

Video Game Design Club – Chicken Jumper Game Customization Guide

Introduction

Welcome to the Video Game Design Club! In this tutorial, you'll be exploring the **Chicken Jumper** template in GameMaker to create your very own side-scrolling game. Your goal is to customize the game by editing sprites, objects, sounds, and code to make it truly unique. Follow this guide to help you through the process.

Getting Started

1. Download and Install GameMaker

- Visit <https://gamemaker.io/en/download> and download the latest version.
- Install GameMaker on your computer and create a free account if needed.

2. Download the Chicken Jumper Template

- Go to <https://gamemaker.io/en/blog/super-chicken-jumper-template> to download the Chicken Jumper template.
- Open GameMaker and load the Chicken Jumper project.

3. Explore the GameMaker Interface

Spend a few minutes exploring the interface. Key areas to focus on:

- **Asset Browser** – Lists all the assets (sprites, objects, rooms, sounds).
 - **Workspace** – Where you edit and modify assets.
 - **Rooms** – These are the levels of your game.
 - **Sprites and Objects** – Sprites are the graphics, while objects have behaviors and logic.
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Step 1: Customizing Sprites

The first step in making the game your own is to edit the game's visuals.

1. Find and Edit Sprites:

- Open the **Sprites** folder in the asset browser.
- Double-click the sprite you want to edit (e.g., the chicken).
- Import your own image files (design in Adobe Photoshop)
 - Locate the “Sprite Design Guide with Adobe Photoshop” at www.dvgamedesign.com/resources

- Save your changes and test the game to see how it looks.
2. **Tips for Sprite Design:**
 - Consistency is key—use similar styles and colors throughout your game.
 - Search the web for images you’d like to emulate. Study images and then create something original
 - Duplicate pre-existing sprites and edit to create new sprites if you want to add additional characters or obstacles.
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Step 2: Editing Objects and Adding New Behaviors

Objects in GameMaker control how things move and interact in the game.

1. **Modify Existing Objects:**
 - Open the **Objects** folder.
 - Select an object (e.g., obj_chicken) and review its **Events** and **Actions**.
 - Try changing variables like speed or jump height.
 2. **Add New Objects:**
 - Right-click in the Objects folder and select **Create Object**.
 - Assign a sprite to your new object.
 - Use **Events** (like “Create” or “Step”) to add actions and behaviors.
 - Test your new object in the game.
 3. **Challenge:** Replace the chicken with a custom character for your game
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Step 3: Adding and Editing Sounds

Sound effects and music bring your game to life. You can use existing sounds, download new ones, or even create your own!

1. **Explore and Replace Existing Sounds:**
 - Check the **Sounds** folder to listen to current sound effects and background music.
 - Replace or edit sound files if you want something new.
 - Find free sound effects at <https://freesound.org/> and free music at <https://opengameart.org/>.
 - Be sure to follow **fair usage regulations** and **artist attribution requirements**.
2. **Add Your Own Sounds and Music:**
 - Record your own sounds using the **microphones in Room 1**.
 - Import your sound files into GameMaker.

- Assign sounds to events (e.g., a jump sound or item collection sound).
3. **Challenge:** Collaborate with a fellow DaVinci student to create custom music for your game!
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Step 4: Testing and Debugging

Testing your game frequently is essential to catch bugs and improve gameplay.

1. **Run the Game Regularly:**
 - Use the **Play** button at the top to run your game and test changes.
 - Watch for errors or unexpected behavior.
 2. **Debugging Tips:**
 - Check your object events and actions carefully.
 - Use print statements or message pop-ups to check what's happening in your game.
 - Ask for help if you get stuck!
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Step 5: Final Touches and Sharing Your Game

1. **Polish Your Game:**
 - Edit the menu by adding a new title and start button.
 - Add a brief description of the game.
 - Add instructions for controls to the menu or pause screen.
 - Make sure your game is fun and challenging.
 - Ask fellow students to playtest your game regularly and offer input. Implement great suggestions where possible.
 2. **Export and Share:**
 - Save your final project and export the game to share online with friends.
 - See “Export Games to GX Games Guide” at www.dvgamedesign.com/resources
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Reflection and Feedback

After you've finished customizing your game, take a few minutes to reflect on the following questions.

- What was the most fun part of this project?
 - What was the most challenging?
 - What would you add or change if you had more time?
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