Lesson 1 - Make Your First Game with Stencyl

In this activity, you'll create a simple jump and run game using Stencyl.

1   Get Started

- After launching Stencyl, open up **Project 1**.
  (Can't find Project 1? Visit http://www.stencyl.com/learn/downloads/ to get it)

- Click **Test Game** (in the top toolbar) to run the game.
- After the game appears, move the Hero around using the left/right arrow keys.
- After you're done, close the game.

2   Build the Stage

- Open up the scene called **Level 1**.
- Now, you'll see the level you just played. Doesn't it look a bit empty?
- Play around with the editor by adding some blocks.
- After you're done, run the game again and play through your level.

You may realize that the game isn't fun because the Hero can't jump. Let's give him that ability.

3   Make the Hero Jump

- Open up the actor type called **Hero**.
- Flip to its **Behaviors** page.
- Click **Add Behavior**. *(It's at the bottom left as shown below)*
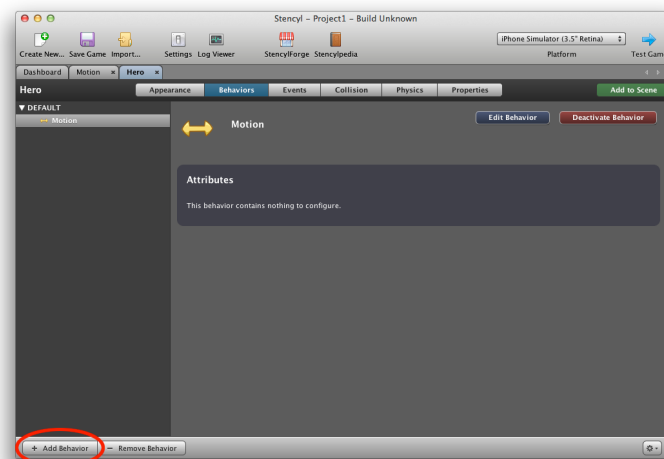
- On the screen that pops up, pick **FROM THIS GAME > All > Jumping**. Then, click the **Choose** button.
- The behavior's now added. You'll now see a form with some customizable fields. Configure them as follows…

Jump Key	Jump
Jump Force	25
Jump Sound	Jump
Jump Right Animation	Walk (R)
Jump Left Animation	Walk (L)

- Now, **run** the game again.
- Notice that the Hero can now jump! *(Press the Spacebar)*
- *Hero can't jump high enough? Experiment with the Jump Force field.*

What did you do? You added a Jump behavior to the Hero. Behaviors **grant new abilities** to Actors, letting them do more than before.

4   Stomping Enemies

You may notice that jumping on top of the enemy does not kill it. Instead, our Hero just lands on top, and nothing happens. Let's give our Hero the ability to stomp an enemy.

- Add the **Stomp on Enemies** behavior to our Hero.
- Configure the Stompable Group field to **Enemies**.
- Now, run the game and jump on top of the enemy. You can now kill him.

What exactly is happening here? Under the hood, the behavior is "listening" for collisions between the player and any actors that are considered enemies. When this happens, the enemy is killed.

Optional Activity - Draw the Score

This optional activity will introduce you to drawing data to the game screen.

- Open up **Level 1**. Flip to its **Events** page.
- Use the Draw Text block under the Drawing category to draw the Score to the screen. What does into those number fields? Experiment and see what happens!

- The "Score" block can be obtained from the **Game Attributes** page under the **Attributes** category. It is called "**Enemies Killed**"

Congrats! You've made your first game. In the next lesson, you'll learn how computers and games actually work. You'll then write the code for a game entirely from scratch.