Lab Report –Week 01 - Game Development Assignment 1 - The First Game Maker Tutorial

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**Assignment Description**

This was just a basic tutorial to get us familiar with game maker studio and it’s UI.

**Documents**

I have added my game maker file in the folder.

**Assignment Testing**

I just ran it in Game maker studio and also published it to an application on the desktop.

**Assignment Evaluation**

I learned the basic rundown of designing and building a game. I also became familiar with Gamer Studios User interface. The only problems that I encountered were the corruption of my installation on my home PC. I had to do it all my work from a work PC. Only one other note some of the instructions were a bit confusing at times but nothing that I couldn’t figure out with a second look. I feel that it is a good intro project to perform and I enjoyed it completely, other than my computer messing up. I feel like there could be another easy tutorial added to it as well either optionally or something. I added an extra alarm clock within the clown object, inside the create event just because. I also added the changing of the sprite set within he left mouse click.