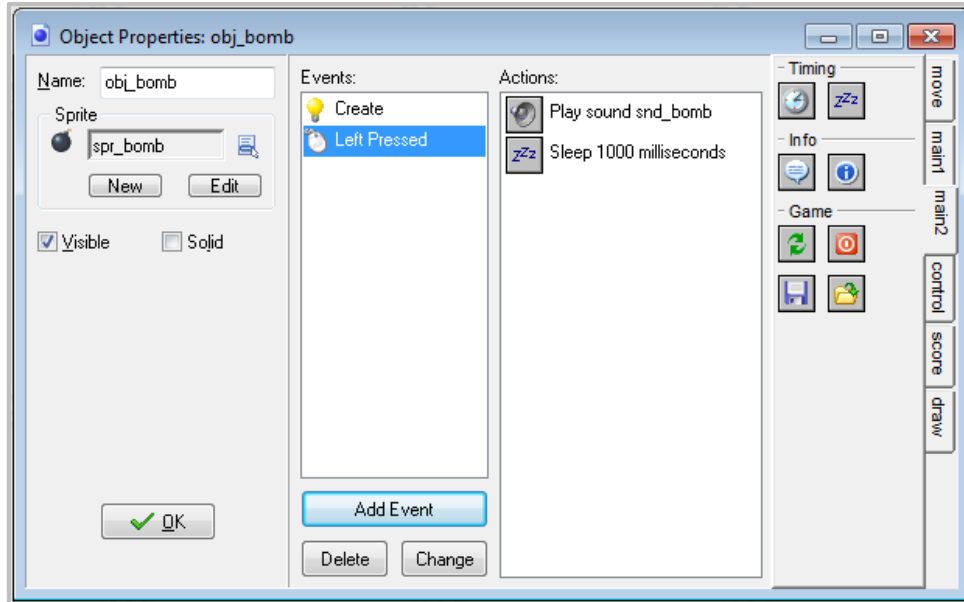
3. We want the bomb to appear in a random place. So add the **Create** event and add the **Jump to Random** action to jump to a random location.



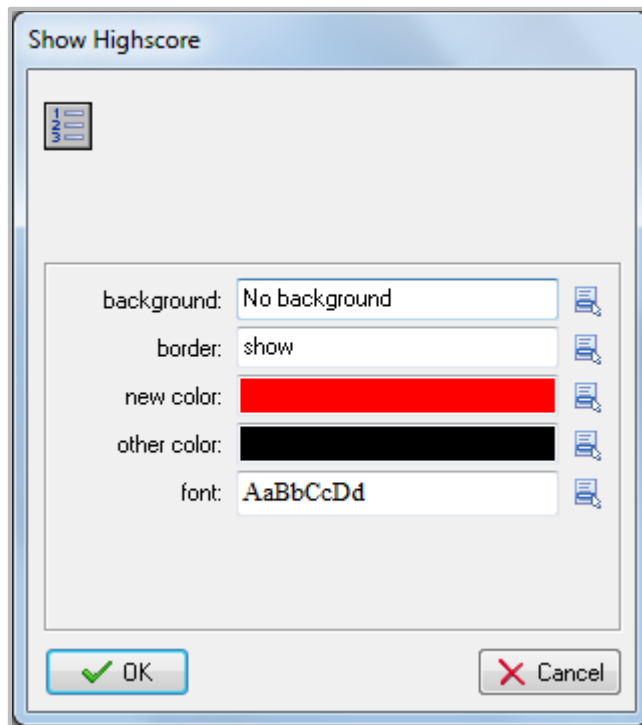
- When the user clicks on it we want the game to end. So add the **Mouse** event **Left pressed**. As a first action we want to play the explode sound so add the play sound action (from the **main1** tab) and select the explode sound.



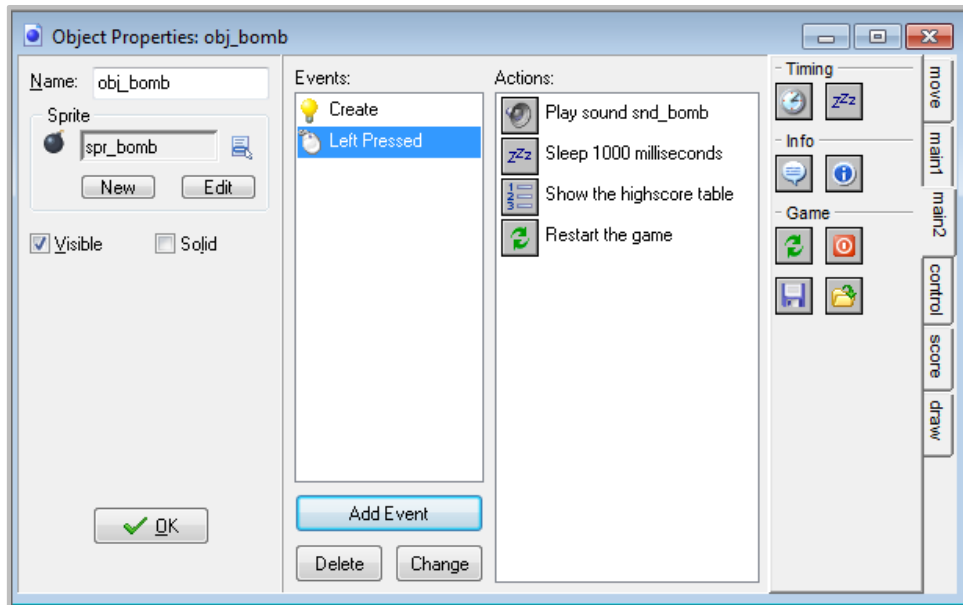
- Next we want to wait a little while to let players realize they lost. From the **main2** tab, drag the **Sleep** action and place it below the play sound action. The default values are fine, so press **OK**.



- Next we will want to show a highscore list. From the **score** tab, drag the **Show Highscore** action. From the **Show Highscore** properties window, you can set a number of things, such as the background, the border, colours, fonts, etc. Feel free to set whatever values you want.



- Our last action will be to restart the game, which can be found in the **main2** tab.



Make sure the order of the actions is correct. If they are not in the proper order, drag them to the correct location.

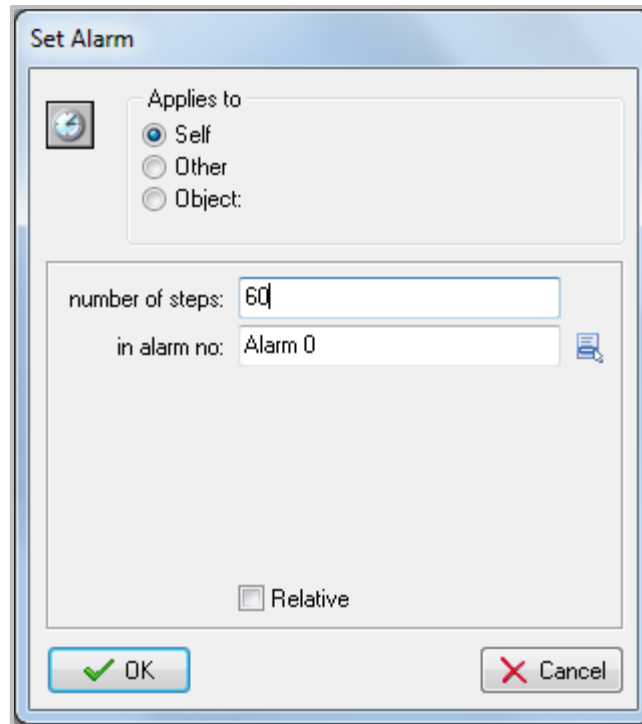
8. That's it for the bomb object. So click **OK** to close the form.

To test the game, place one or two bomb objects in the room. Save the game, run it, catch some fruit and then click on a bomb. An explosion sound should be heard and the highscore list should show. Note that in this list you can add your name if you get a new high score.

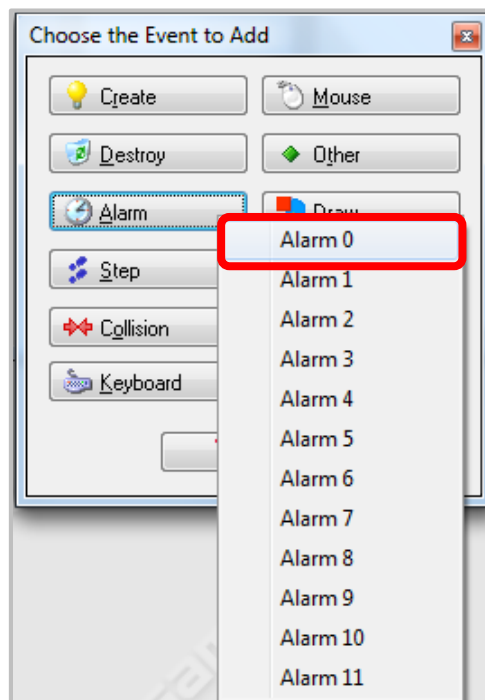
ADDING MORE BOMBS USING ALARM CLOCKS

To make the game more difficult, let's create additional bombs while playing the game. We can create a new object to do this but we can also use the music object for this.

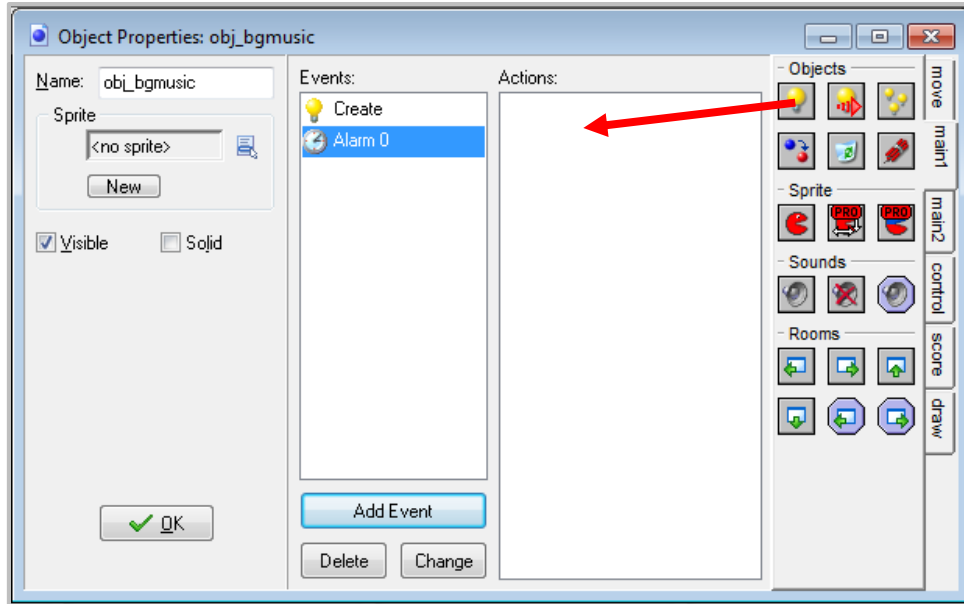
1. Reopen the music object by double clicking on it.
2. To create the bombs we will use alarm clocks. You can set these clocks to a particular value and they will then tick down to 0. Once they reach 0 an Alarm event will happen. To initialize the alarm clock, go to then **main2** tab and drag the **Set Alarm** action to the action list (below the **Play Sound** action). As number of steps indicate a value of **60**. A second is 30 steps so we will add a new bomb every 2 seconds. Make sure **Alarm 0** is selected.



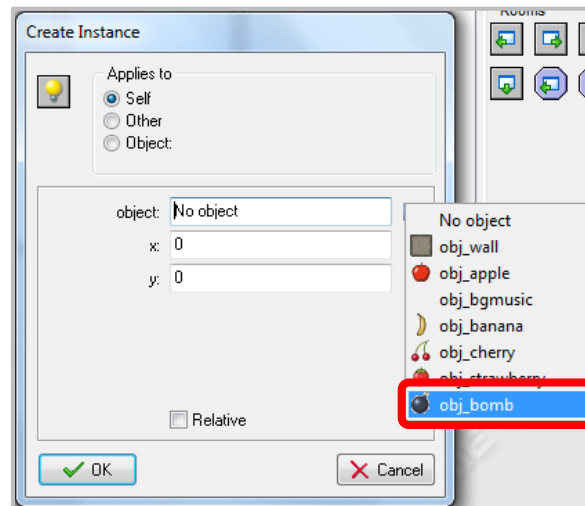
3. Now press **Add Event**, click on the **Alarm** events and select in the menu **Alarm 0**.



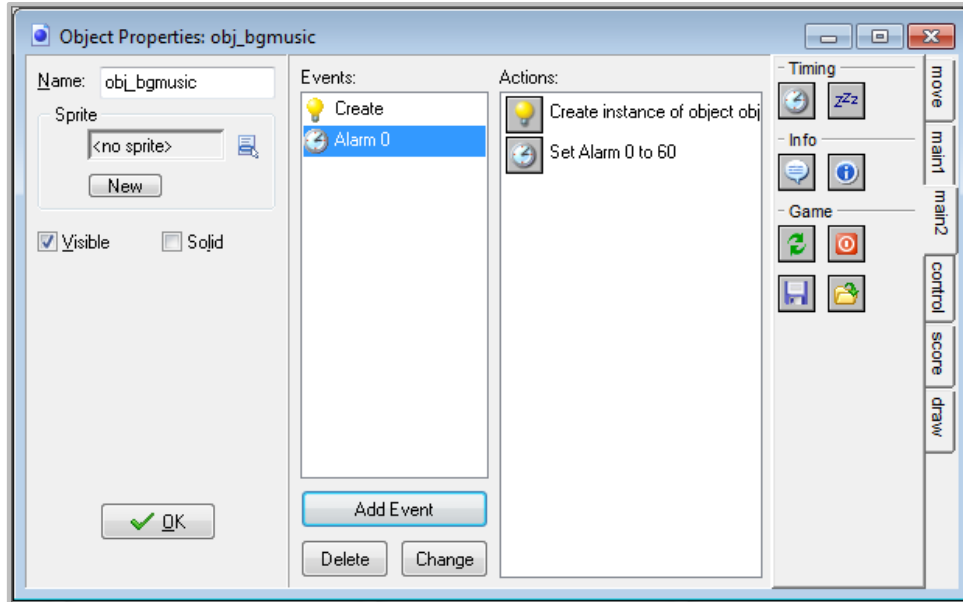
4. In this event we will create the bomb. Go to the **main1** tab and drag the **Create Instance** action in the action list.



5. Click on the menu icon and select the bomb object. There is no need to set a position as the bomb is already set to jump to a random position.



6. Next we must set the alarm clock again. So add the alarm action (from the **main2** tab) and set alarm 0 again to 60. This will repeat the proces.

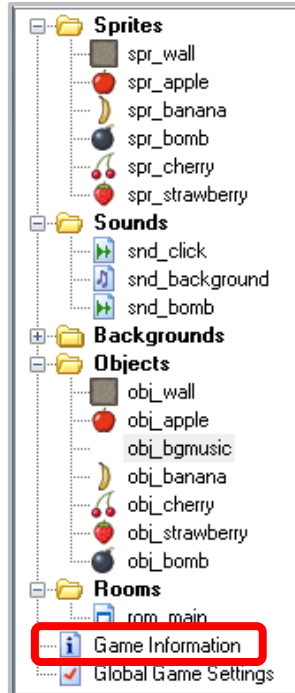


7. Close the object form, save the game, and run it. You should see more and more bombs appearing and eventually you will click on one of them and the game will end. If you want to make the game a bit harder, you can also let the bombs move slowly. You should by now know how to achieve that.

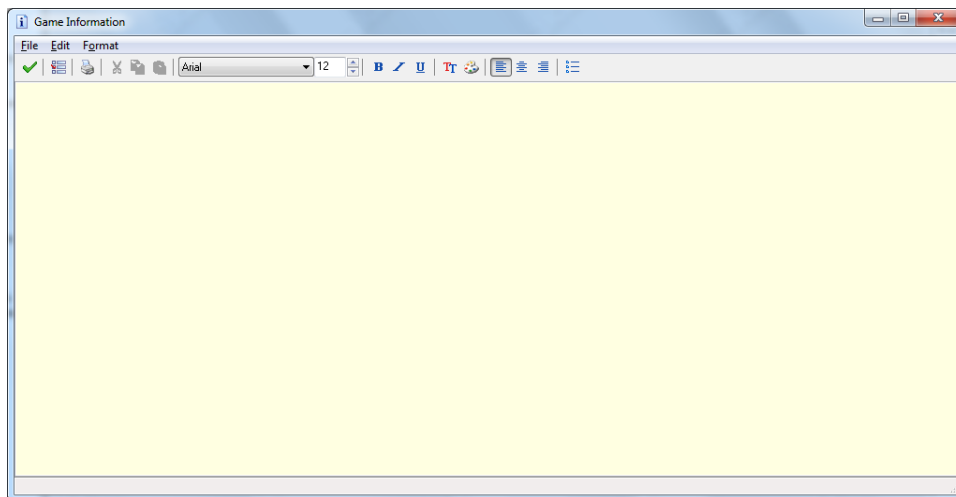
CREATING A HELP MENU

Even though you know how to play the game, somebody else might not. So you should provide some help for the player. This is very easy in Game Maker.

1. Double-click on **Game Information** at the bottom of the list at the left.



2. A simple editor will appear. It is here that you can type a little help text. Give your game a name and describe what the goal is. You can choose different fonts, colors, and styles. Once you are ready, press the green checkmark at the top left to close the form.



3. Now when you run the game and press F1, the help text will appear. **Escape** will return you to the game.