



4 Courses

Getting Started with
GameMaker

Moving, Shooting, and
Debugging in GameMaker

Planning, HUDs, and
Spawners in GameMaker

Parenting and More
GameMaker Language Code



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Purna Gupta

has successfully completed the online, non-credit Specialization

Game Development with GameMaker

This specialization is intended for aspiring game developers who want to learn how to develop games using GameMaker. GameMaker lets us develop games using both a visual programming (drag and drop) approach and a scripting (writing code) approach. Throughout the four courses in the specialization, you learned how to use both of those approaches to develop GameMaker games.

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