



FINAL PRESENTATION

MOUSE MADNESS

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December 5, 2024



Concept

I want to make a platforming game similar to Megaman. I want to run and shoot through levels.

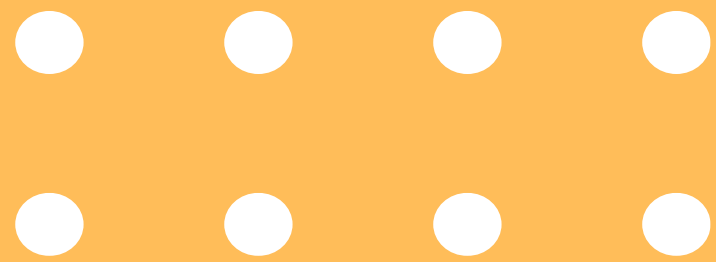


Main Objectives

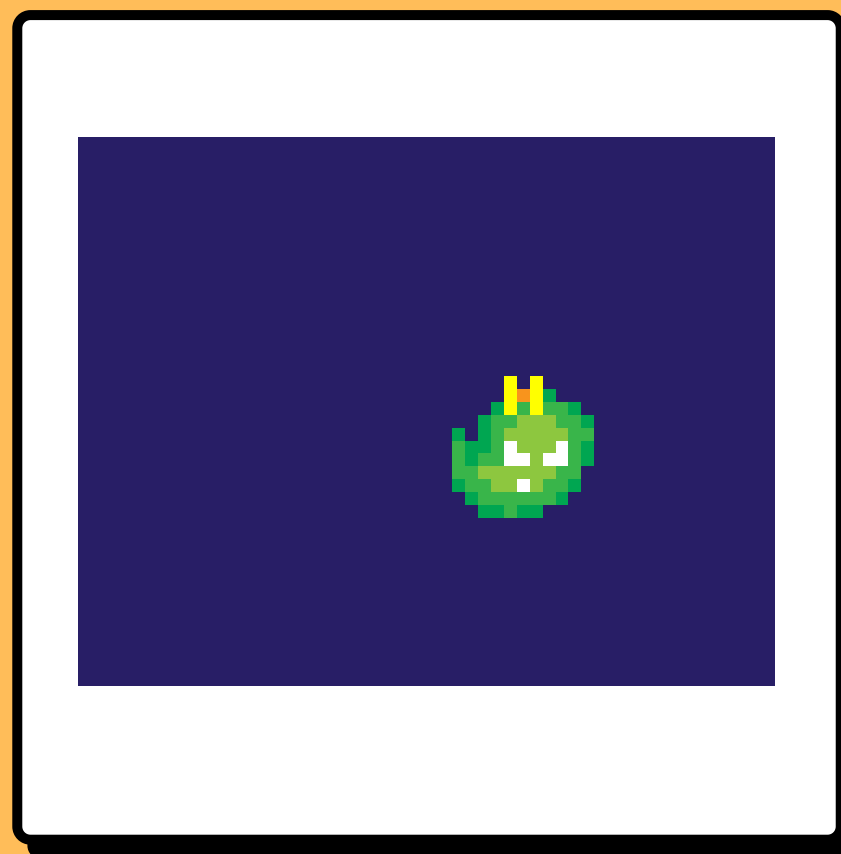
Making a game, making custom sprites, and unique gameplay compared to other games we have started

SUMMARY





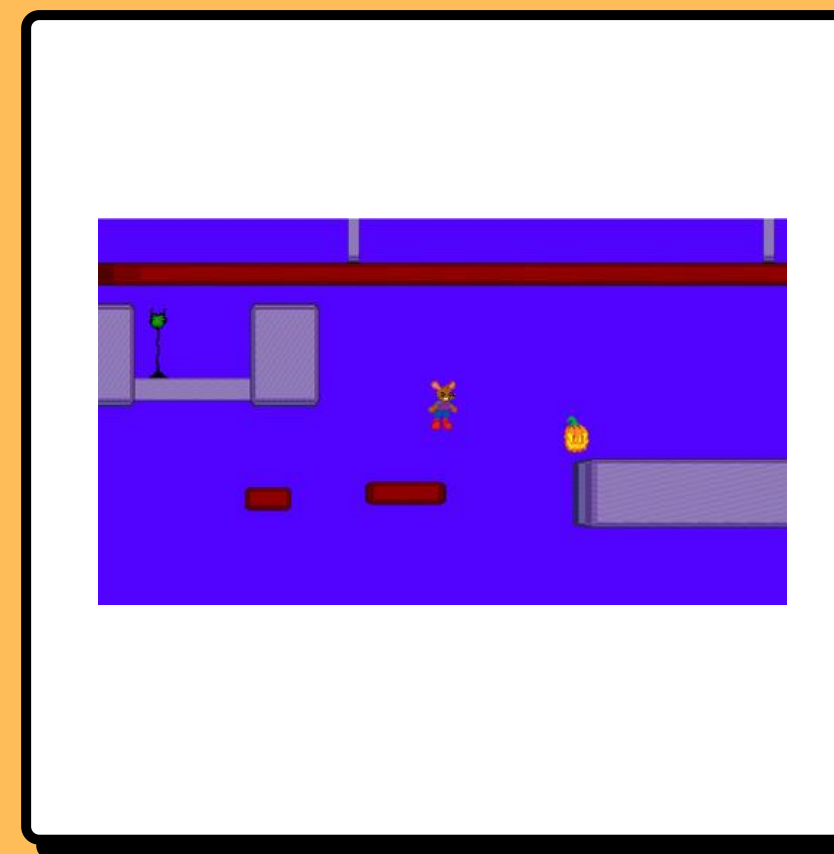
MY ACTIVITIES



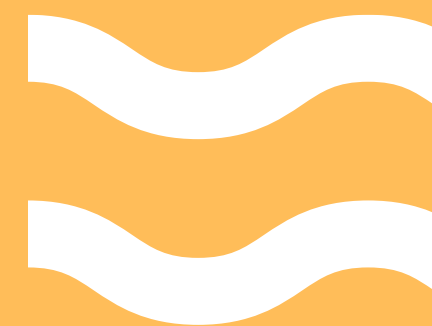
SHOOTING

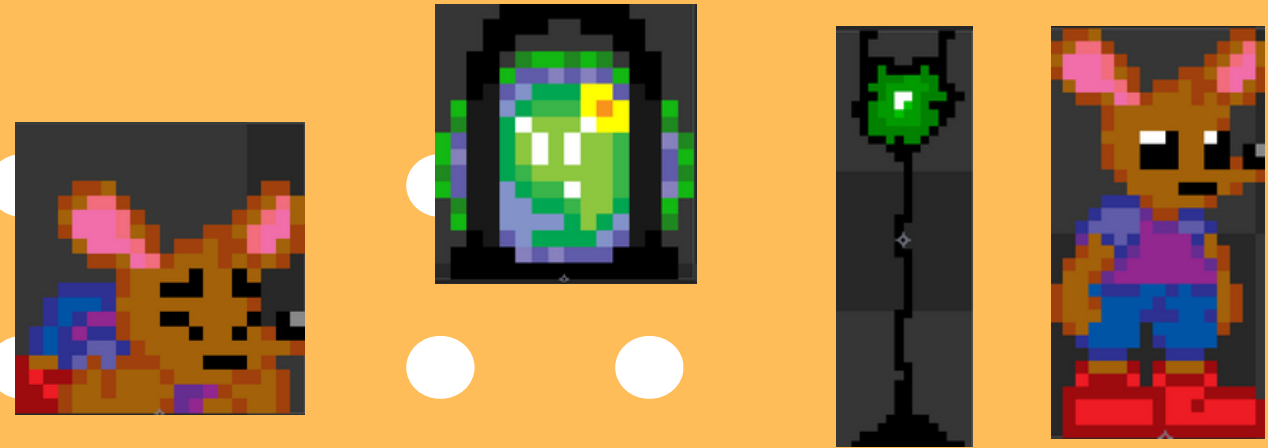


JUMPING

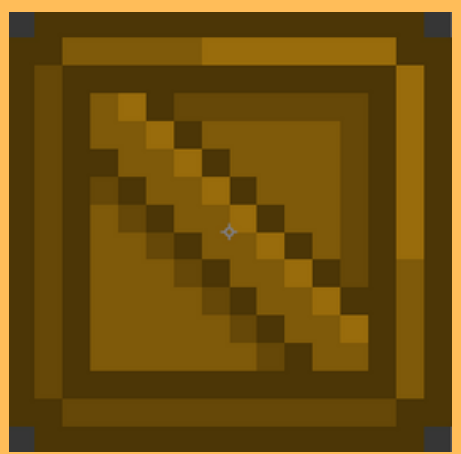
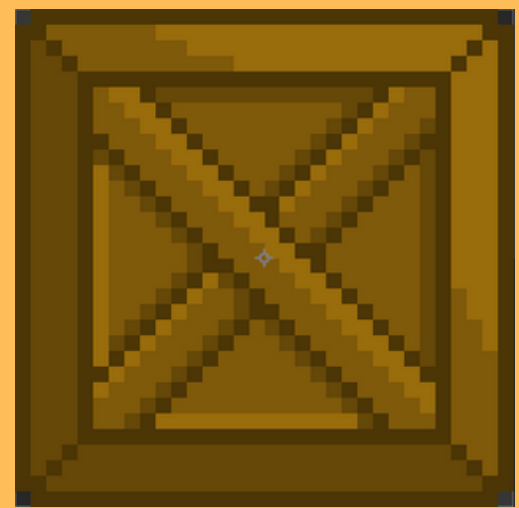
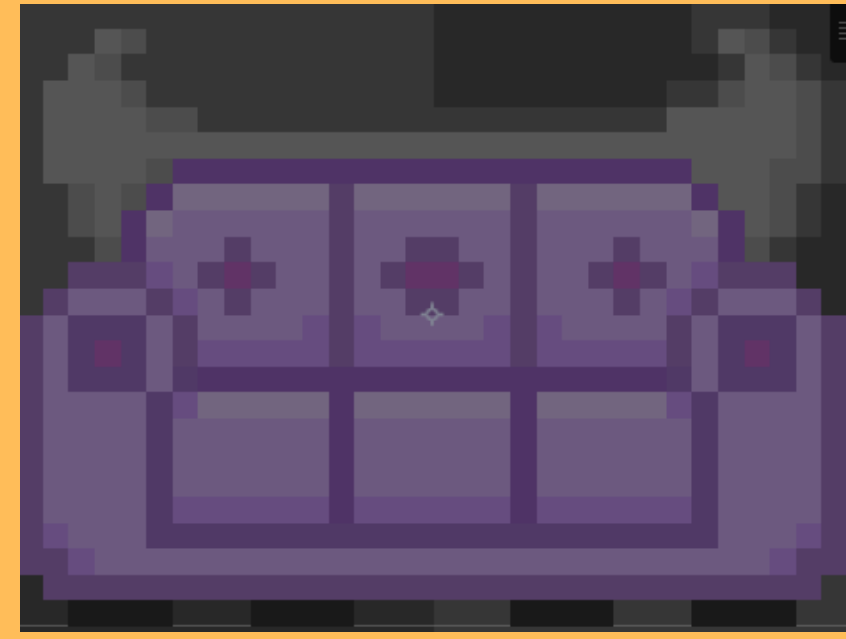


**MOVING
OBJECTS**





ASSETS



PORTFOLIO

[Portfolio](#)

DEVELOPING



Design

Code

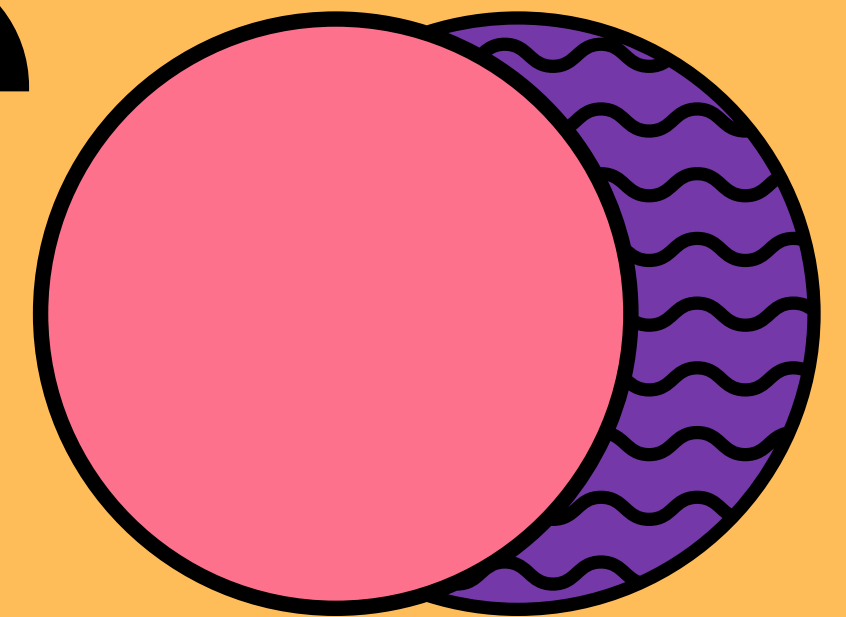
Assets

Improvement



DECISIONS

- How the game looks
- How the game feels to play
- What to include in the demo
- Sound effects
- How to search for glitches
- How much time to spend on each stage of development



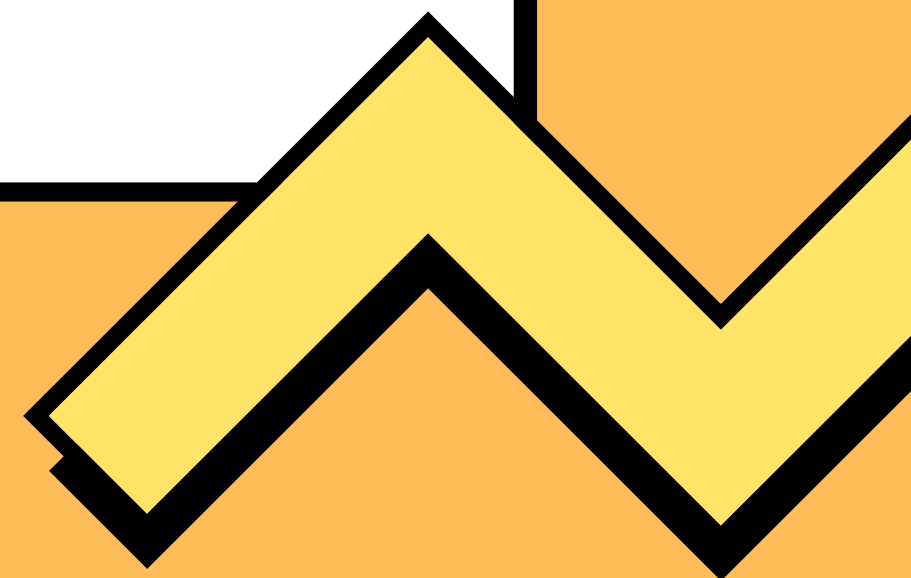
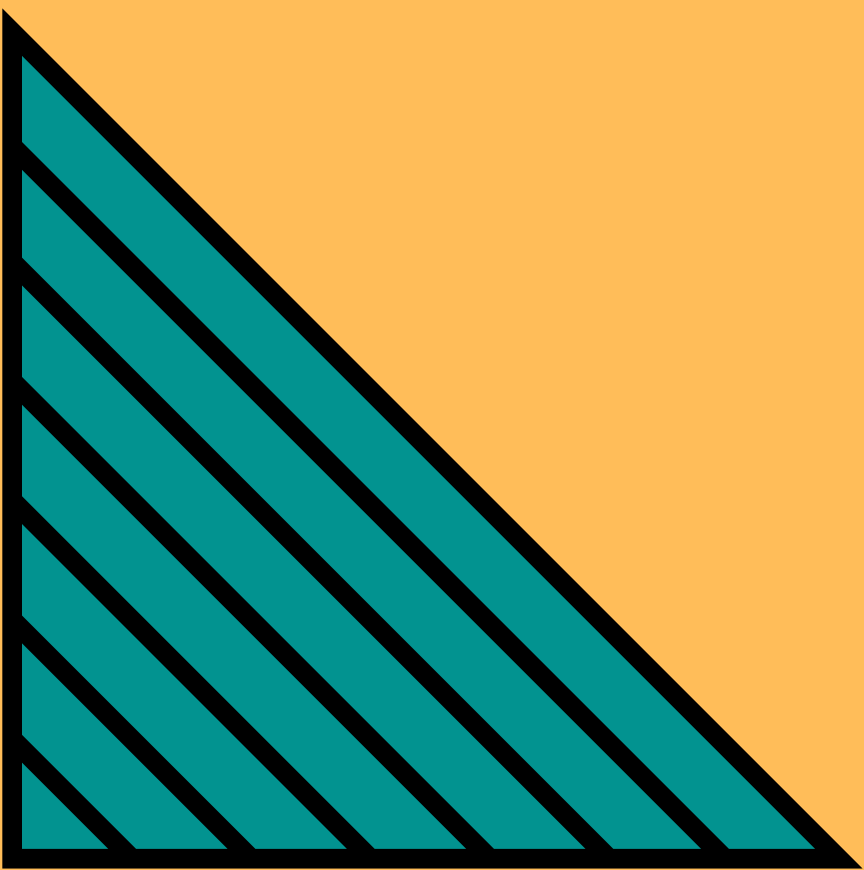


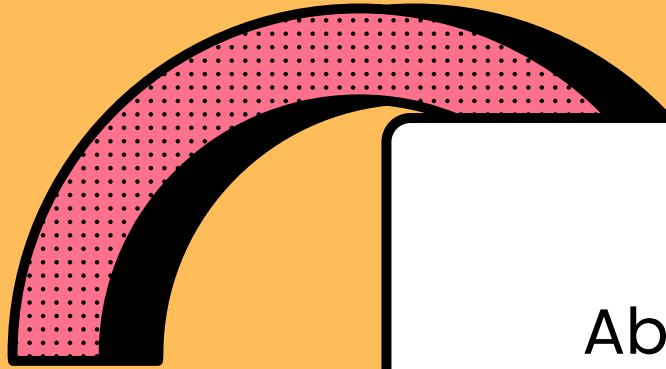
CHALLENGES

This game taught me a lot about
gamemaker and problem solving

Mixing Tutorials, Custom Code

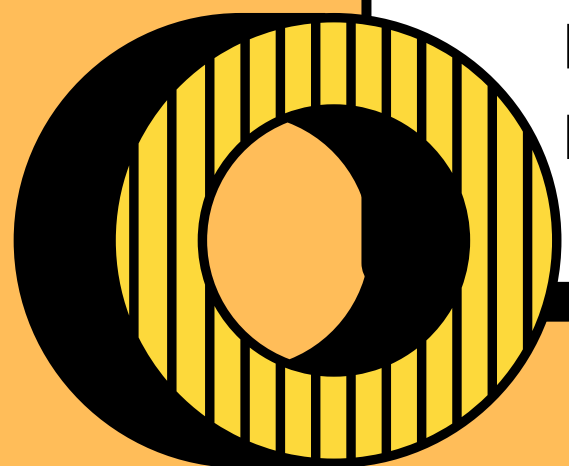
Timelines, Graphic Erros, Glitches





Abandoning Problems to stay on task

Save System
Checkpoints
Bosses
Powerups
More Enemies



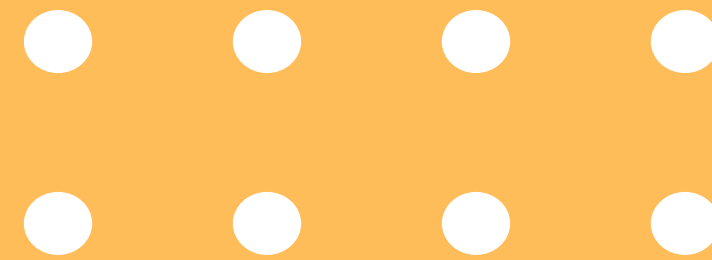
CHANGES



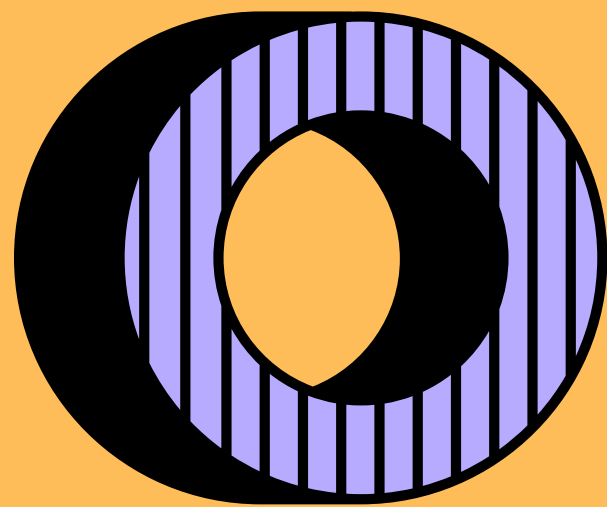
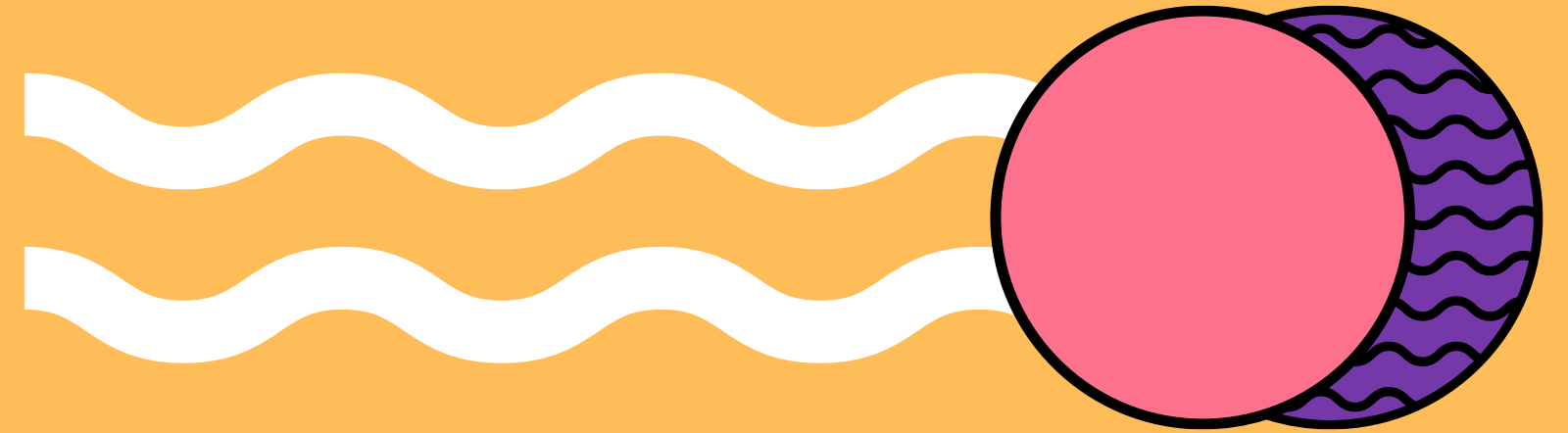


LESSONS

I now know how to make a game and stay on task. I feel able to plan ahead accordingly. I can make more games in the future.



RESOURCES



CANVA TUTORIAL

<https://www.canva.com/templates/EAGOT1rhJCY-yellow-and-white-memphis-colorful-digital-marketing-presentation/>