

Space Shooter

Series

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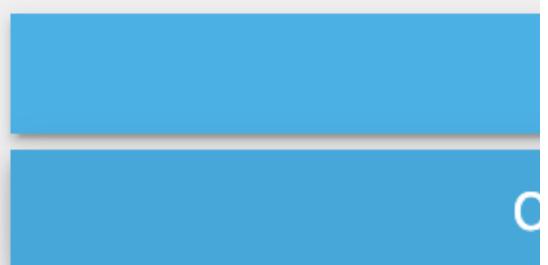
This tutorial will help you to begin to use **GDevelop**. You will create a simple **space shooter game** where the player controls a spaceship and shoots enemies, and avoids meteors in space. Note that you can read the [Getting Started](#) page to get an overview of the software: it explains the main concepts and describes the interface of GDevelop.

Create a new game

Click on **Create a new project** on the start page.



GDevelop is an
open source



SEARCH

In the next window, choose a folder for your project and select **Empty project** to start a new game from scratch.

Create a new game

STARTERS

/Users/dkarakay/Documents/GDevelop projects

Choose a game to use as a starter:



Platformer

A simple platform game, with coins to collect!



8-bit Space Shooter

A beautiful, retro side-scrolling shooter where you can shoot enemies included!



Geometry Monster

A hyper casual endless game where you have to avoid obstacles!



Isometric game

An example of an isometric game where you can move your character around.



Downhill Bike Racing

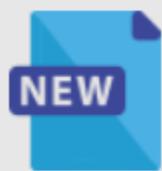
An example of a 2D physics based game, where you can control the bike's movement.



Pairs



Find all matching pairs of cards in this relaxin...



Empty game

Start a new game from scratch.

ADVANCED



Particle Effects Demo

A demo of various high quality particle effects.

JMS HELP AND TUTORIALS

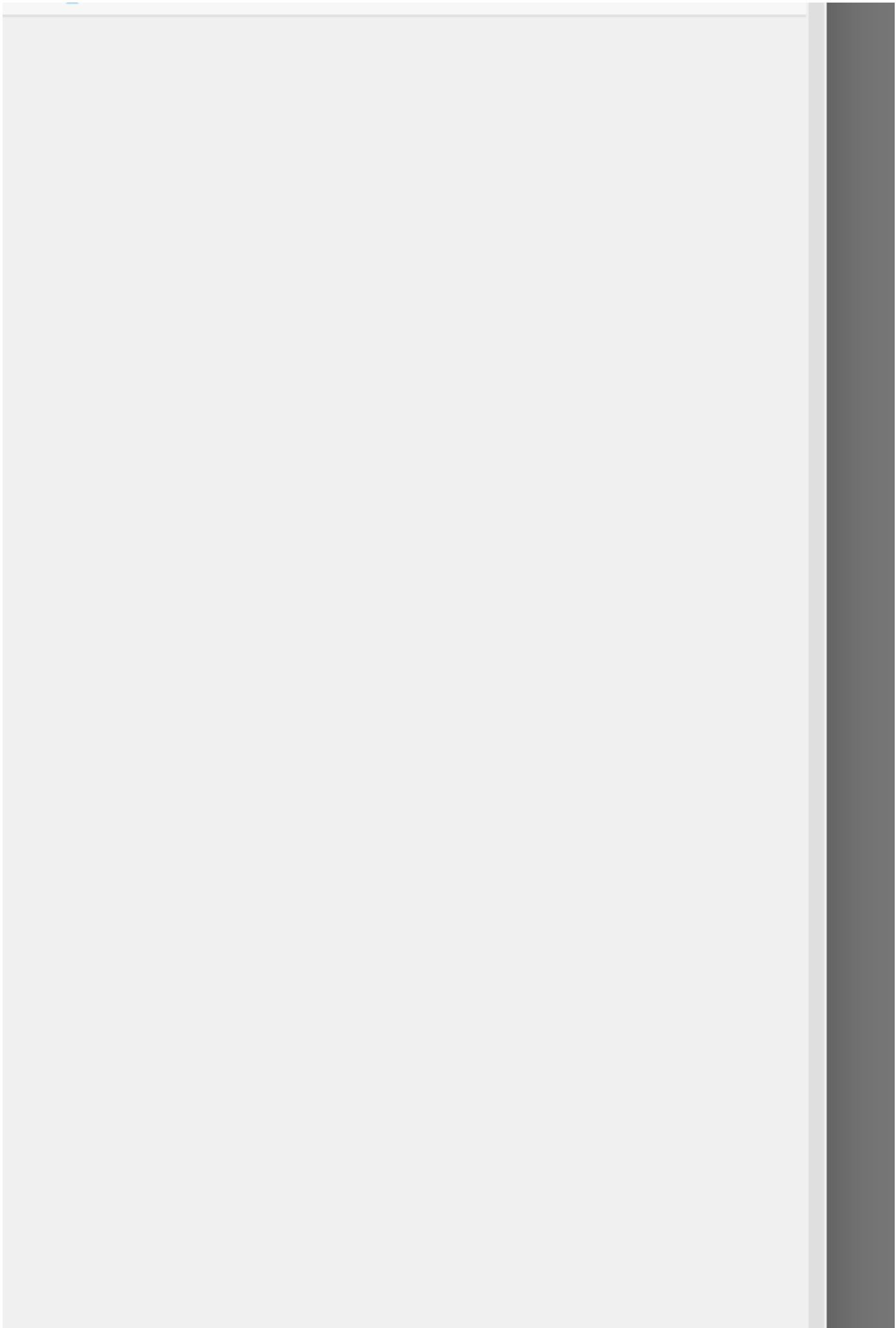
Create the first scene

We will create a new scene to put your objects and set up your game.

To add a scene, you should select the **Scenes** section on the left panel and a **Click to add a scene** button.

The screenshot shows the JMS software's Project panel. At the top, there is a purple header bar with the word "Project" on the left and a white "X" icon on the right. Below this, there are several sections with expandable dropdowns:

- Game settings** (with a blue document icon)
- Scenes** (with a blue clapperboard icon)
- Click to add a scene** (with a plus sign icon; this button is highlighted with a red rectangular border)
- External events** (with a blue flag icon)
- External layouts** (with a blue triangle icon)
- Functions/Behaviors** (with a blue gear icon)



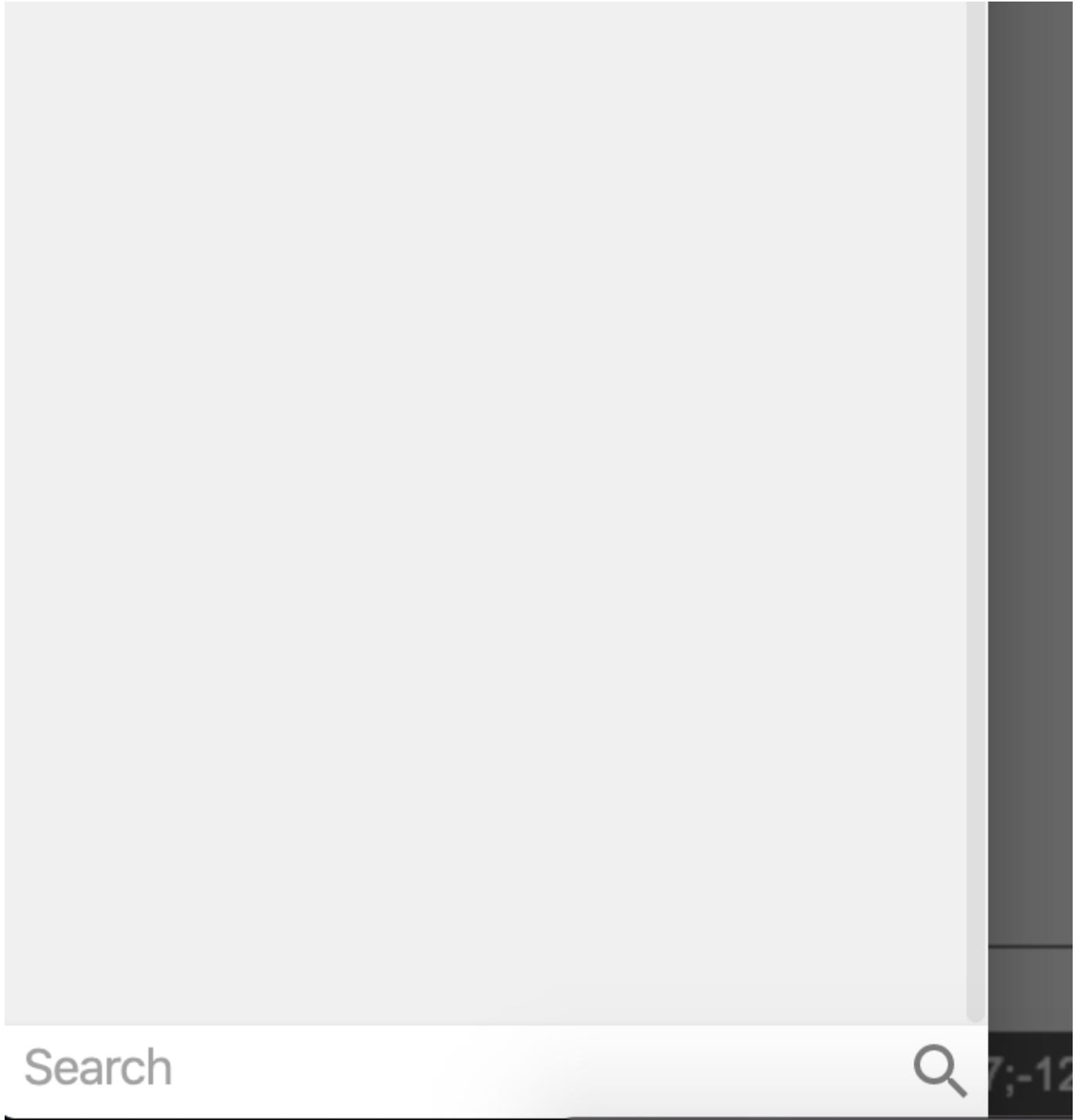


Search

You can rename your scene by right-clicking and selecting **Edit**. We will call this scene a **Base Scene**. Then, we will add levels in the incoming sections. This is going to be the base scene for our levels.

Project X

- Game settings ▼
- Scenes ^
- Base Scene| ⋮
- Click to add a scene +
- External events ▼
- External layouts ▼
- Functions/Behaviors ▼



Setting the size of the game

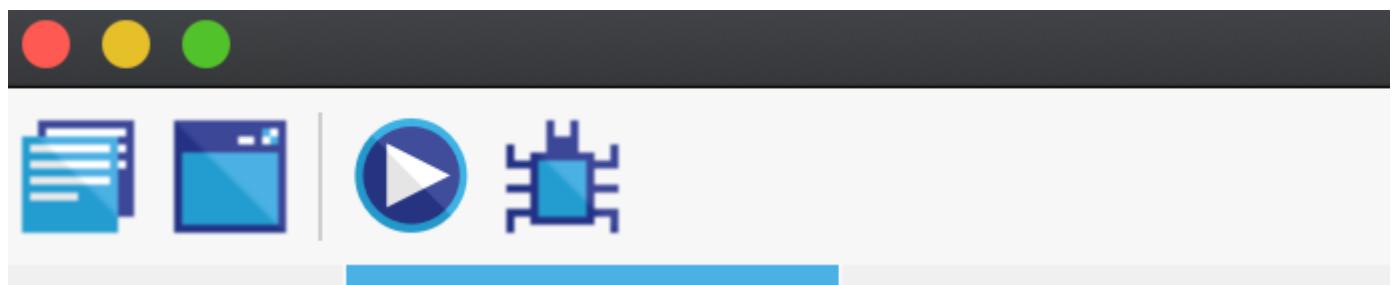
To edit game settings, we will select **Game Settings** on the left panel. After the new menu appears, we will choose **Properties** to open the game settings window. We will change the project name to anything you like, in this case, **Space Shooter**. Then, replace the game resolution width with **900** and height with **500** since our game will be a horizontally scrolling space shooter.

Enabling Grids

We will show grids to prepare our scene better and easier. Hence, click the toggle button on the upper right corner, then select **Show Grid**. Now you can see the grid lines on the scene view. We will change cells' widths and heights with **16** by selecting the **Setup Grid** from the previous menu.

Adding the player

We are ready to add our player (space ship). After downloading the assets from [here](#), we will click the “Add a new object” button.

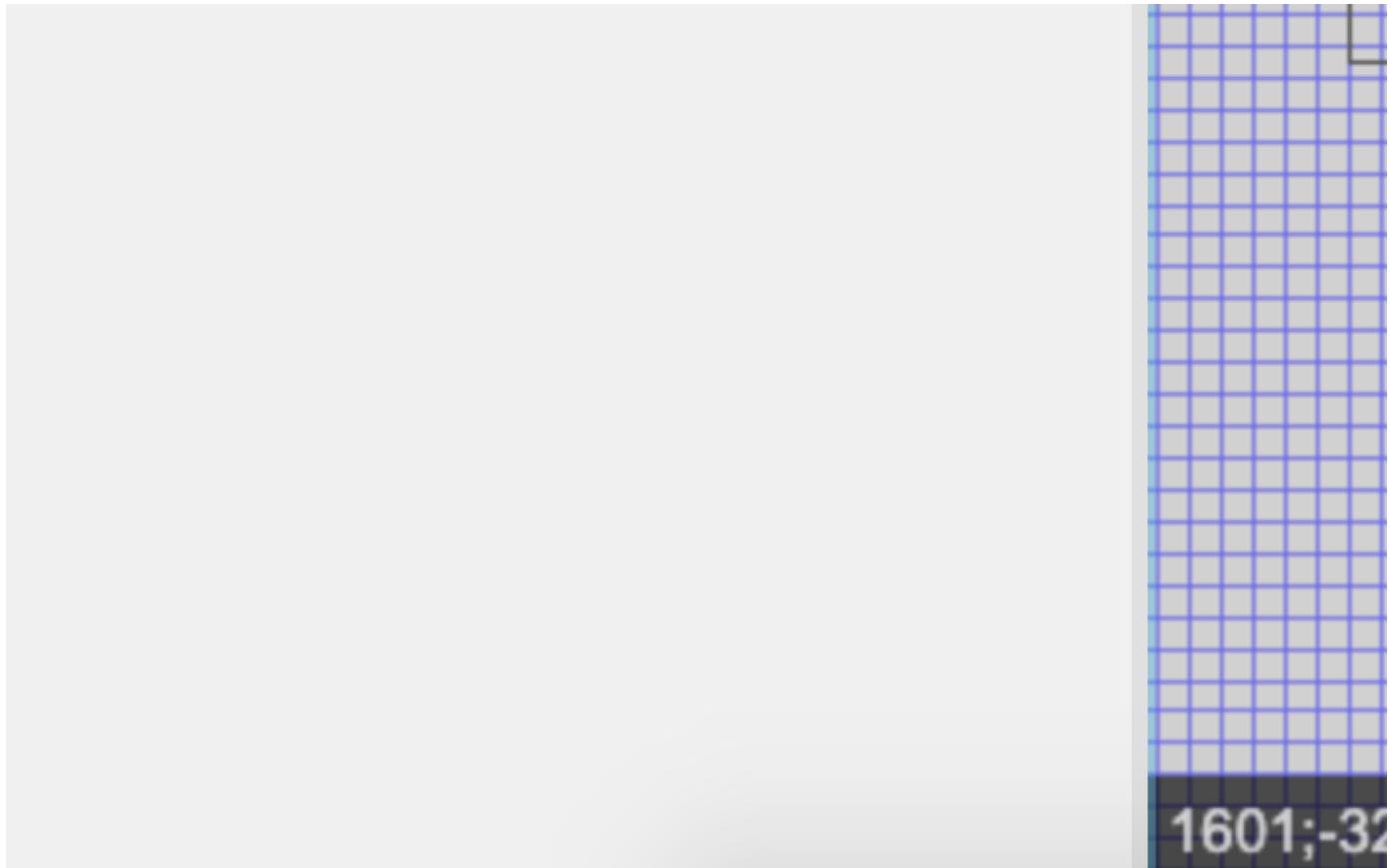


[Start Page](#)[Base Scene](#)[Base Scene \(Events\)](#)

Properties



Click on an instance in the scene to display its properties



This is a menu for choosing the types of objects. We usually add **Sprites** as an object. Sprites allow us to add images. However, we will use different types of objects in the following parts. Now, select **Sprite**.

Add a new object

**Sprite**
Animated object which can be used for most

**Tiled Sprite**
Displays an image repeated over an area

**Text**
Displays a text

**Particles emitter**



Displays a large number of small particles to



Panel Sprite ("9-patch")

An image with edges and corners that are st



Shape painter

Allows you to draw simple shapes on the scr



Text entry

Invisible object used to get the text entered w



BBText

Displays a rich text label using BBCode mark



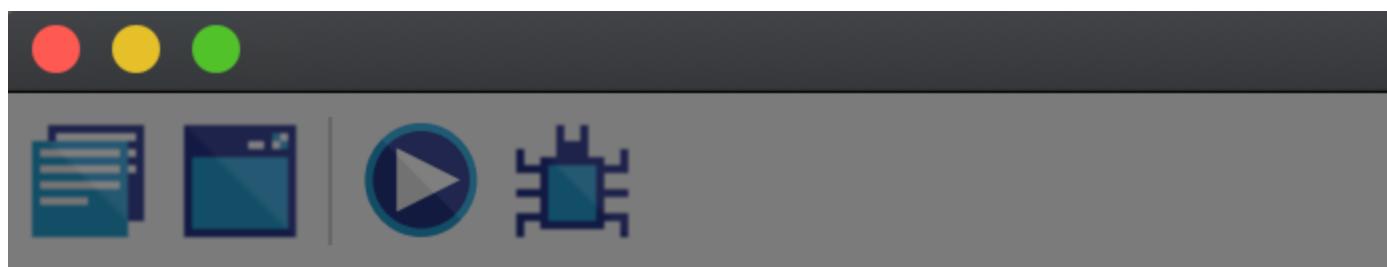
Light

Displays a light on the scene, with a customi
obstacle to the lights.



HELP

We will change the name of the object to **Player**.



Start Page

Base Scene X

Base Scene (Events)

Properties



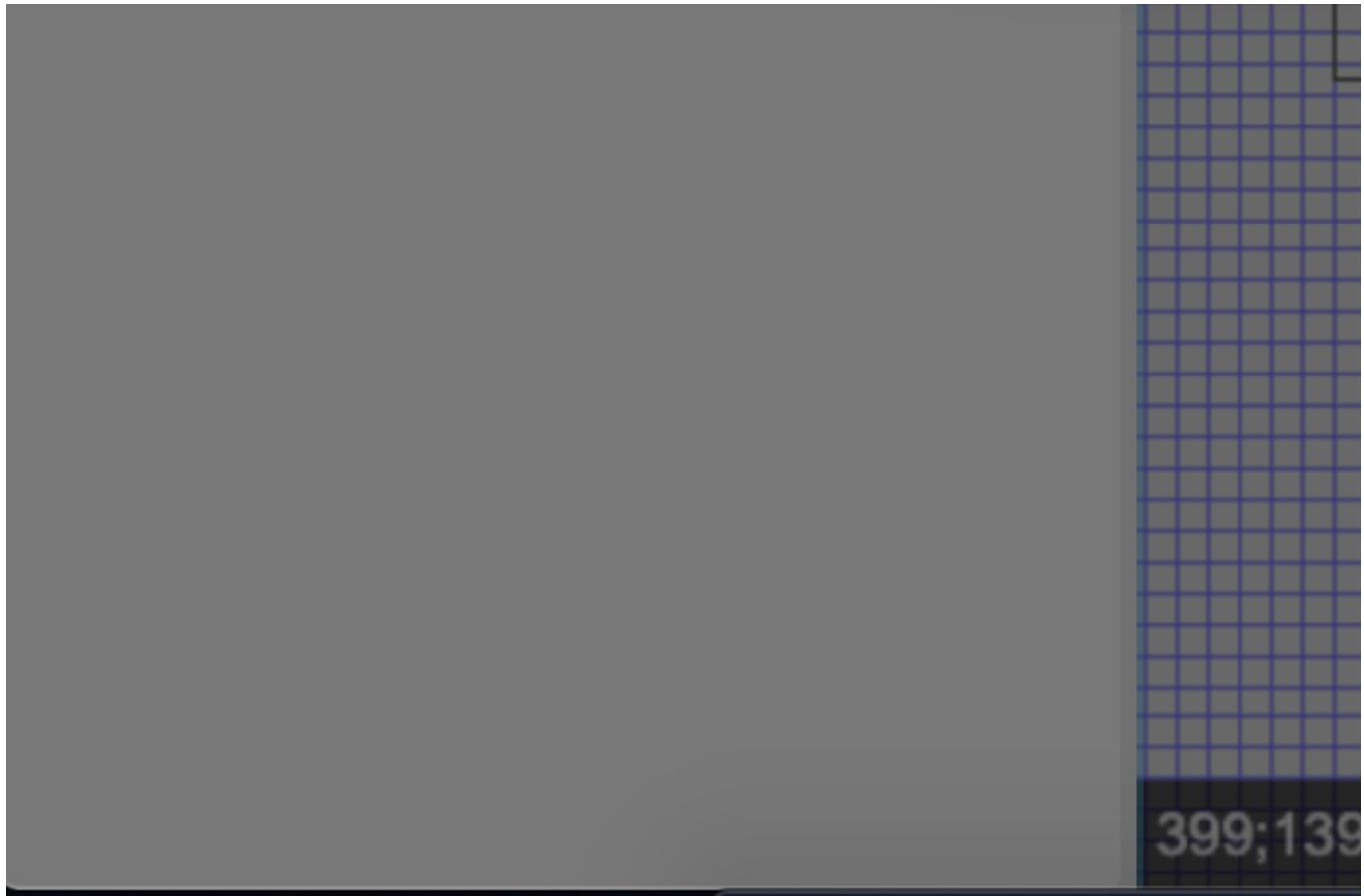
Click on an instance in the scene to
edit its properties

Object name
NewObject

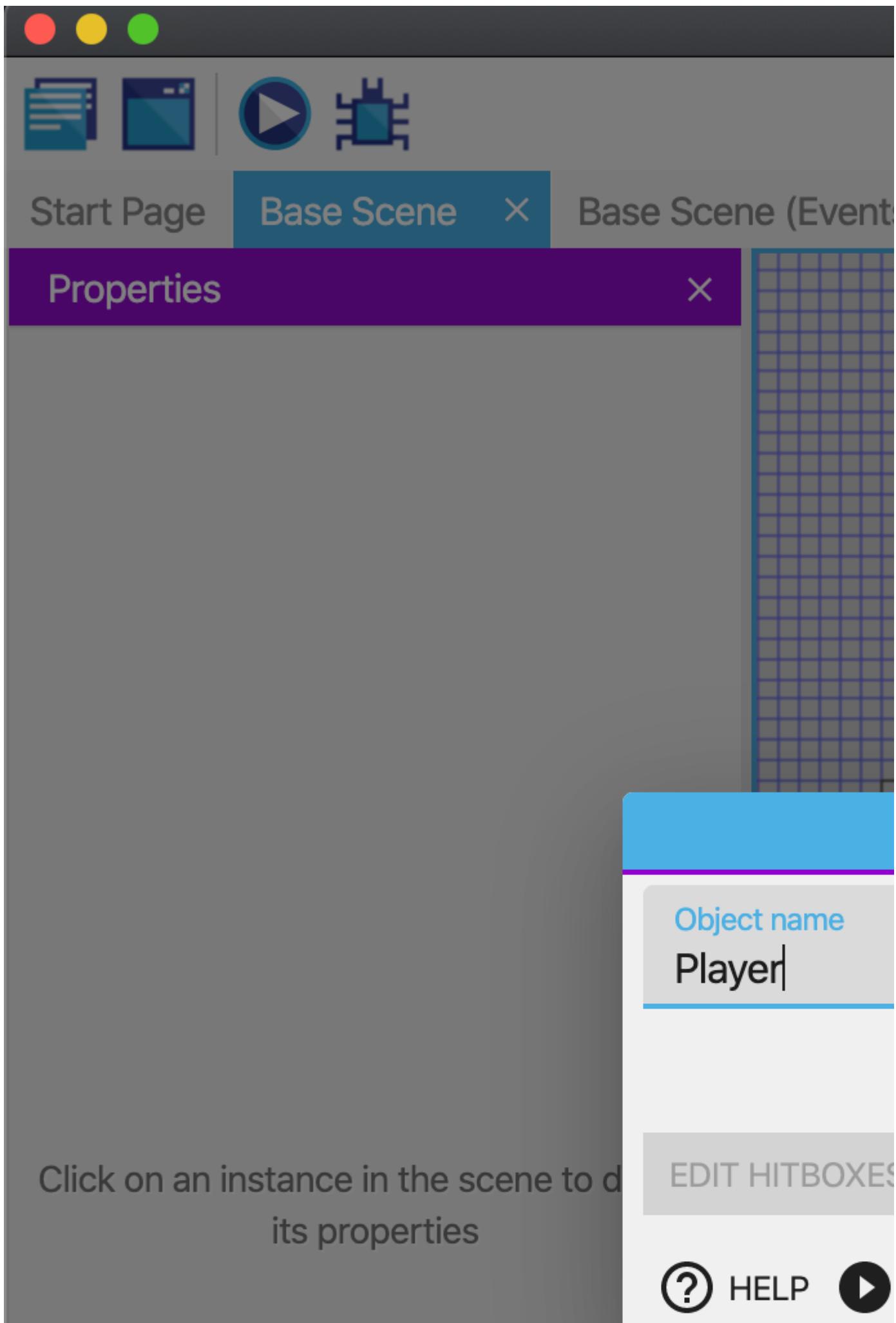
EDIT HITBOXES

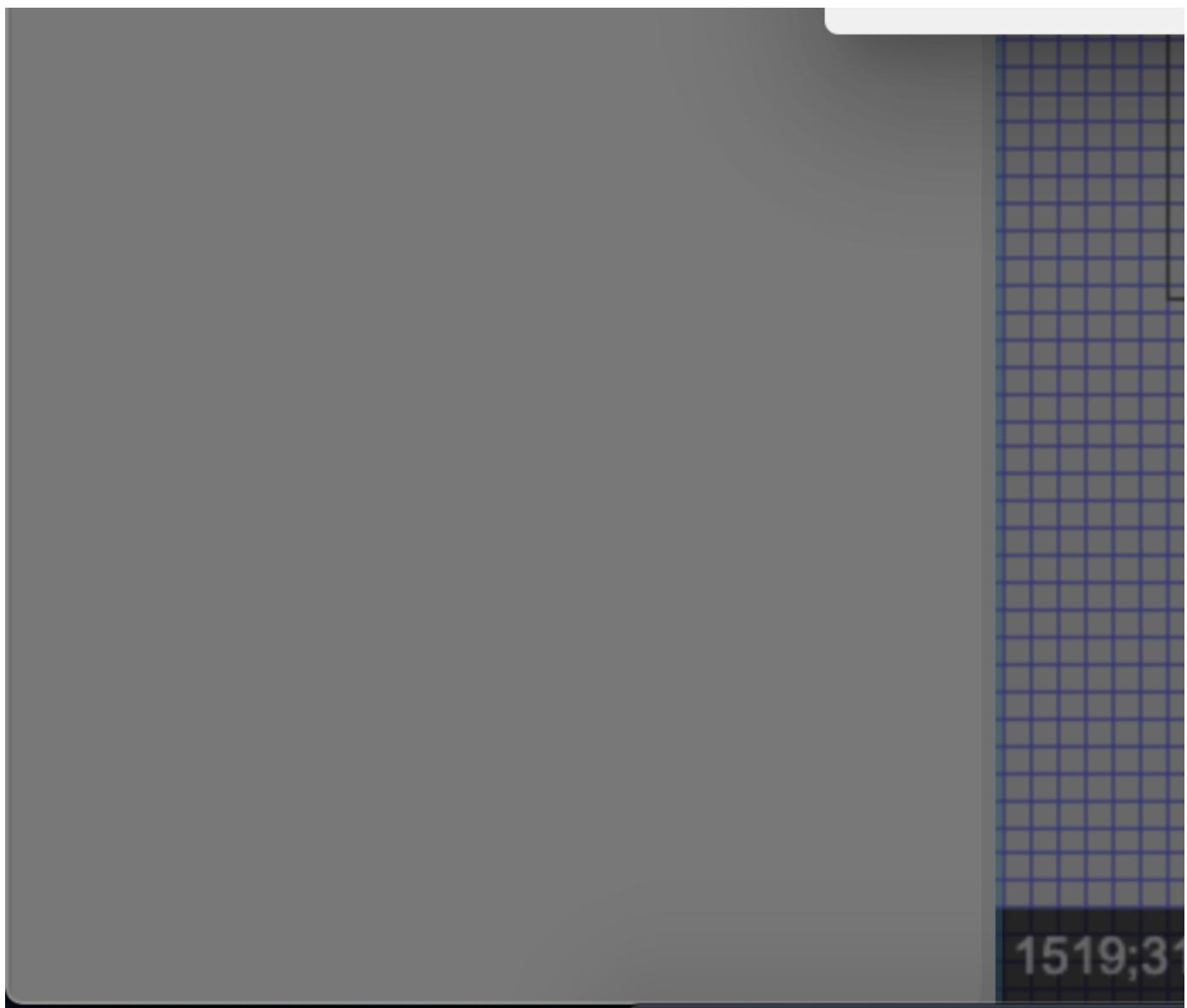
HELP



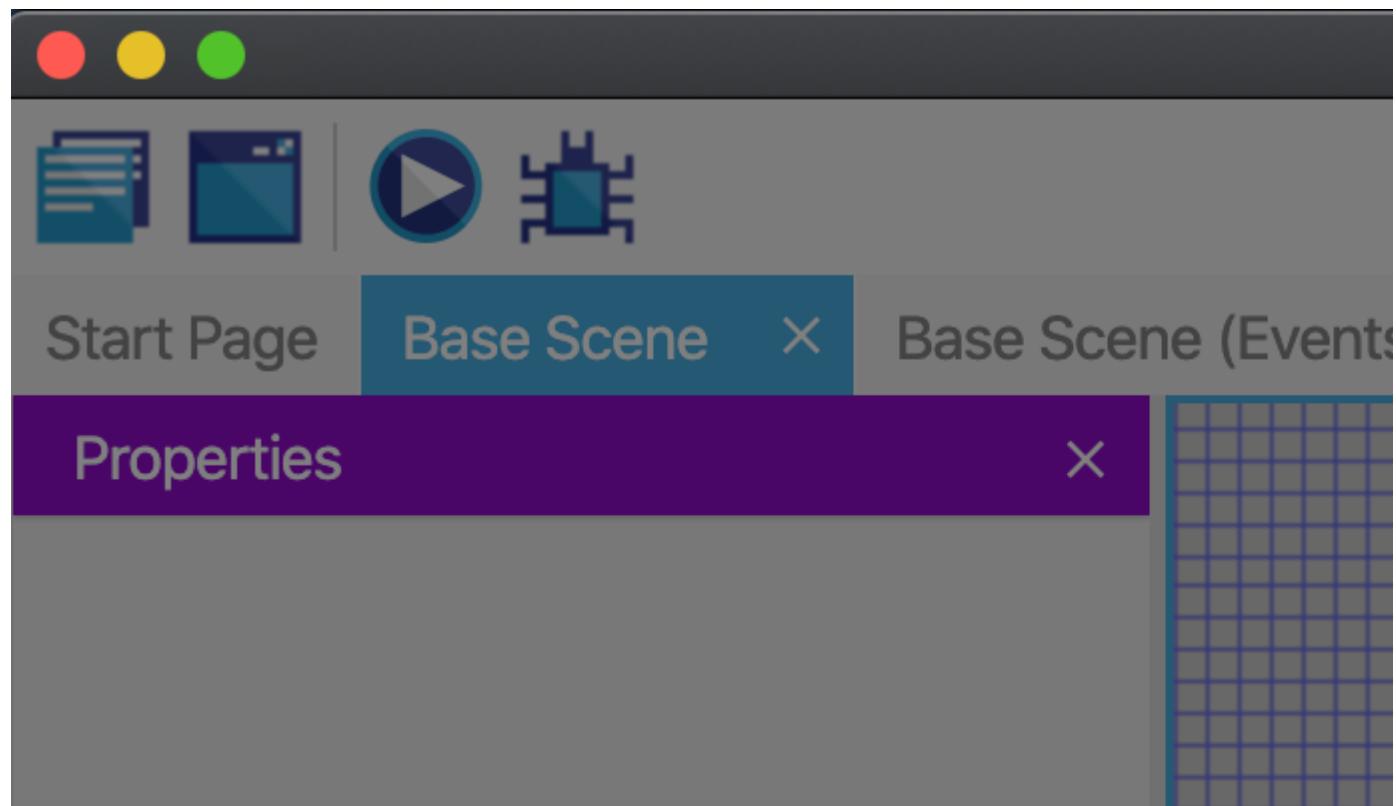


Click on **Add an animation**.





Click on **Add** to add an image for our object.



Object name

Player

— Animation :

+ ADD

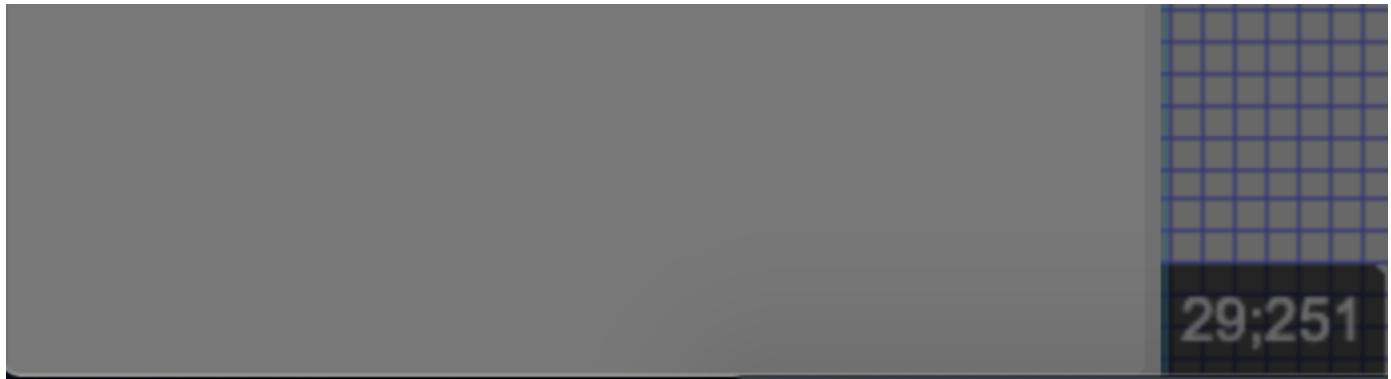
Click on an instance in the scene to
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EDIT HITBOXES

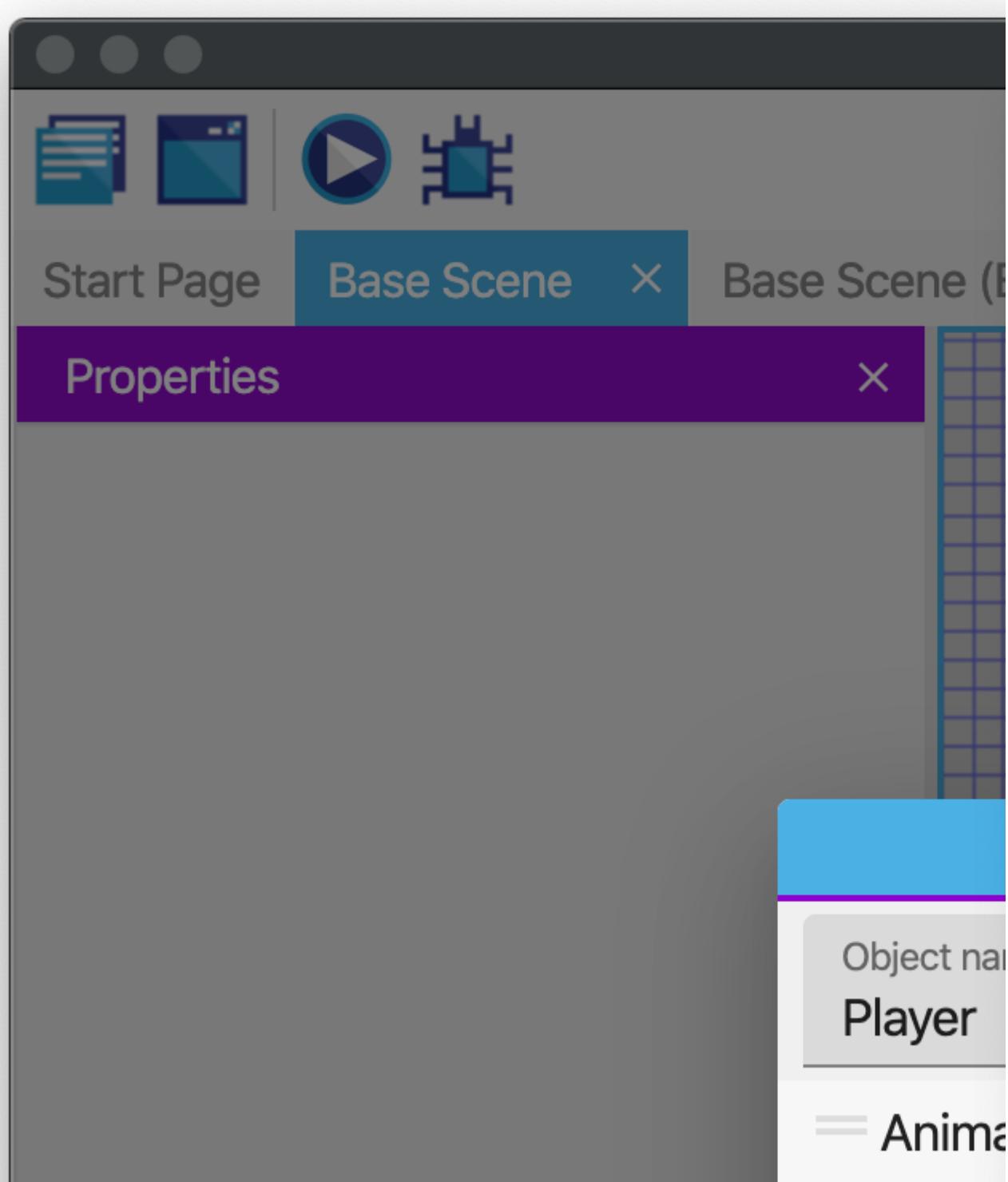
?

HELP





We will select our player image. Select **player.png** in the downloaded assets folder. Then, click **Apply**.



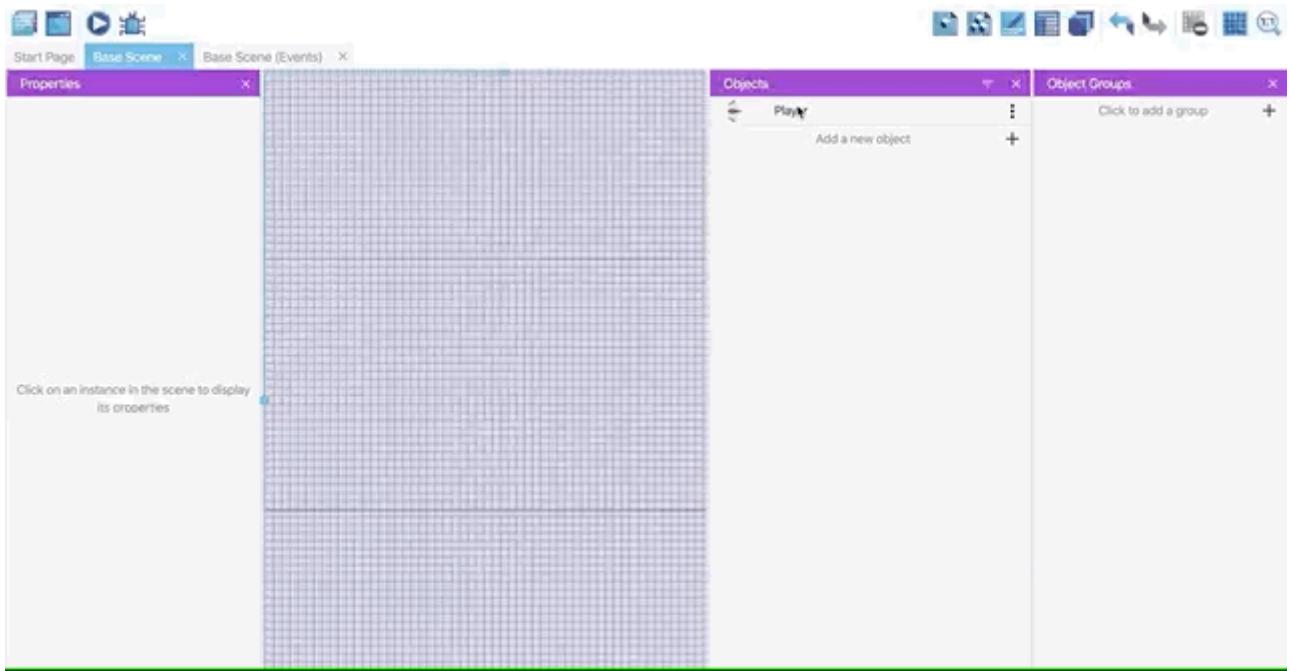
Click on an instance in the scene to edit its properties

+ ADD

EDIT HITBOX

(?) HELP

Now, you can drag and drop the **Player** object whenever you want! We will add basic controls to the player in the next chapter!



Next step

[Space Shooter, Part 2](#)