# Space Shooter

## Series

You are reading **Part 1** of the Space Shooter Tutorial.

1. Create the Player
2. Move the Player
3. Shoot and Health
4. Background and Camera
5. Enemies
6. Enemy Mechanics
7. Meteors
8. Powerups
9. User Interface (UI)
10. Sound Effects & Music
11. Visual Effects
12. Levels
13. Main Menu & The End

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

progra

SEAR

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 E

/Users/dkarakay/Documents/GDevelop projec

Choose a game to use as a starter:

Platformer

A simple platform game, with coins to colle

8-bit Space Shooter

A beautiful, retro side-scrolling shooter wh
included!

Geometry Monster

A hyper casual endless game where you h

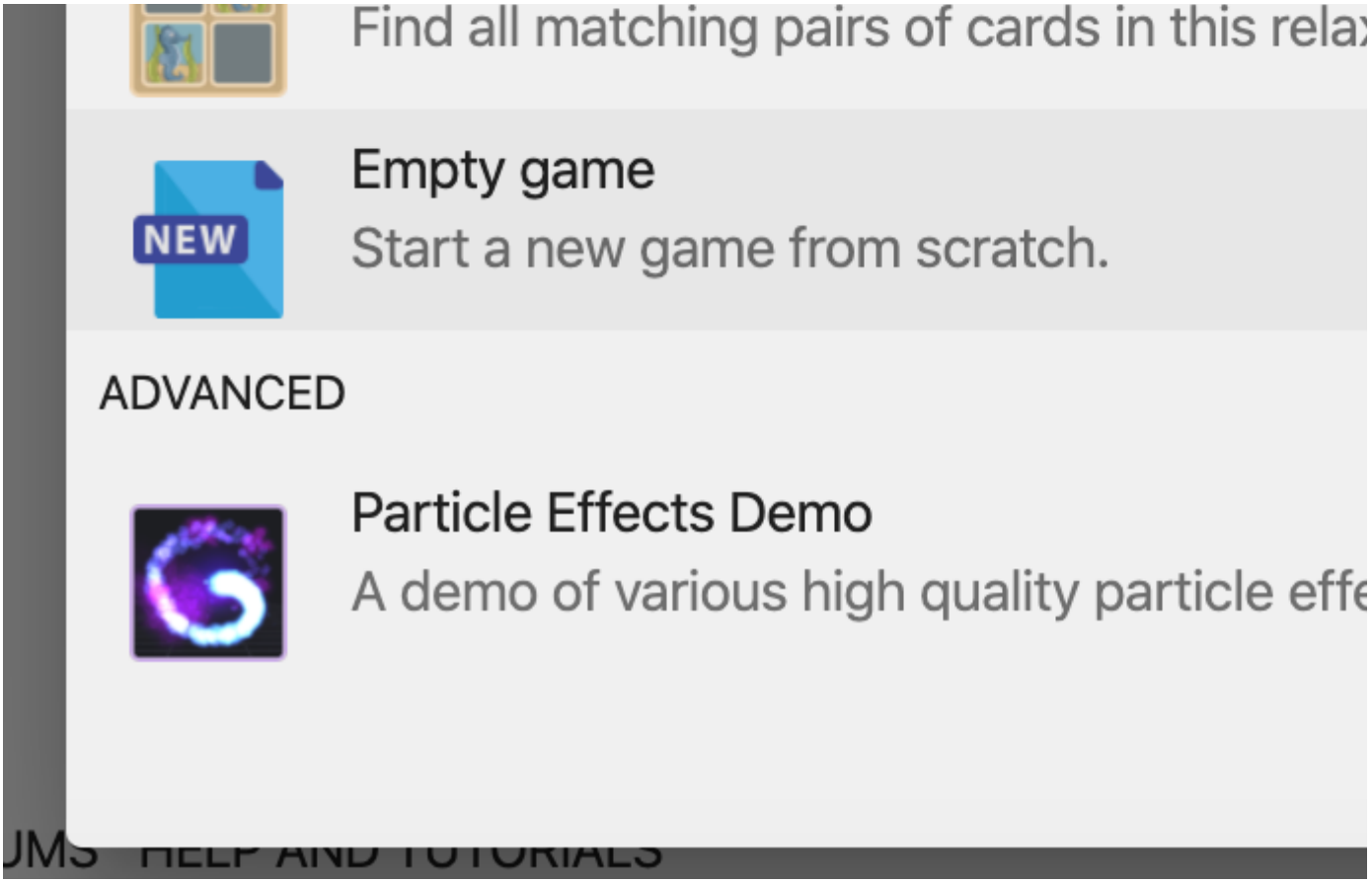
Isometric game

An example of an isometric game where y

Downhill Bike Racing

An example of a 2D physics based game,

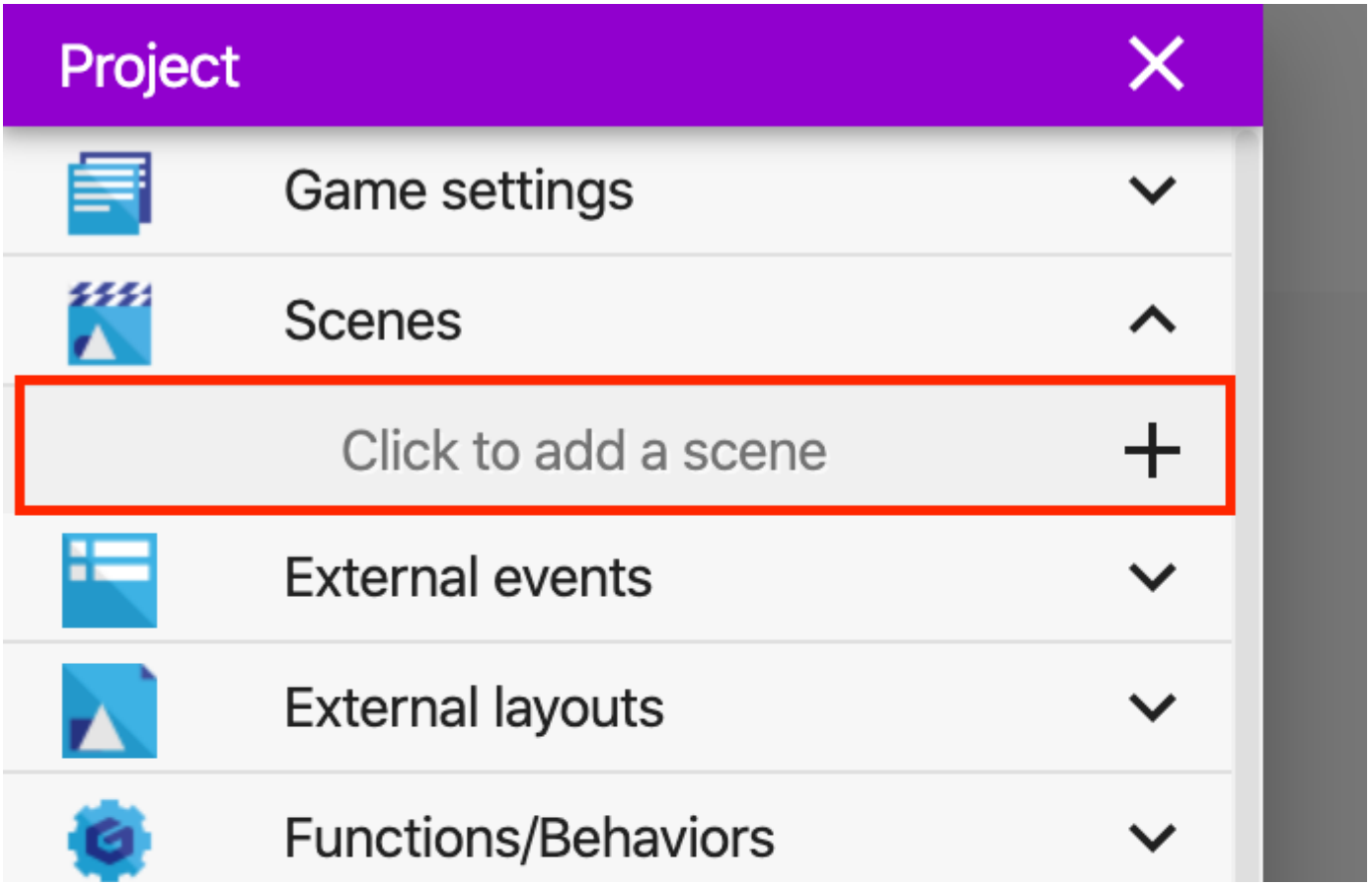
Pairs

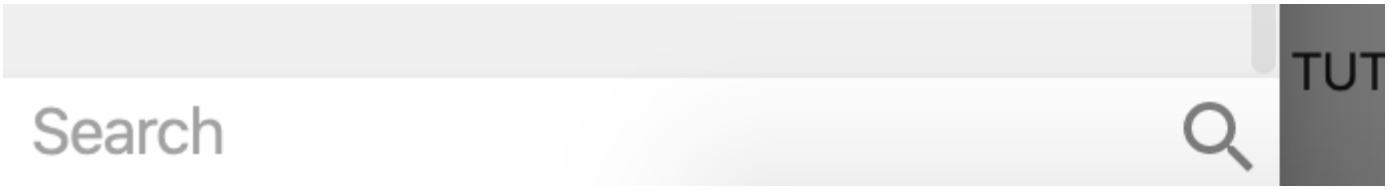



## Create the first scene

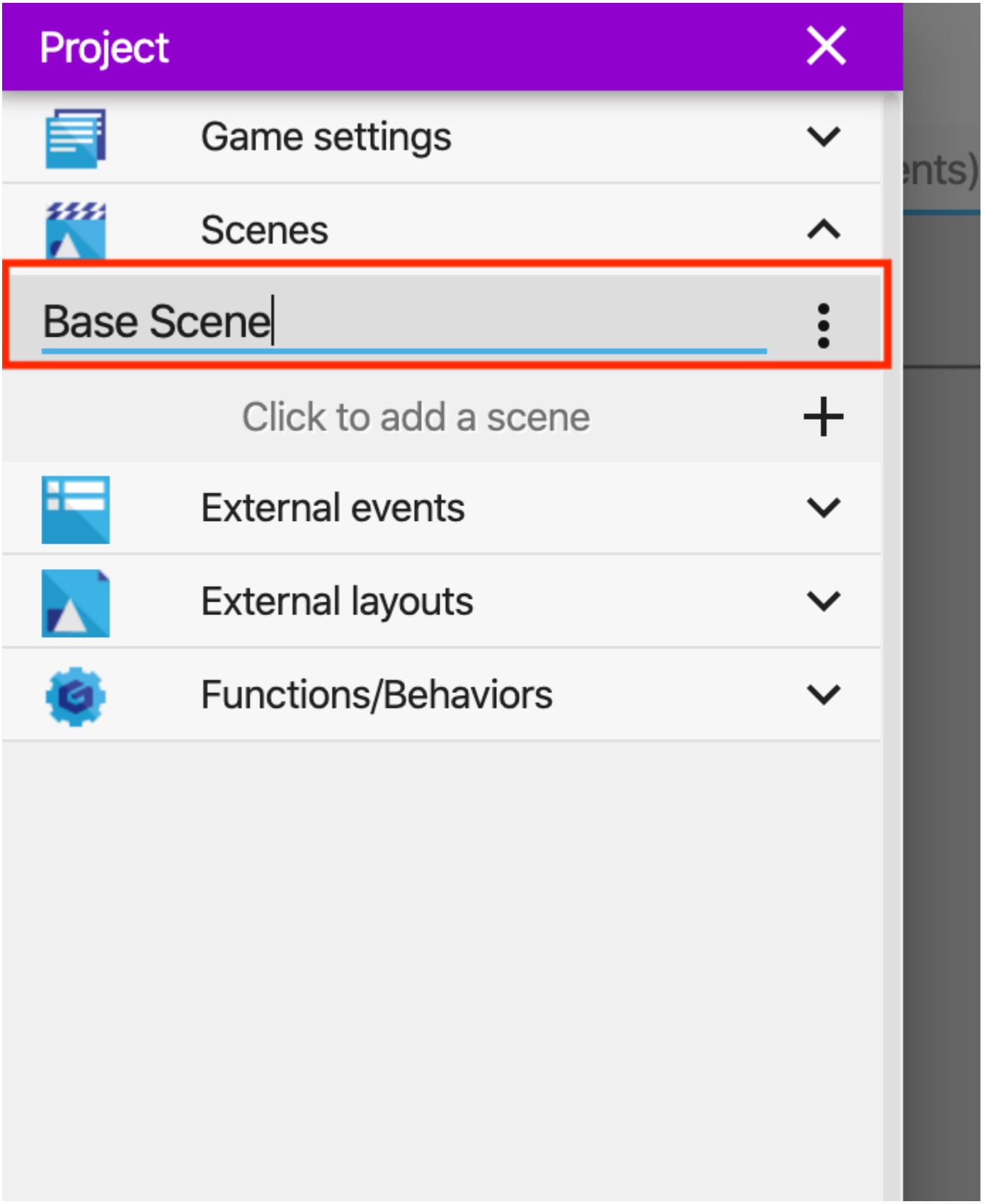
We will create a new scene to put your objects and set up your game.

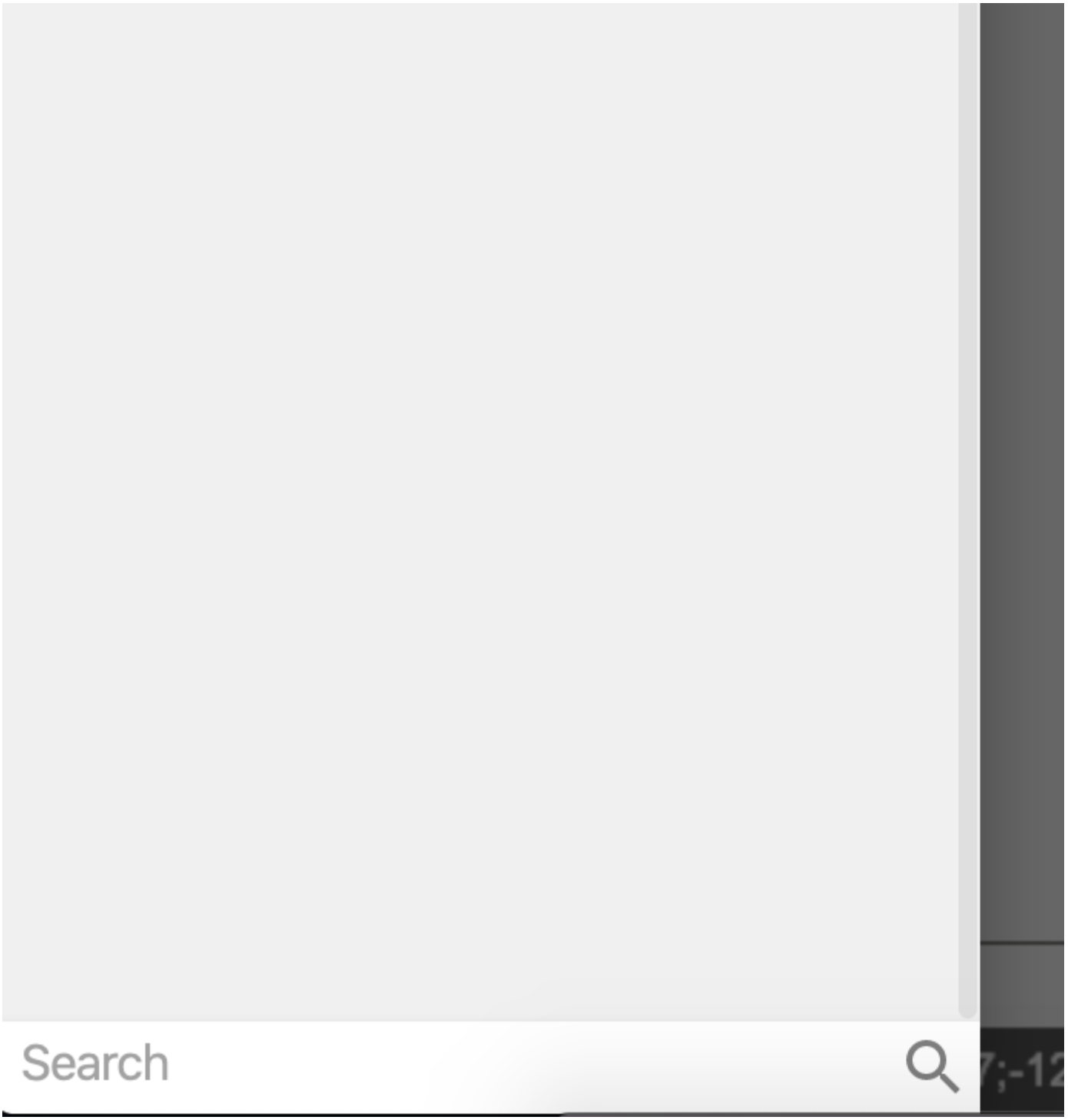
To add a scene, you should select the **Scenes** section on the left panel and a **Click to add a scene** button.






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.






## Setting the size of the game

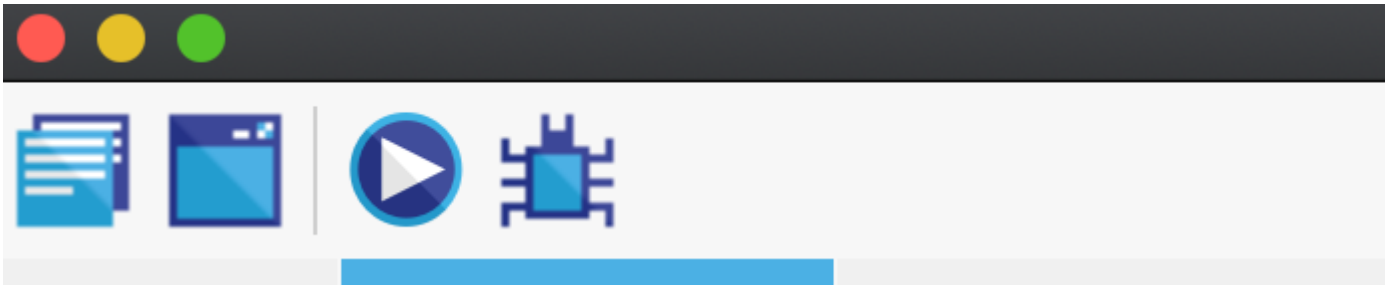
To edit game settings, we will select **Game Settings** on the left panel. After the new menu appears, we will choose **Properties** to open the game settings window. We will change the project name to anything you like, in this case, **Space Shooter**. Then, replace the game resolution width with **900**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

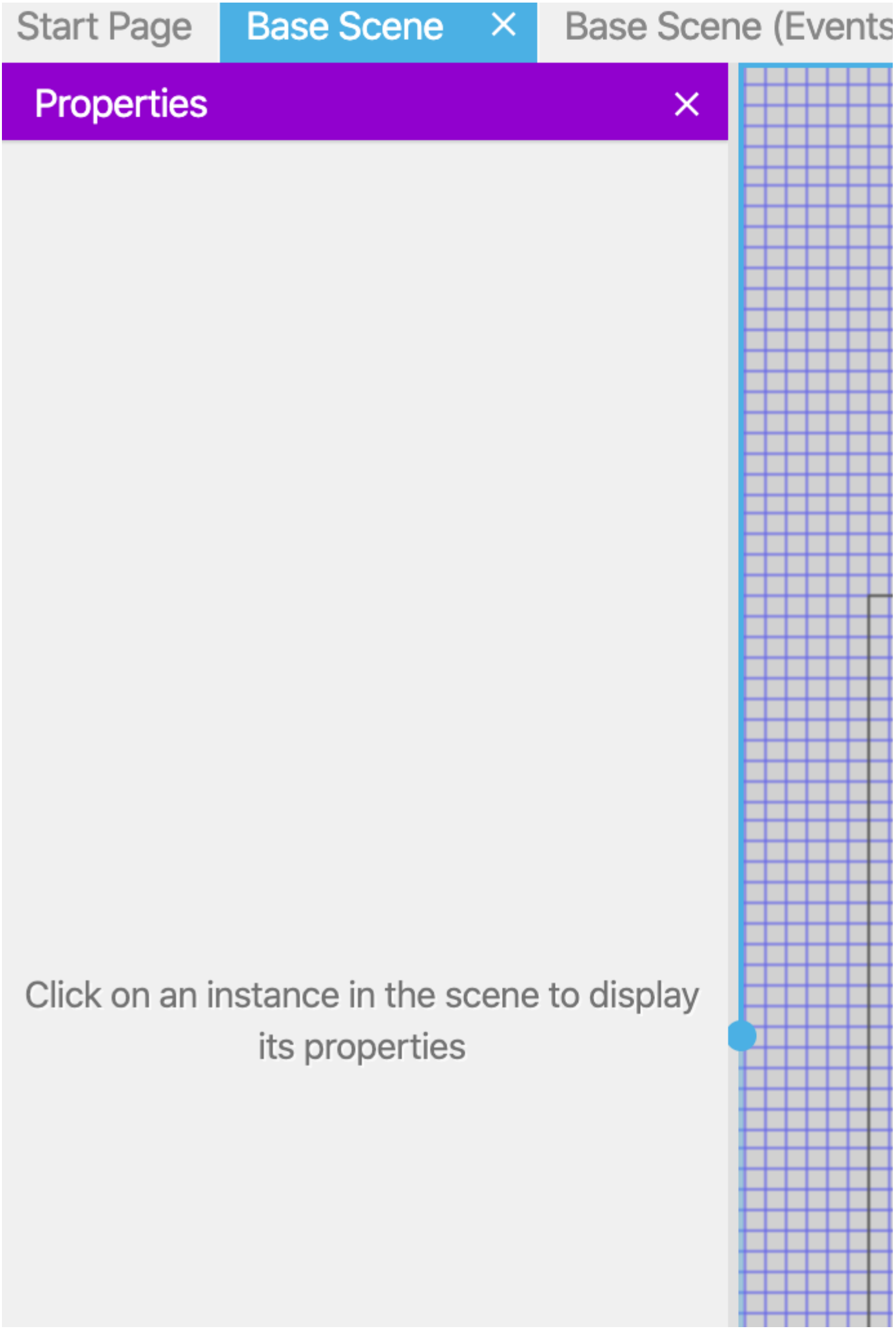
## Enabling Grids

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.

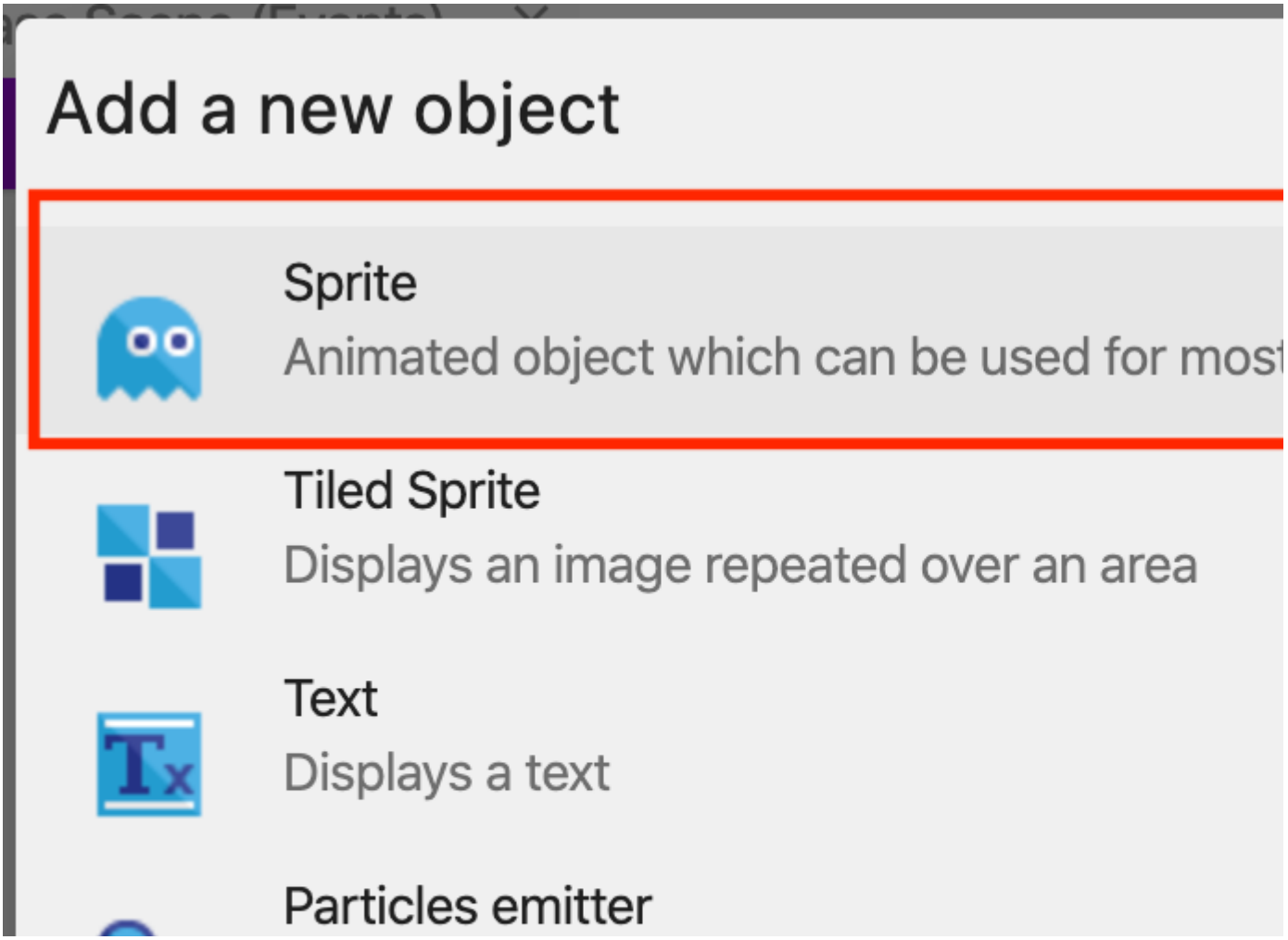
## Adding the player

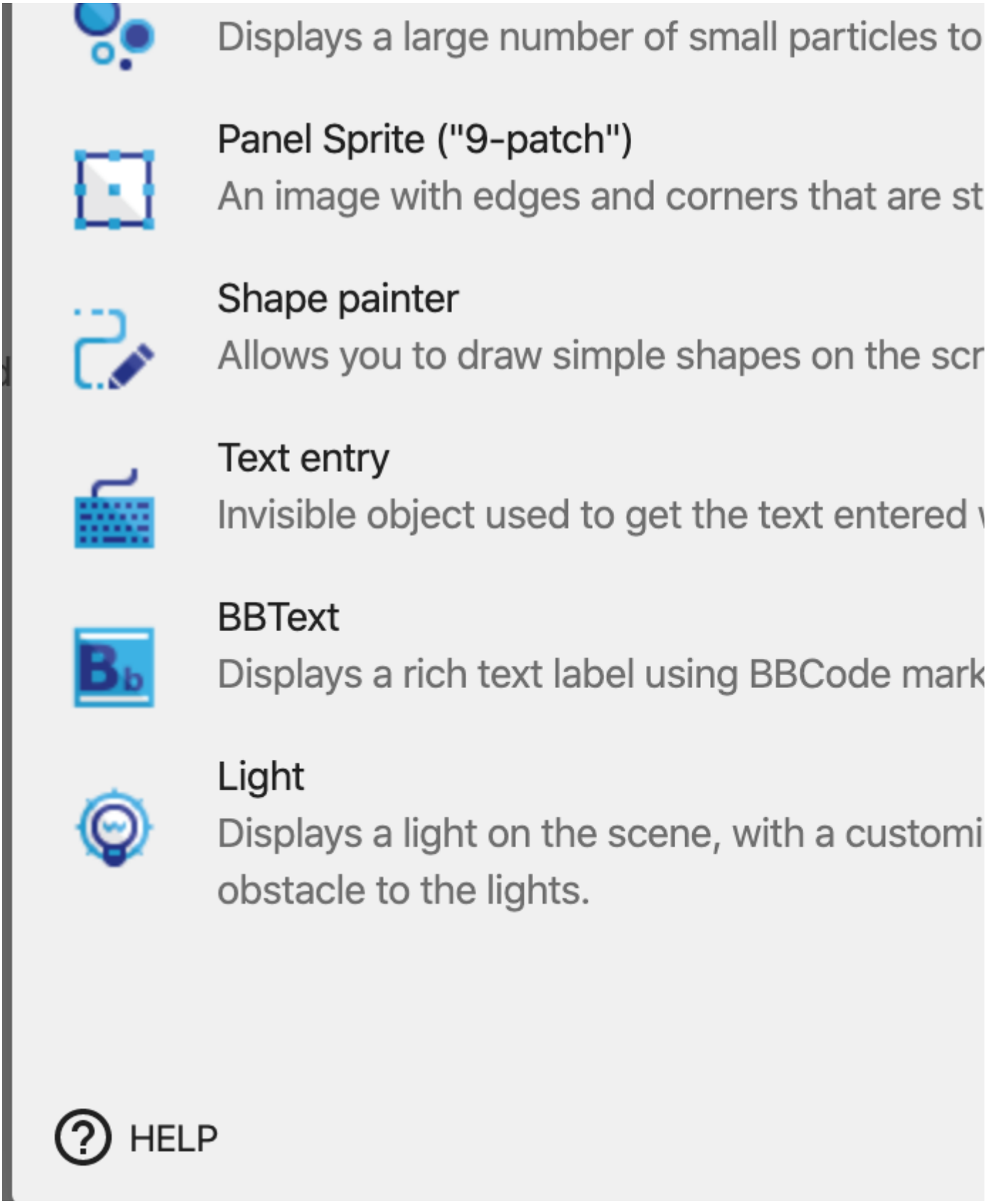
We are ready to add our player (space ship). After downloading the assets from here, we will click the “Add a new object” button.



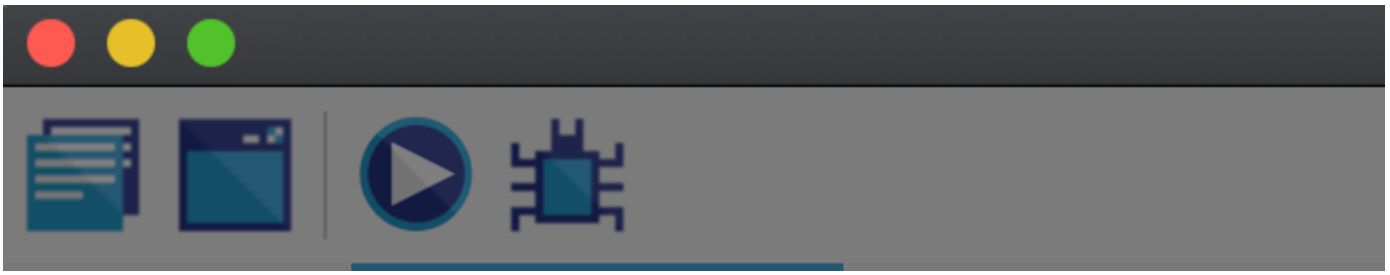

Start Page
Base Scene
Base Scene (Events
Properties
Click on an instance in the scene to display its properties

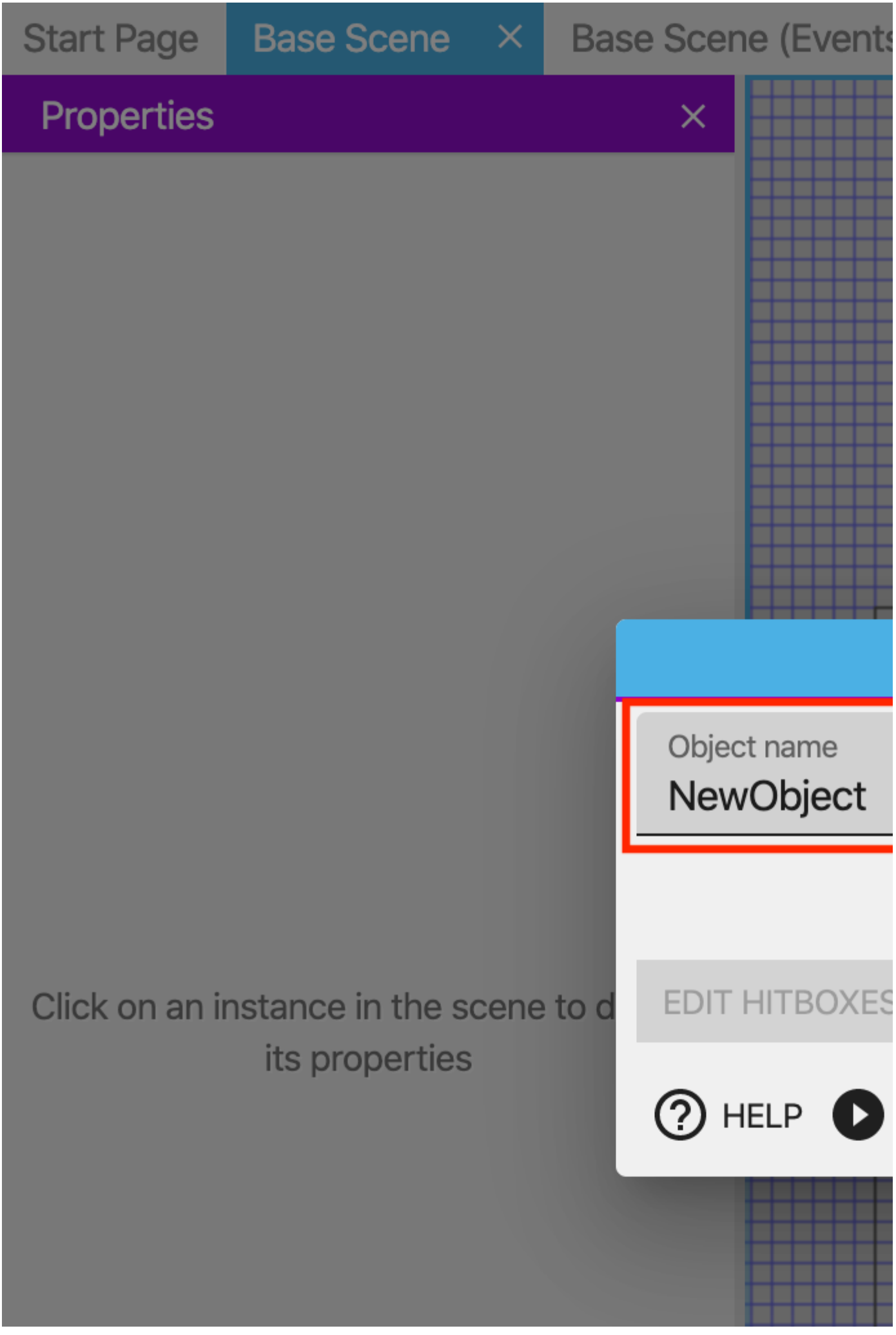

This is a menu for choosing the types of objects. We usually add **Sprites** as an object. Sprites allow us to add images. However, we will use different types of objects in the following parts. Now, select **Sprite**.

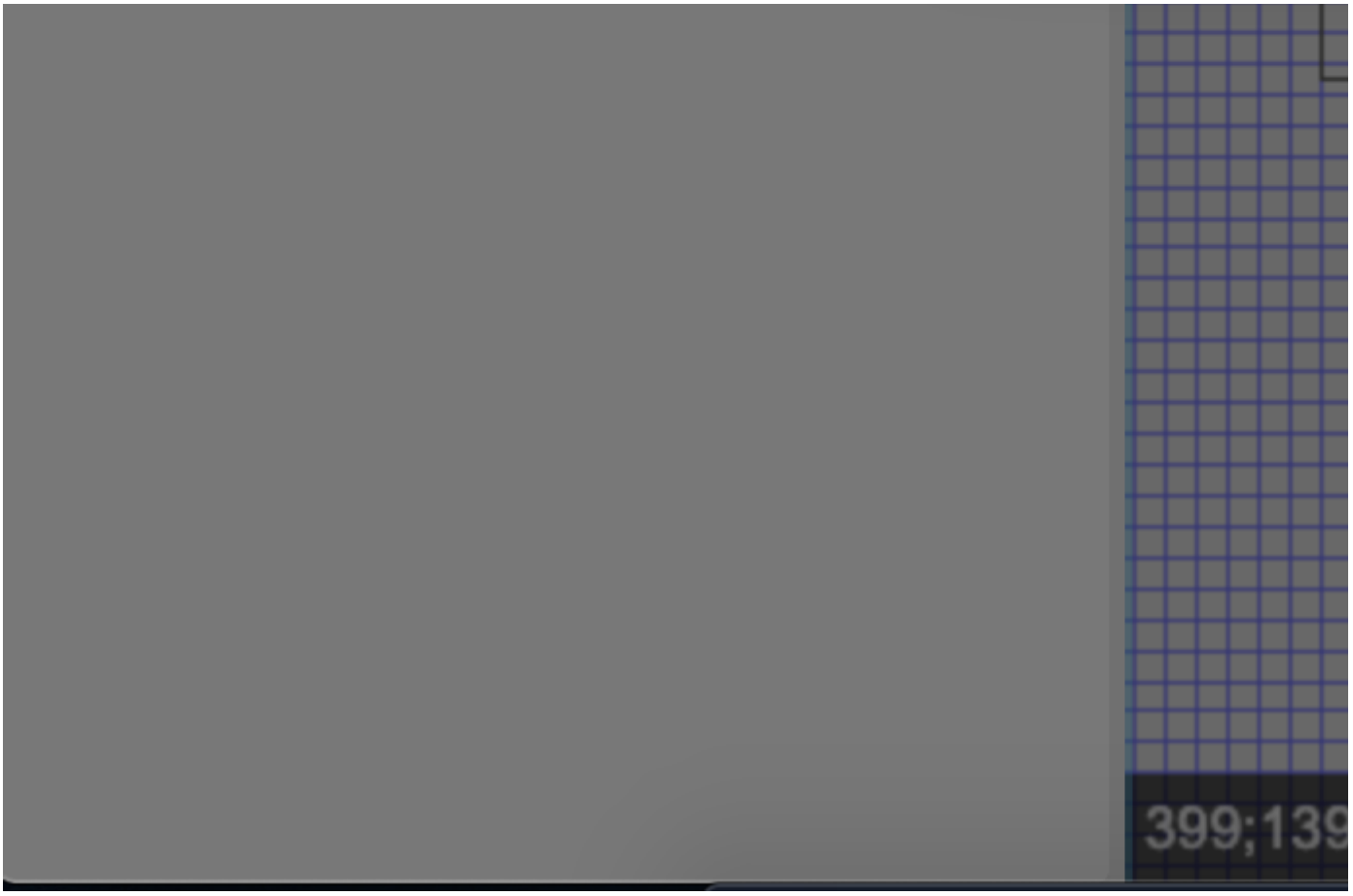




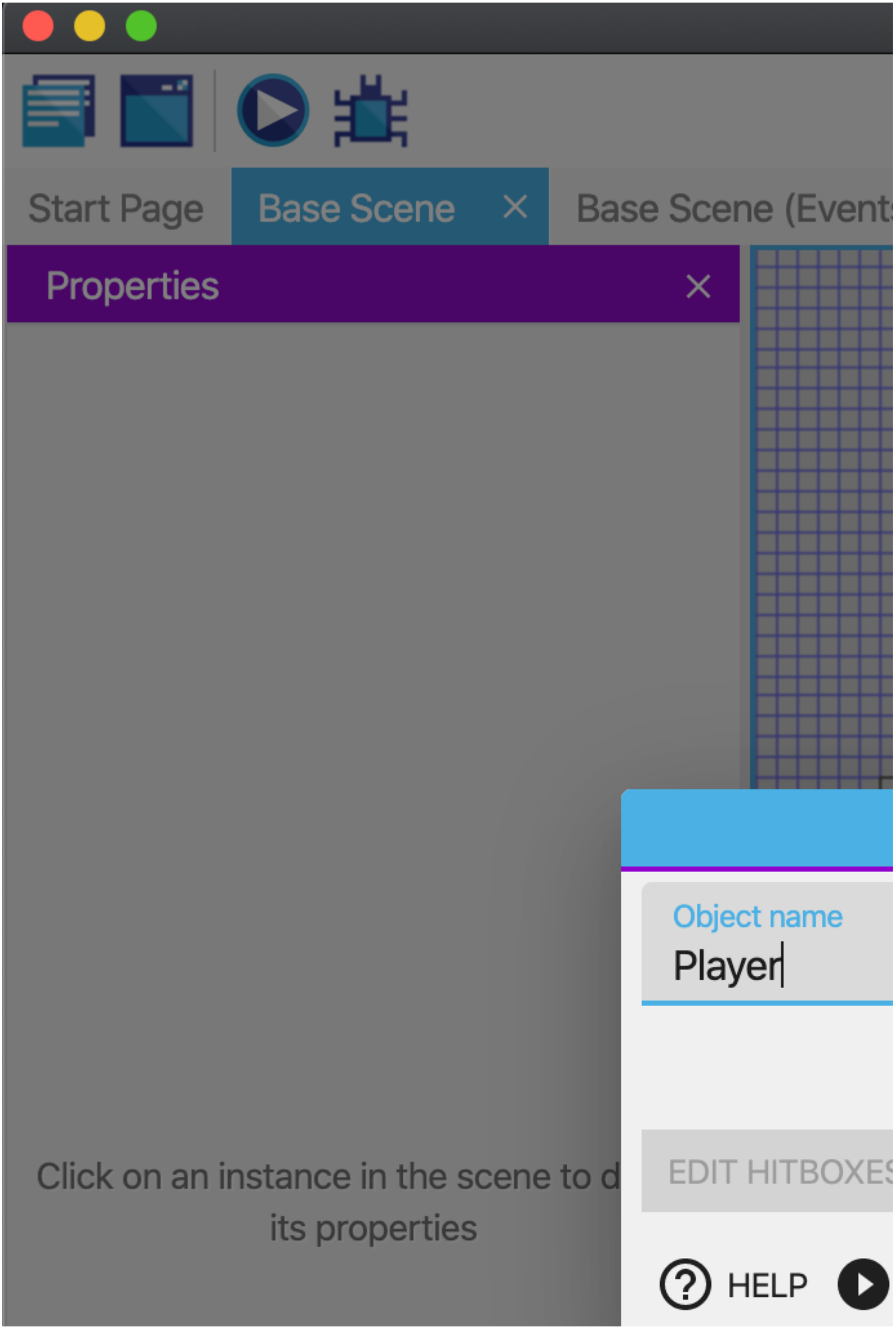

We will change the name of the object to **Player**.

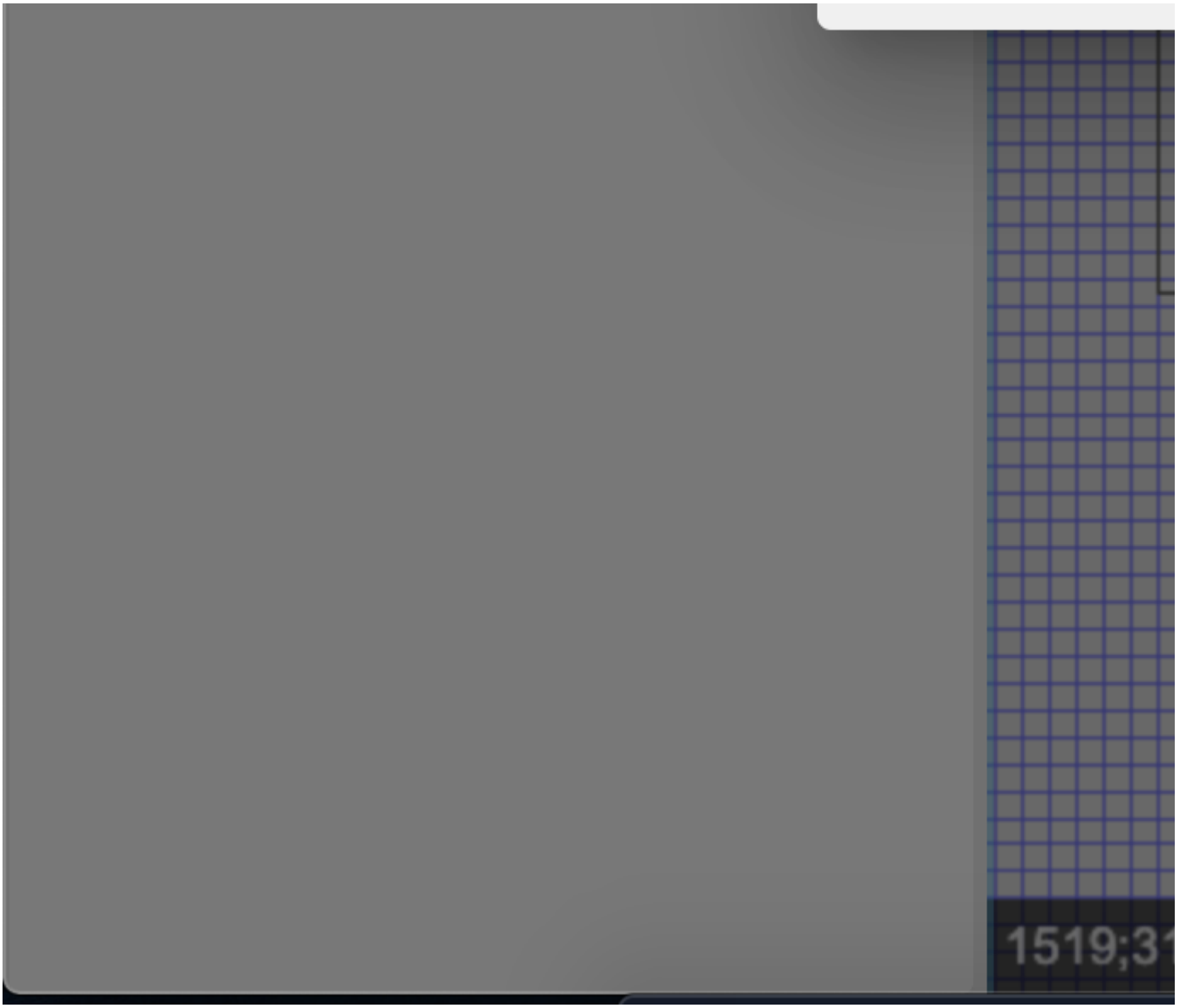



Start Page
Base Scene
Base Scene (Events
Properties
Object name
NewObject
Click on an instance in the scene to d
its properties
EDIT HITBOXES
HELP

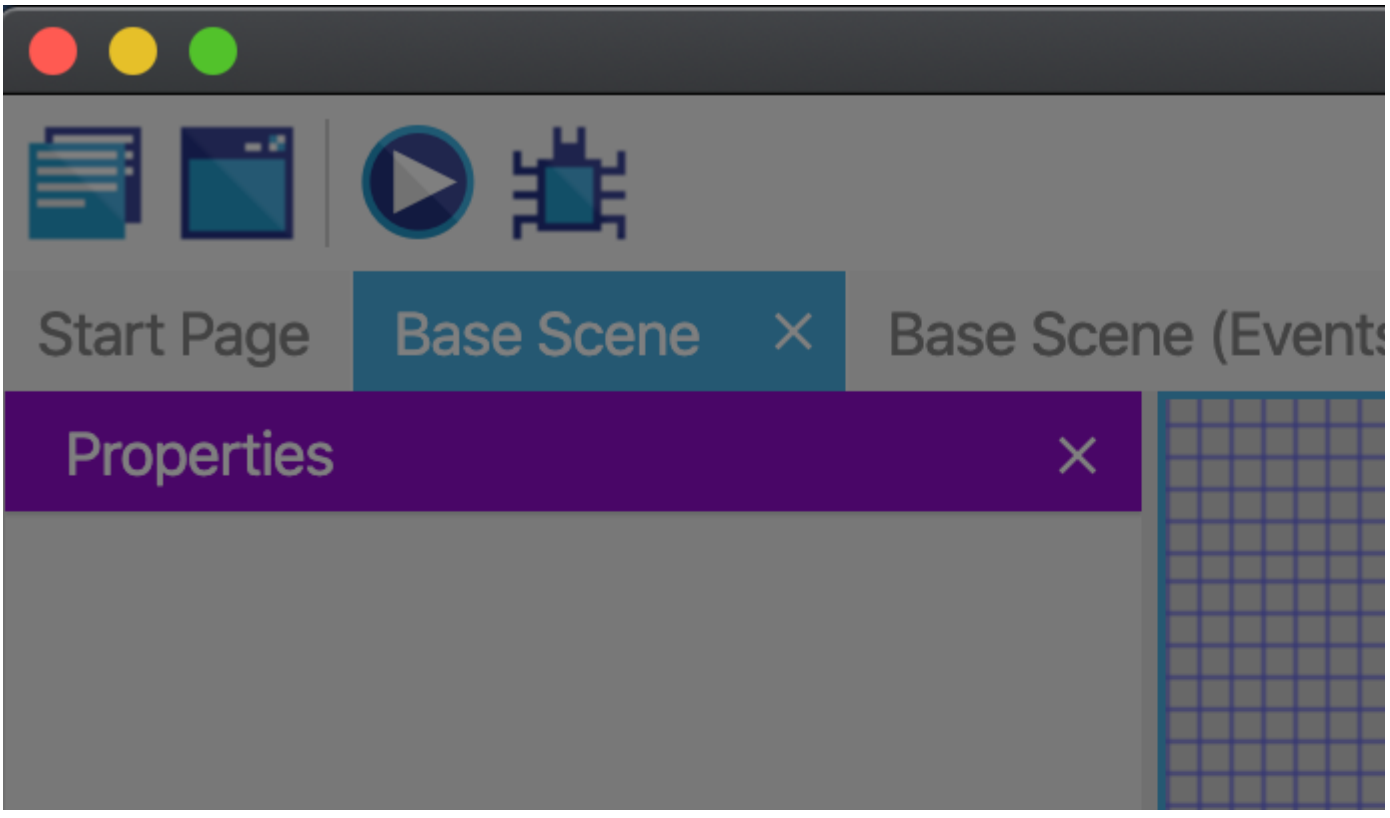


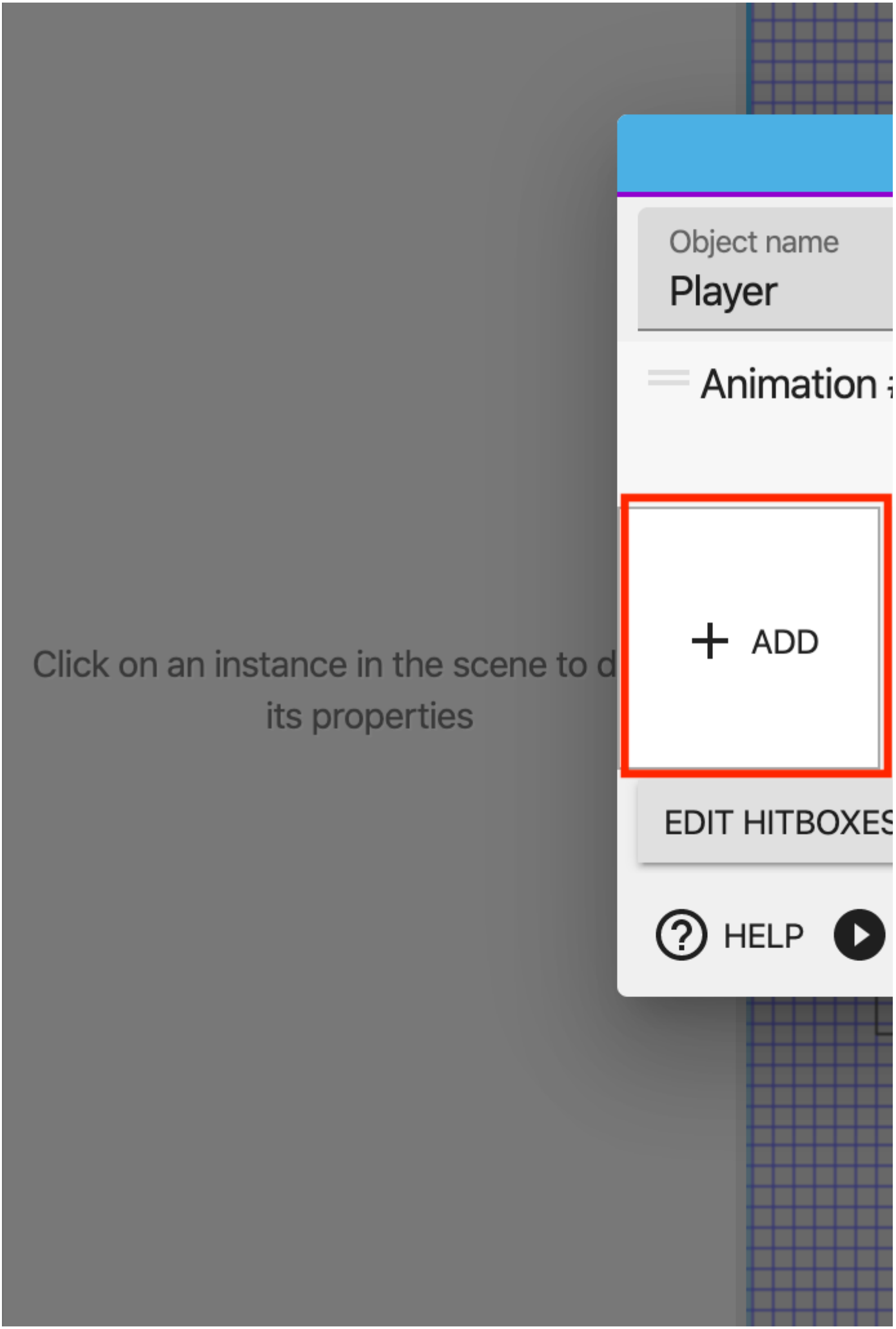

Click on **Add an animation**.


Start Page
Base Scene
Base Scene (Event
Properties
Object name
Player
EDIT HITBOXES
Click on an instance in the scene to d
its properties
HELP

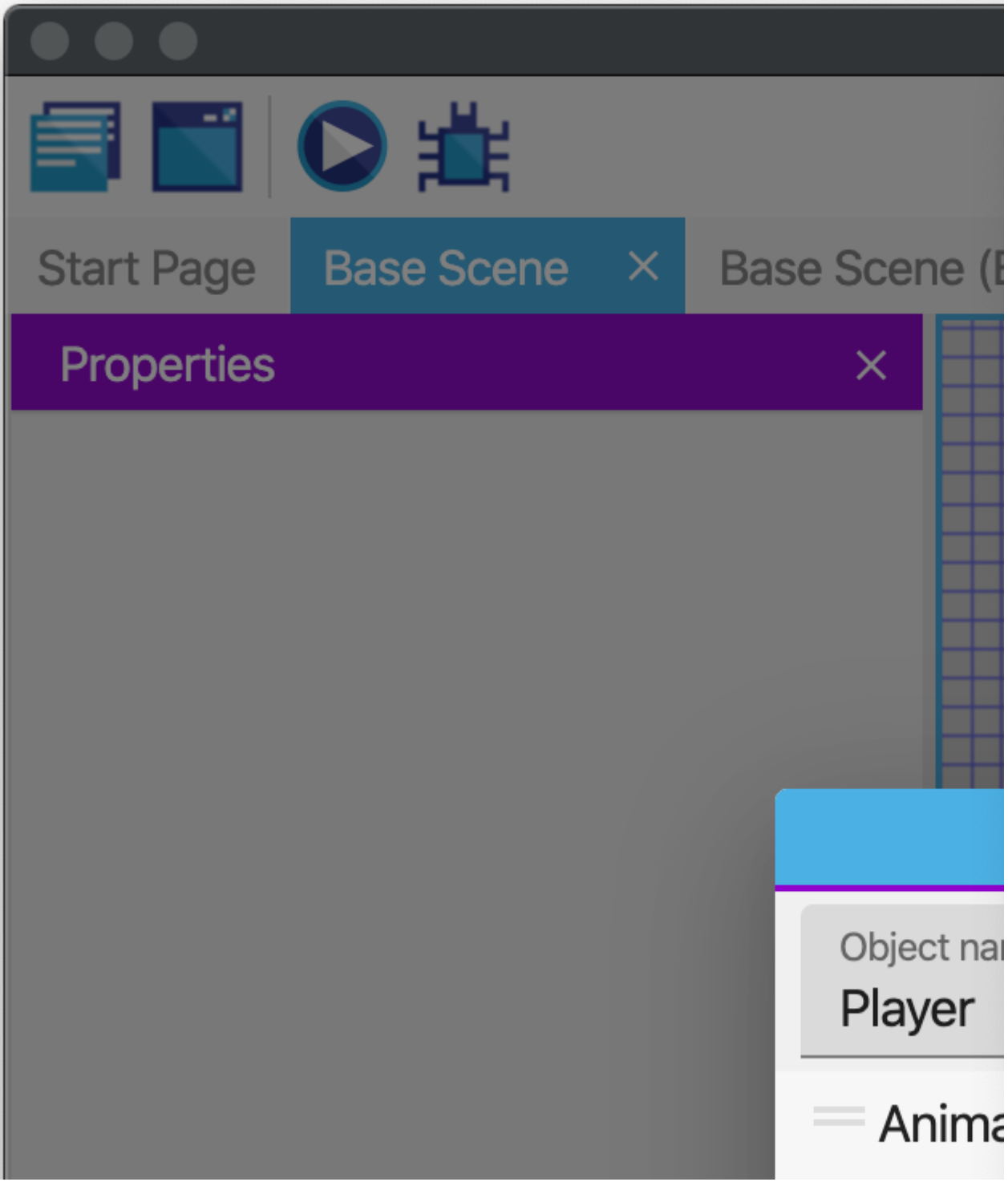


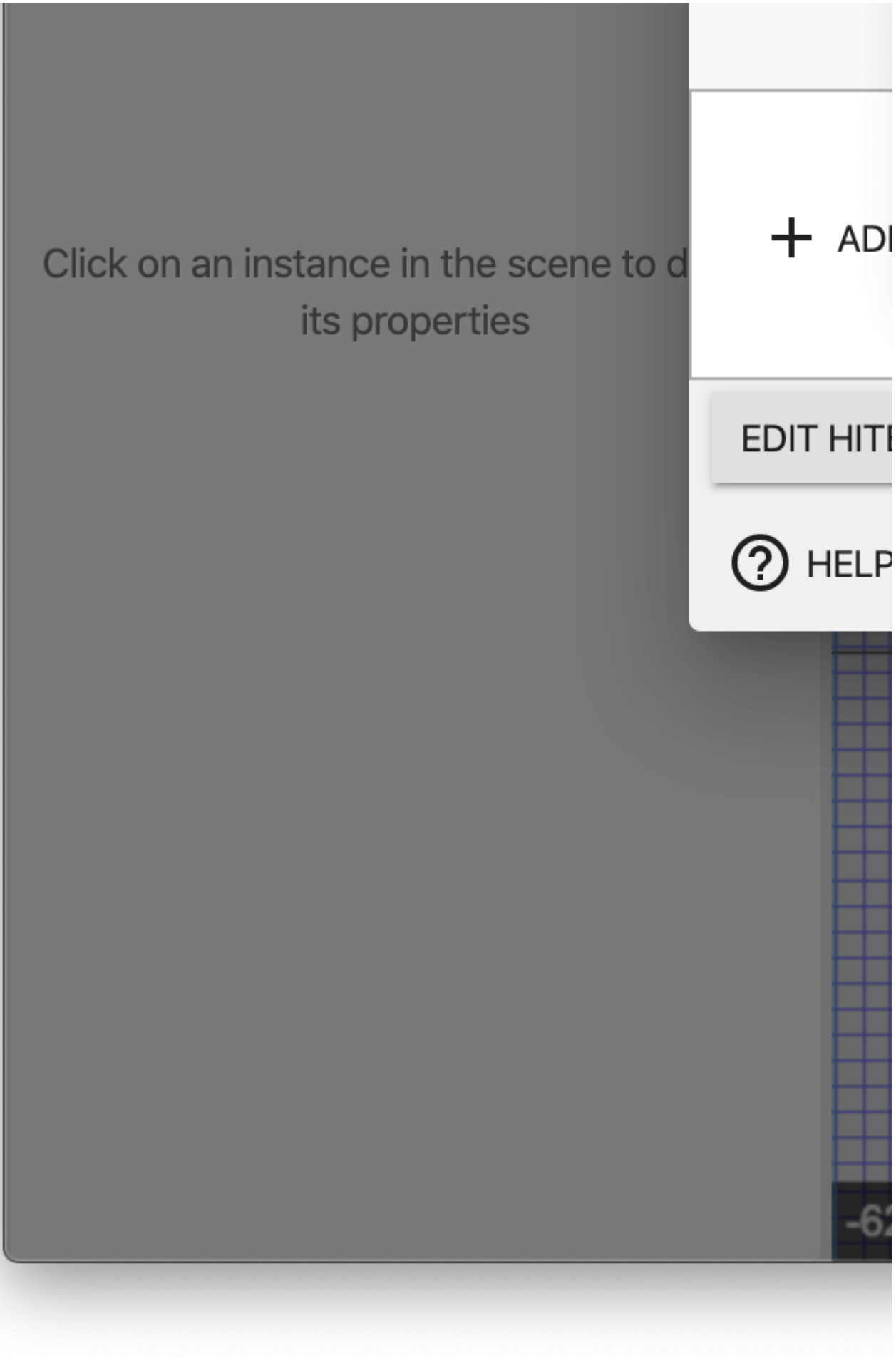

Click on **Add** to add an image for our object.



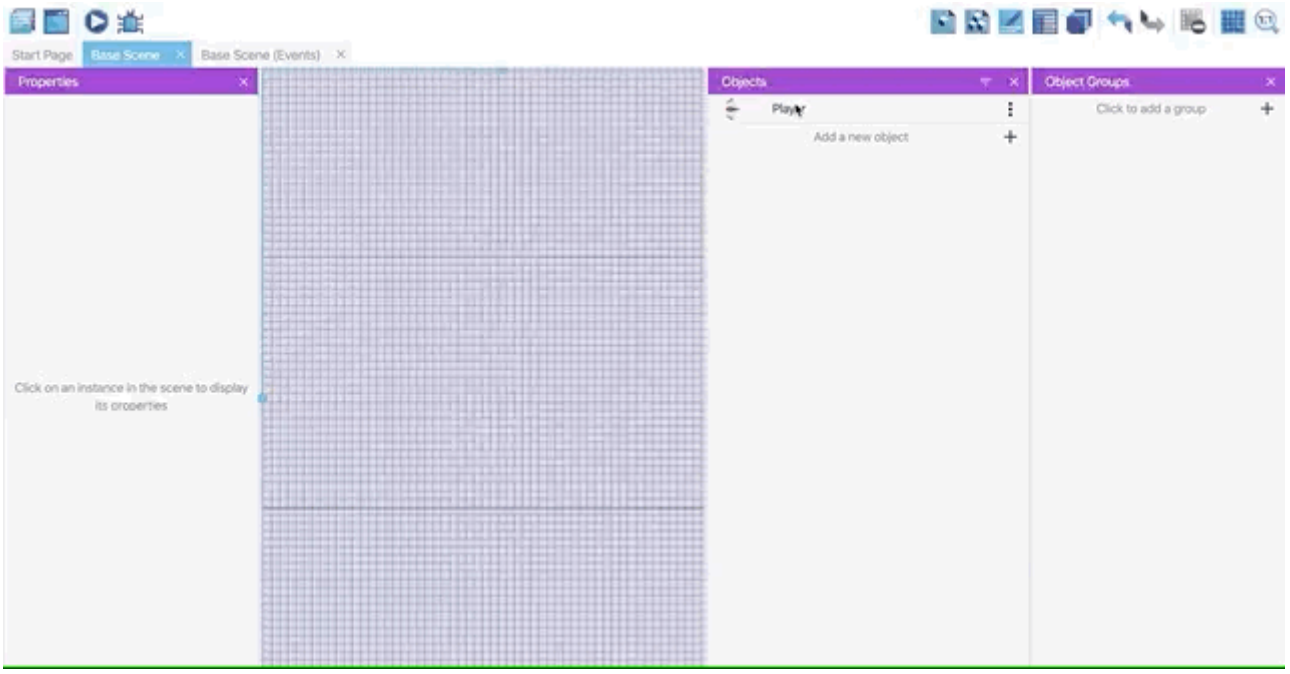

Object name
Player
Animation
+ ADD
EDIT HITBOXES
HELP
Click on an instance in the scene to d
its properties


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






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