

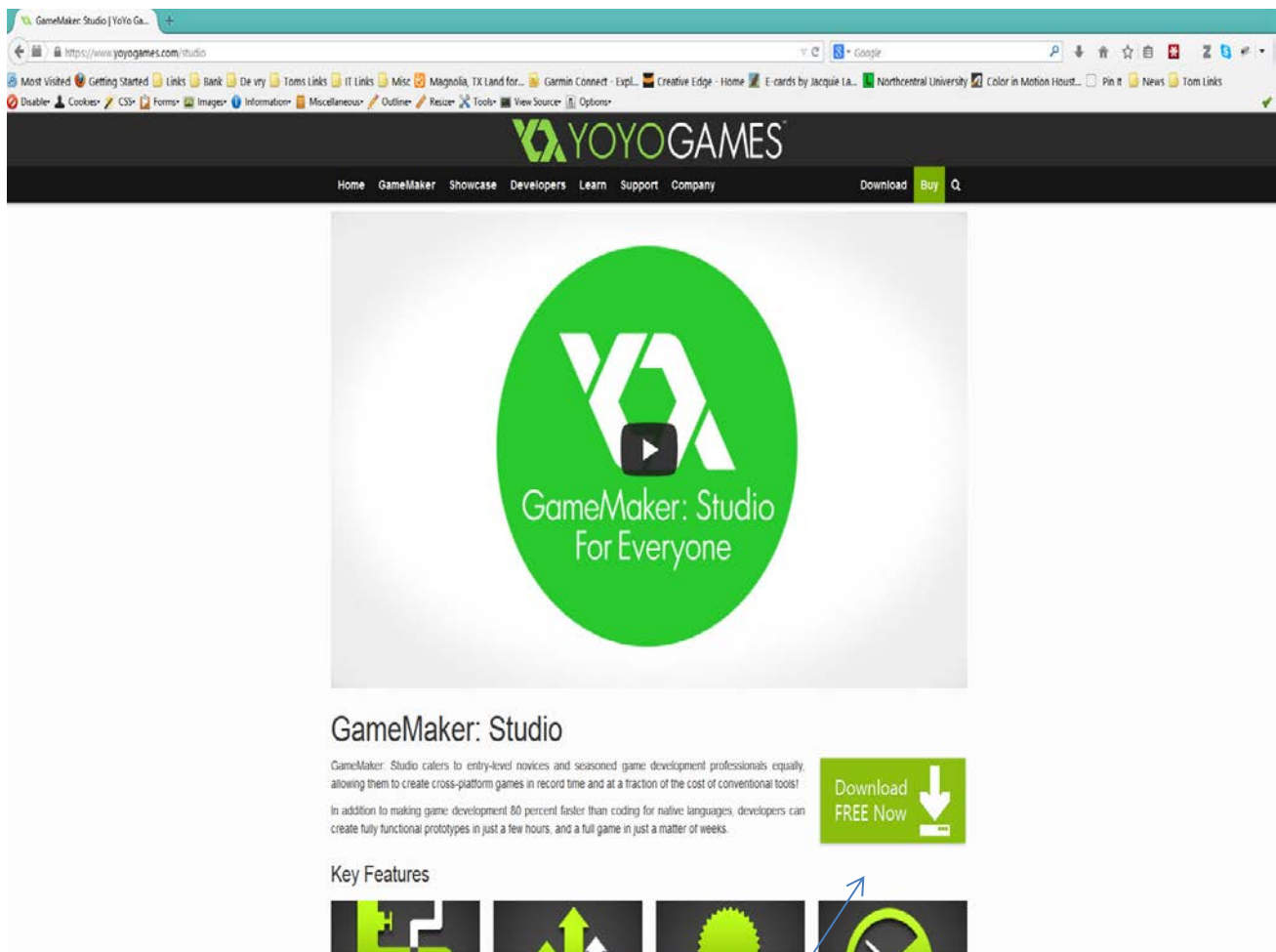
## Gamemaker Work Shop 1:

***Getting to Know the Studio with Your First Game***, I will be helping you in making your own first and second game. You will have an opportunity to explore the GameMaker: Studio interface. You will be creating and implementing every type of resource available while utilizing all the various resource editors.

I am going to help you understand how art and audio work in GameMaker: Studio. We will talk about the acceptable image formats

Ok let's get started, start your browser and go to the following website.

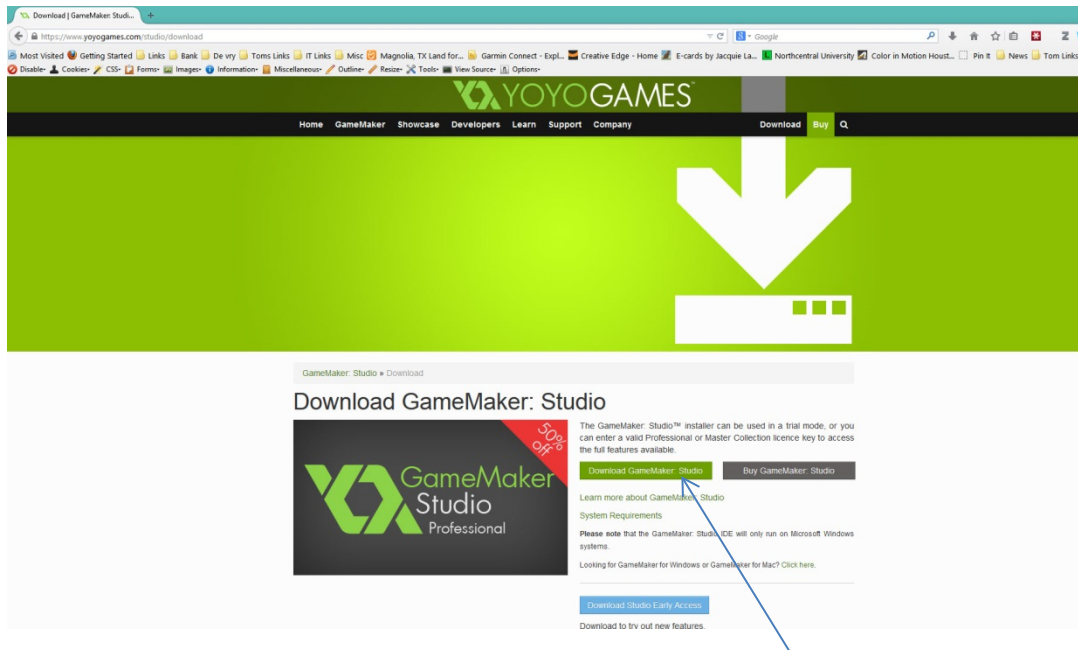
- 1) Go to the following url: [www.yoyogames.com](http://www.yoyogames.com)



The screenshot shows the YoYo Games website. The header includes the YoYo Games logo and a navigation menu with links for Home, GameMaker, Showcase, Developers, Learn, Support, and Company. There are also buttons for Download and Buy. The main content area features a large green circular graphic with the YoYo Games logo and the text "GameMaker: Studio For Everyone". Below this, the text "GameMaker: Studio" is displayed, followed by a description of the software and a "Download FREE Now" button. A blue arrow points from the "Download FREE Now" button to the second instruction.

- 2) Click on the **Download FREE Now Button**

3) You will now see the following screen



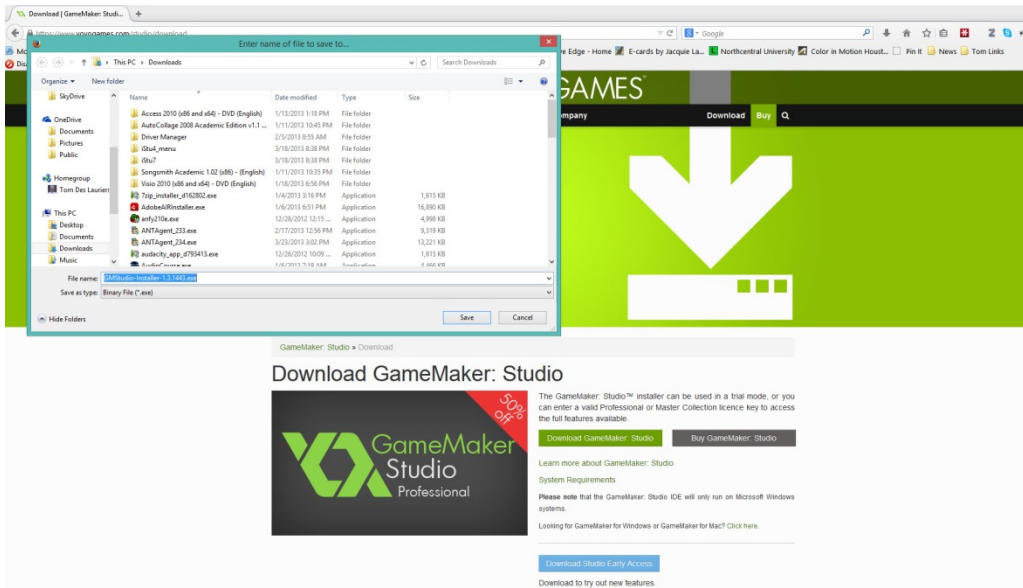
4) OK Now click on the Button that says **Download Gamemaker: Studio**



5) You will now see the Popup Box that says GMStudio-Installer-1.3.14xx.exe .

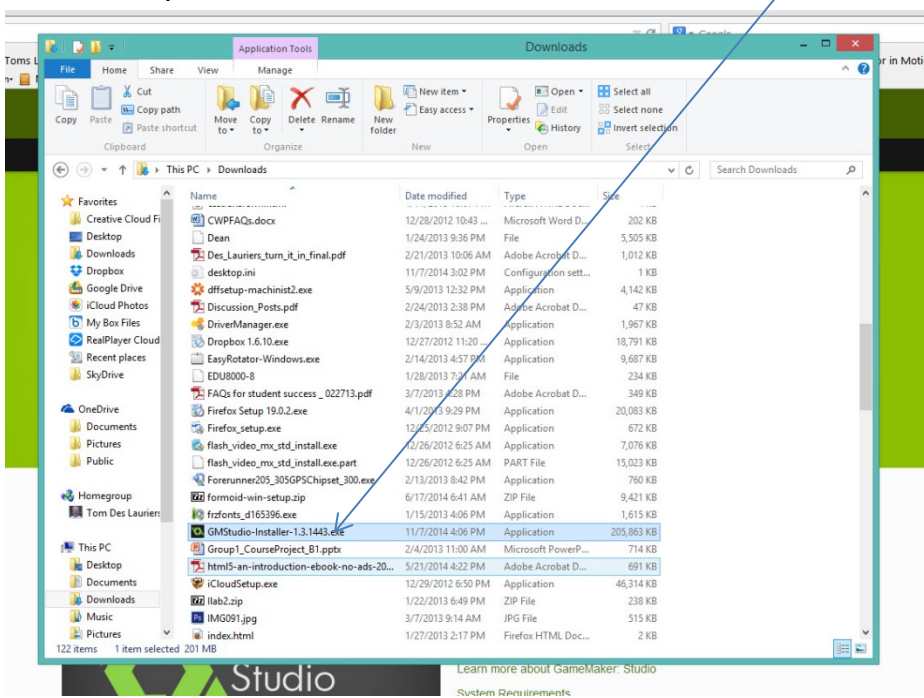
a) Click on the **Button** that says **SaveFile**.

6) This step is **Important** – you choose where on your computer you are going to save the GameMaker:Studio Installer File.

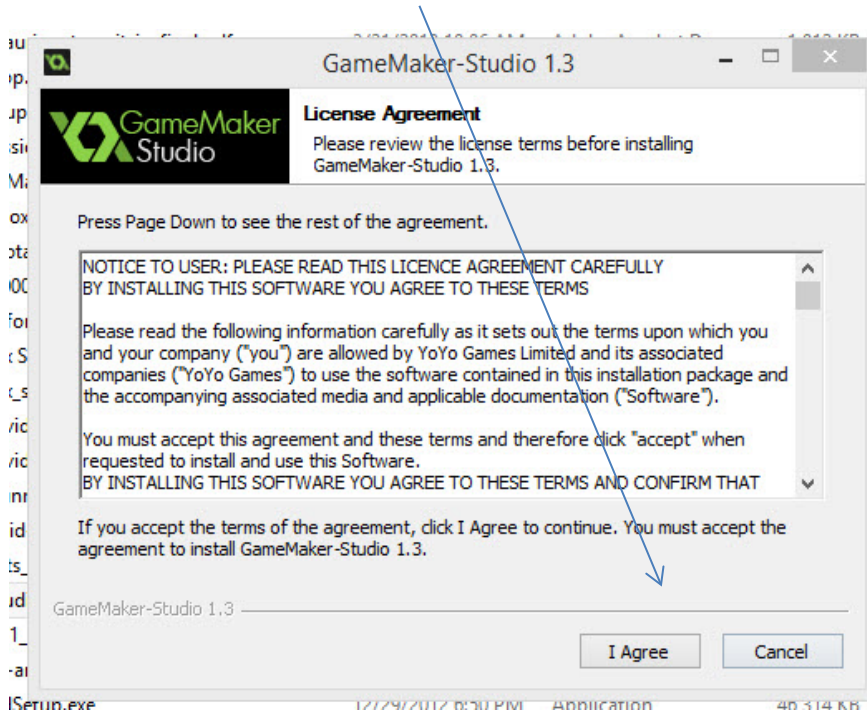


7) You need to know where you saved the Install File, so that we will be able to go to it and double click on it to run start the Install Process.

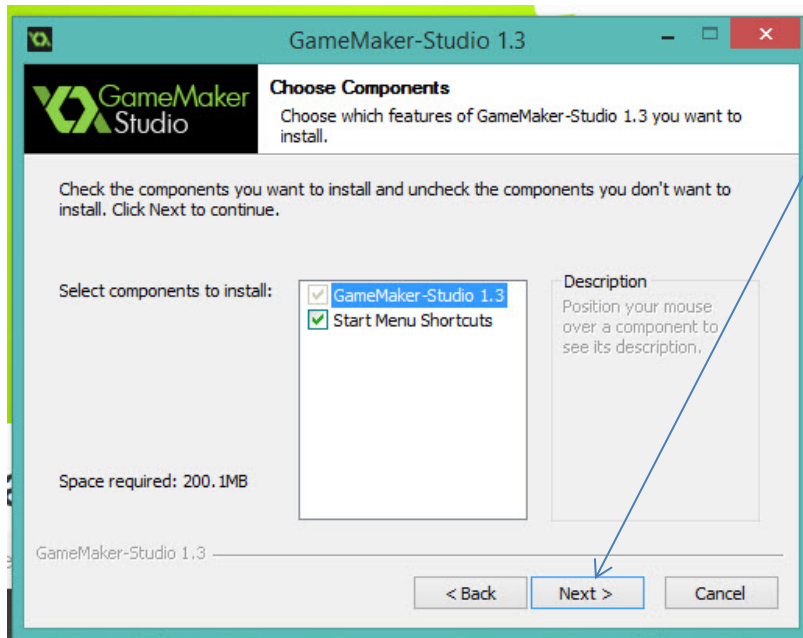
8) Ok now minimize your browser window and go to the folder where you saved the GameMaker: Studio Install file, and **double click** on the file to get the Install process started.



9) You will now see the GameMaker Studio License Agreement window. You must click on the **I Agree Button** to continue.

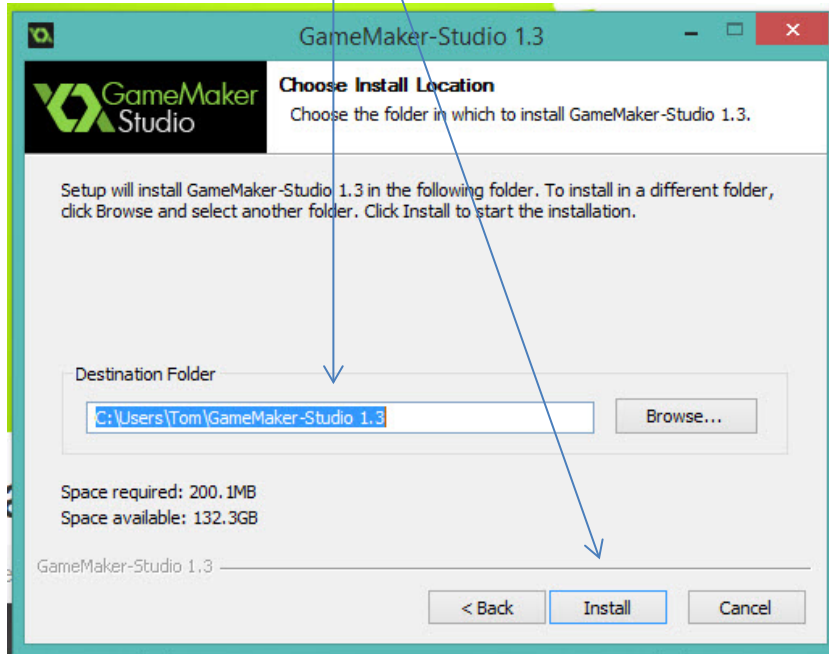


10) You will now see the following widow asking you to select the components to install. I suggest that you select both. Click **next** after you confirm your selection.

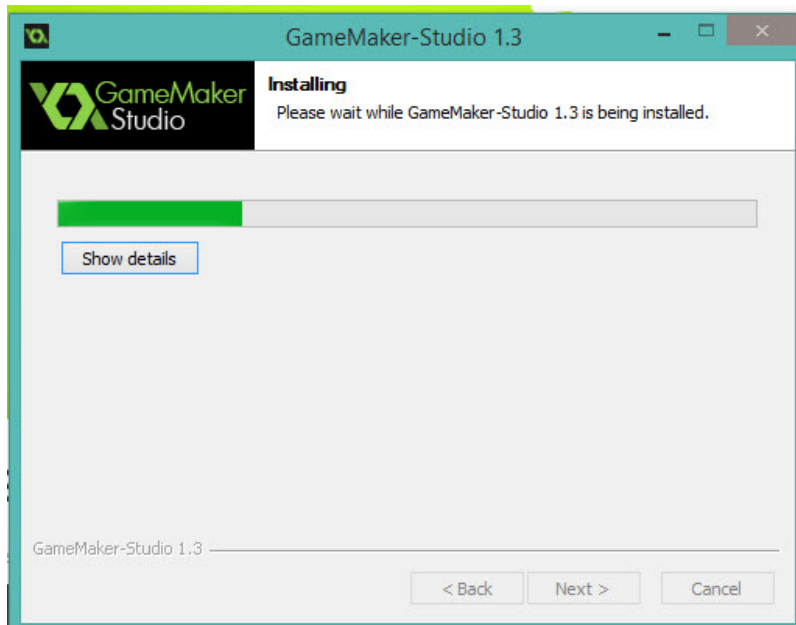


- 11) This is **an important step** – this is where you decide where to install the program at on your computer. I suggest that you accept the default location, but write it down so you will know where it is installed at.

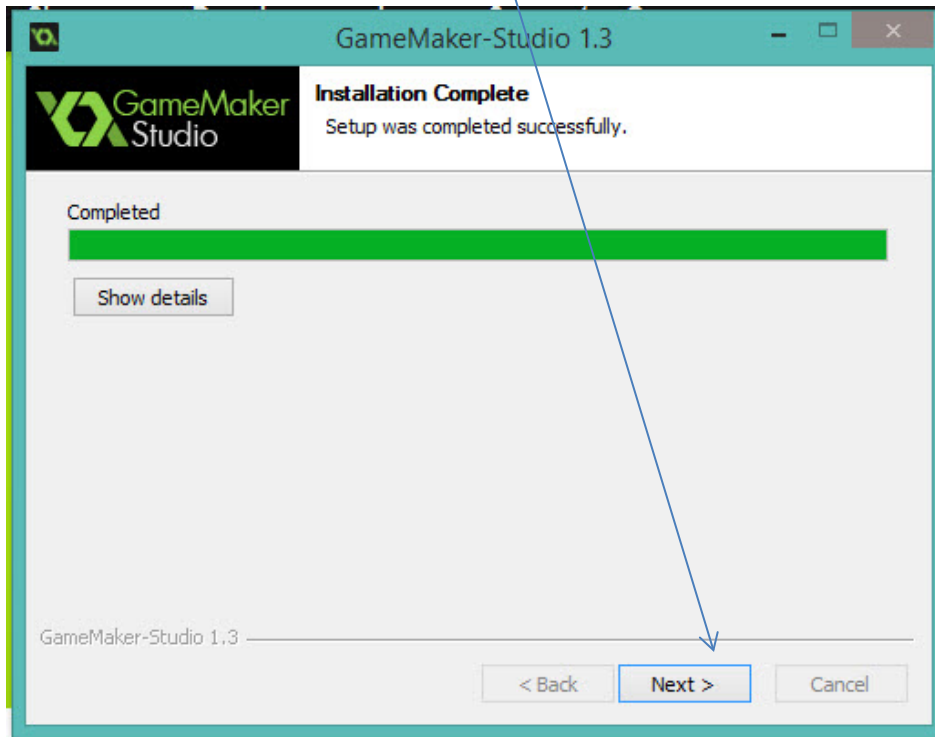
Now Click the Install **Button** and the Install process will start.



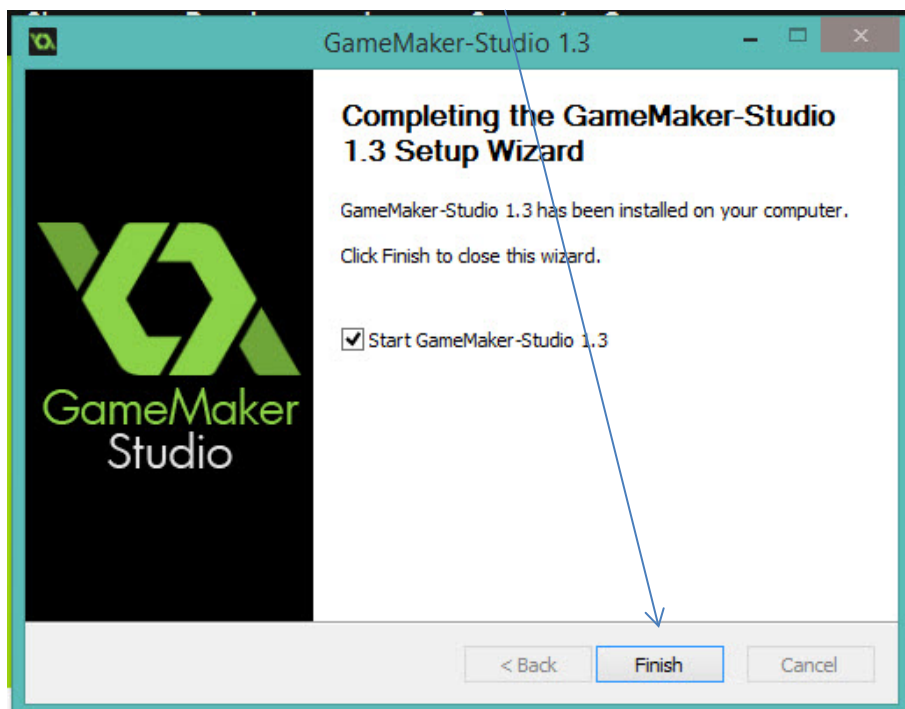
- 12) The Install process starts – this will take a while before it is completely installed.



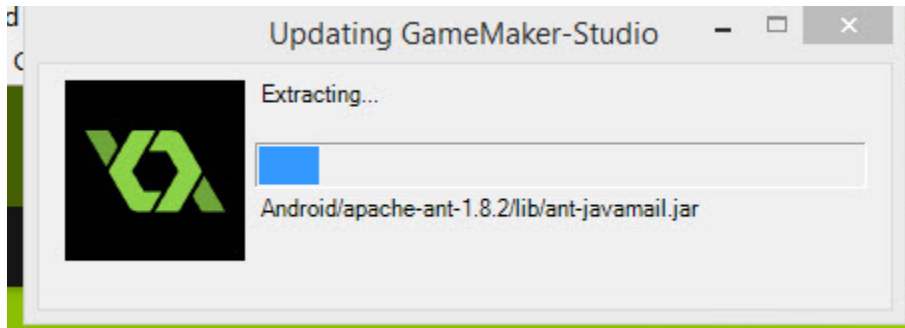
- 13) OK the next screen you will see is below saying setup has completed successfully. Click the **Next** Button.



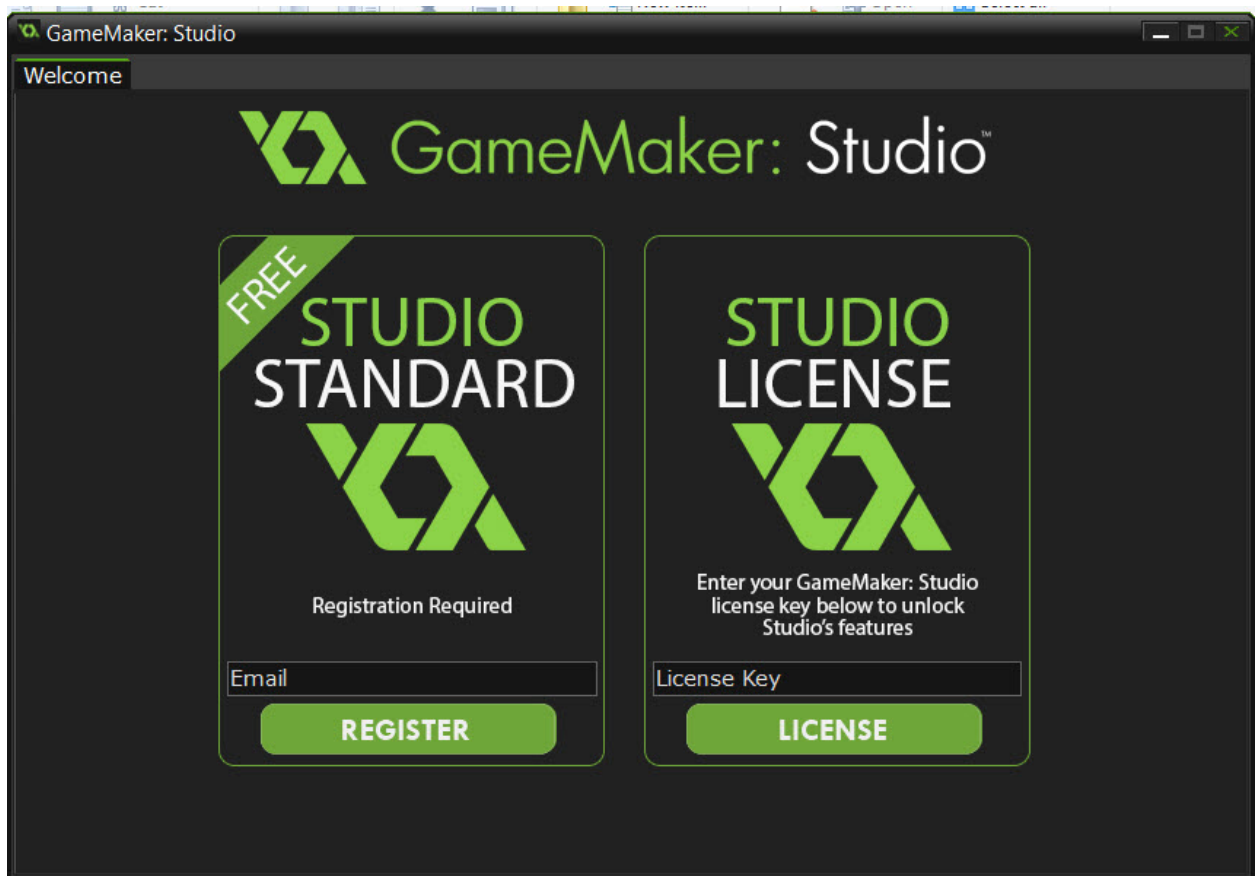
- 14) Next you see the Completing the GameMaker-Studio 1.3 Setup Wizard Window. Click on the Finish Button.



- 15) When you click the Finish you will see the following update take place.



- 16) Once the Update is done GameMaker Studio will Open

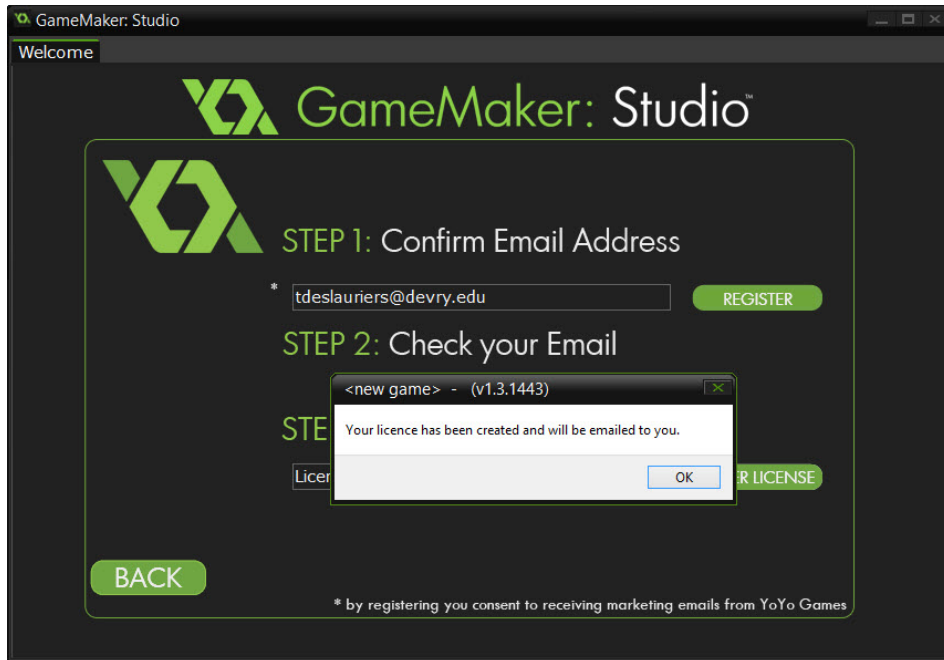


You will enter your e-mail address in the Email block under the Studio Standard Block as shown below.



Click on the Button that Says Register and you will then see the following screen

Enter your e-mail address once again and click on the Register Button.



You will see the above message.



Now go check your e-mail and copy the License code you receive from YoYoGames and paste it into the area for the License Key, then click the Button to **Register** the software.

The e-mail you receive will look like the one below.

Your GameMaker licence information

## Licence Confirmation

We advise that you keep this email safely as proof of purchase and in case of any query.

<b>Order date</b>	07 Nov 2014
<b>Email address</b>	tdeslauriers@devry.edu
<b>Order reference</b>	1417433671

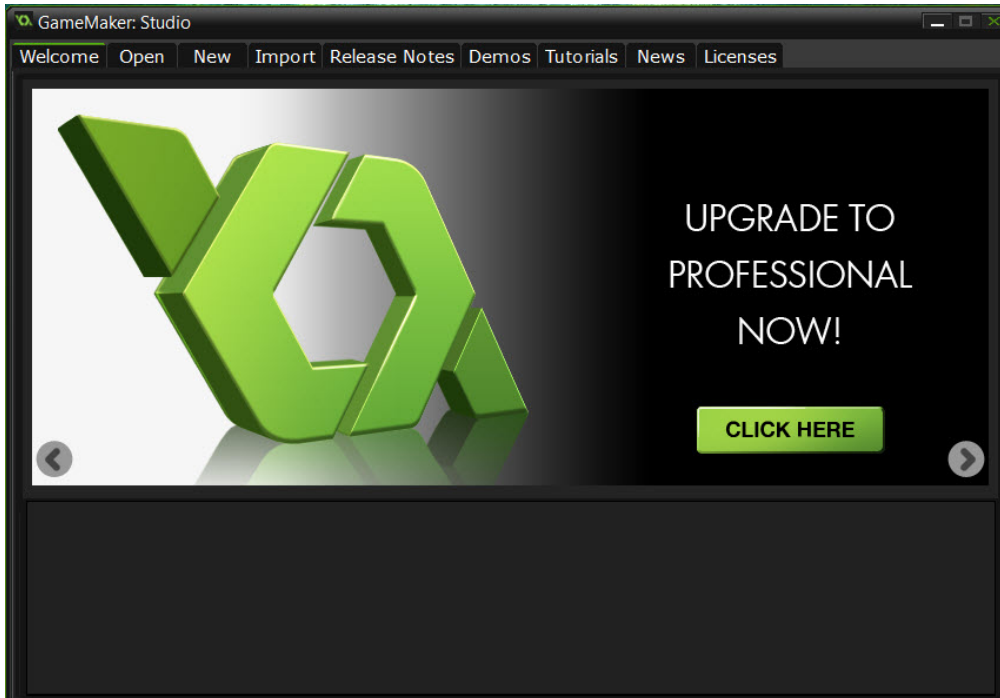
## Licence keys

<b>Product</b>	<b>Licence key</b>
GameMaker: Studio Standard	804D8480-48F9-0132-AA12-00259089258E

This email was sent from an unmonitored email address. For help and enquiries, [contact the YoYo Games Helpdesk](#)

**Registered address**  
YoYo Games Ltd.  
Clearwater House  
4-7 Manchester Street  
London

Once GameMake Studio starts this is the opening screen. From here is where we will install our first Tutorial that we will use.

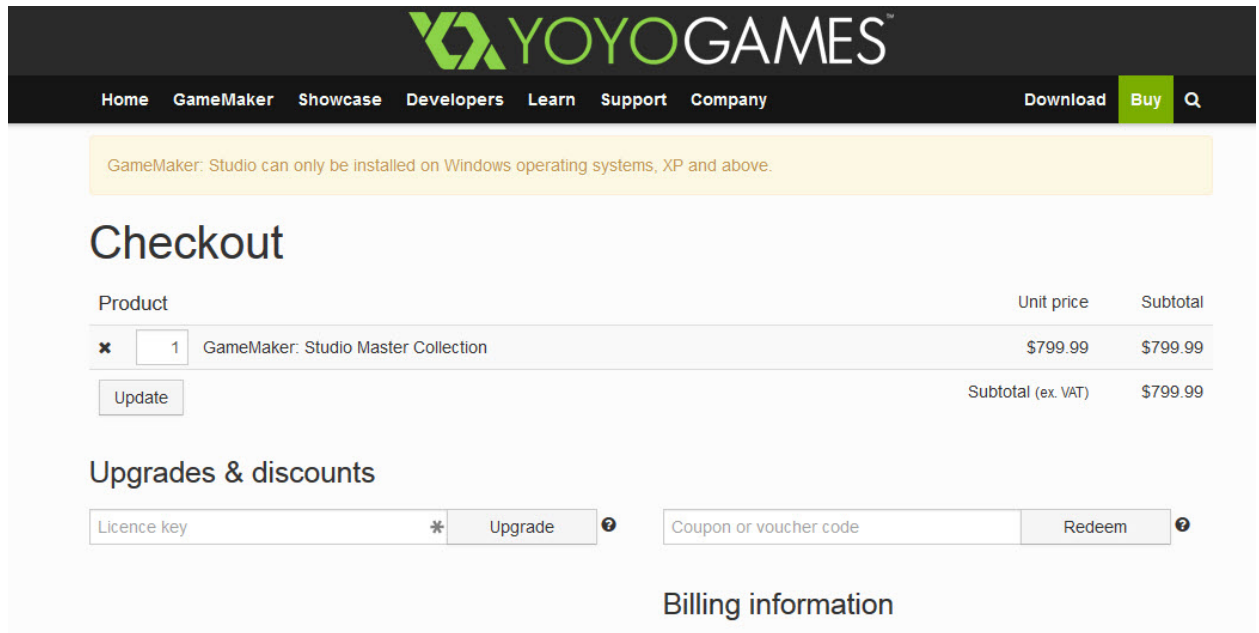


If you click on the Upgrade to Professional, you will see the following screen.

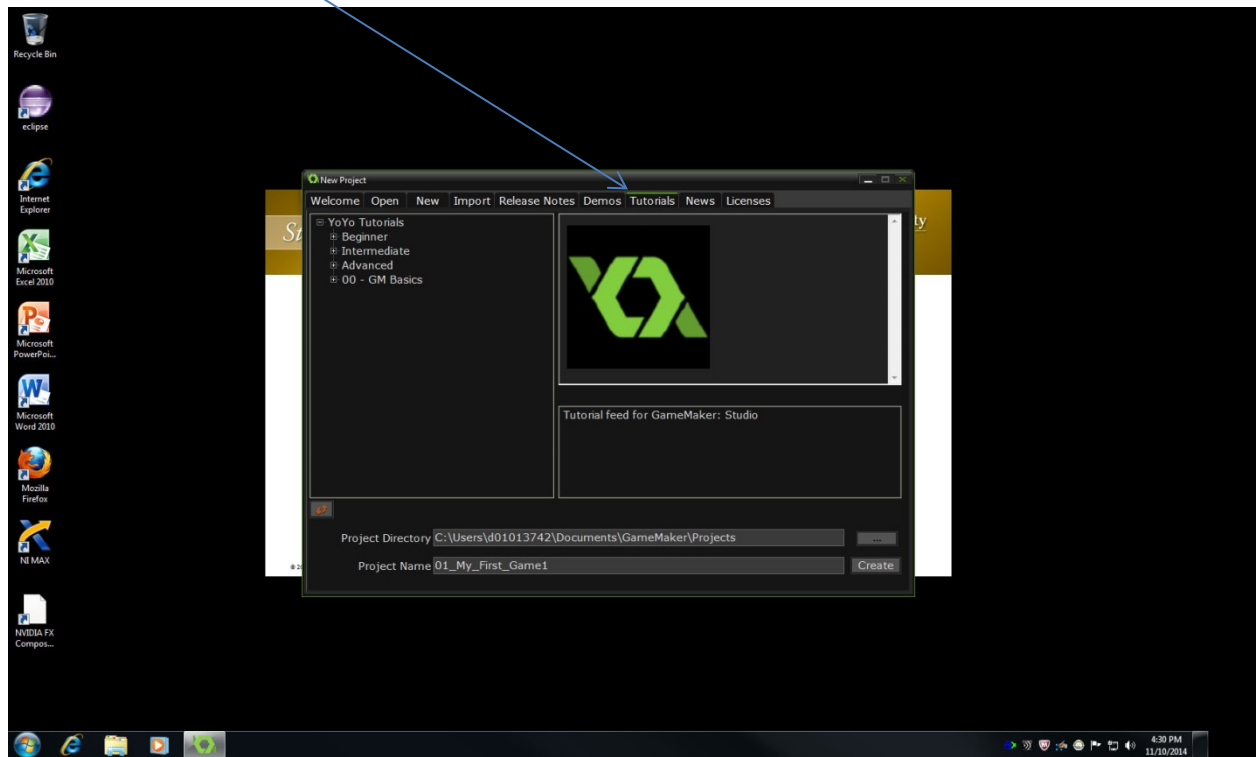
Product	Unit price	<input checked="" type="checkbox"/>	Subtotal
GameMaker: Studio Professional	\$49.99	<input type="checkbox"/>	
Android Export	\$199.99	<input type="checkbox"/>	
HTML5 Export	\$99.99	<input type="checkbox"/>	
iOS Export	\$199.99	<input type="checkbox"/>	
Mac Export	\$99.99	<input type="checkbox"/>	
Tizen Export	\$199.99	<input type="checkbox"/>	
Ubuntu Export	\$99.99	<input type="checkbox"/>	
Windows Phone 8 Export	\$199.99	<input type="checkbox"/>	
Subtotal (ex. VAT)			\$0.00

Go back Add to cart

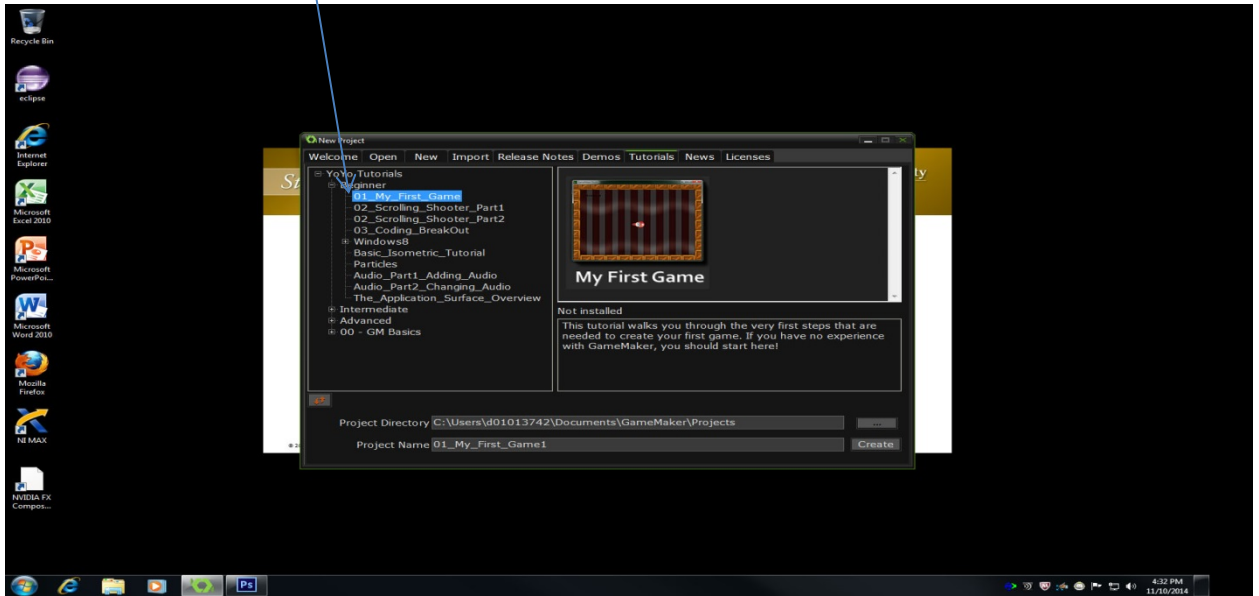
Or if you want to purchase the GameMaker Master Collection



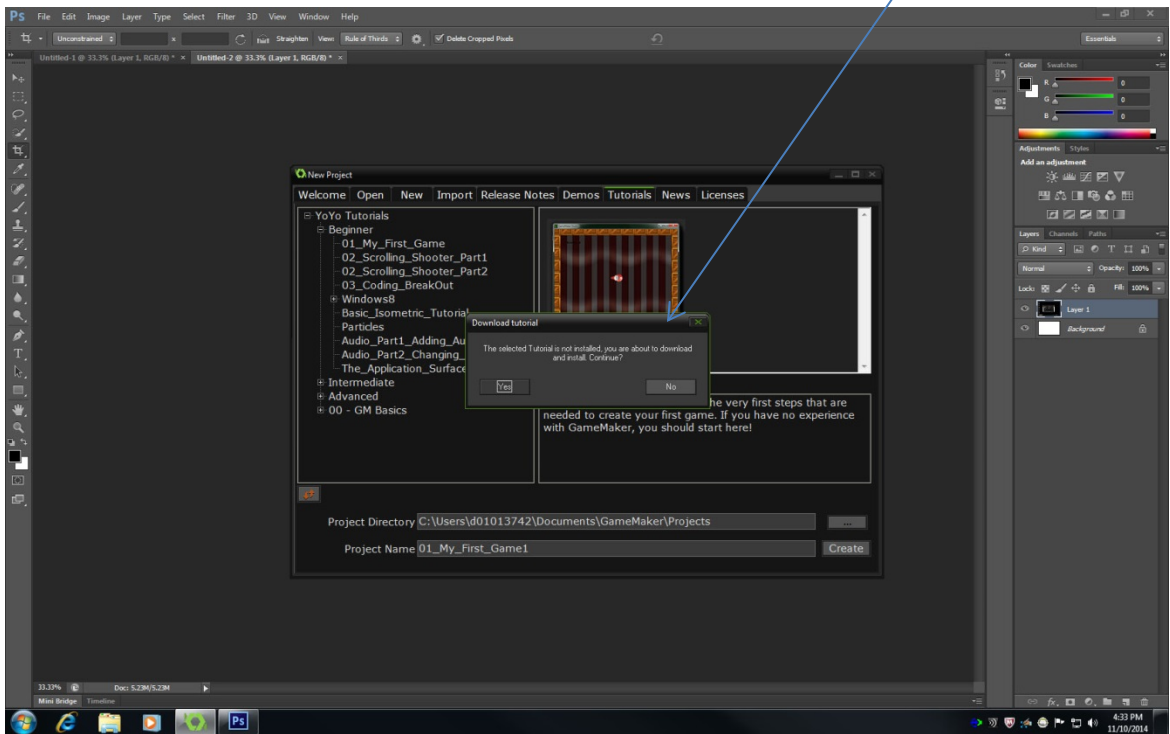
- 17) OK now it is time to **Install** your Tutorials. Once Game Maker Studio starts, please **click on the Tutorials Tab**, in the menu.



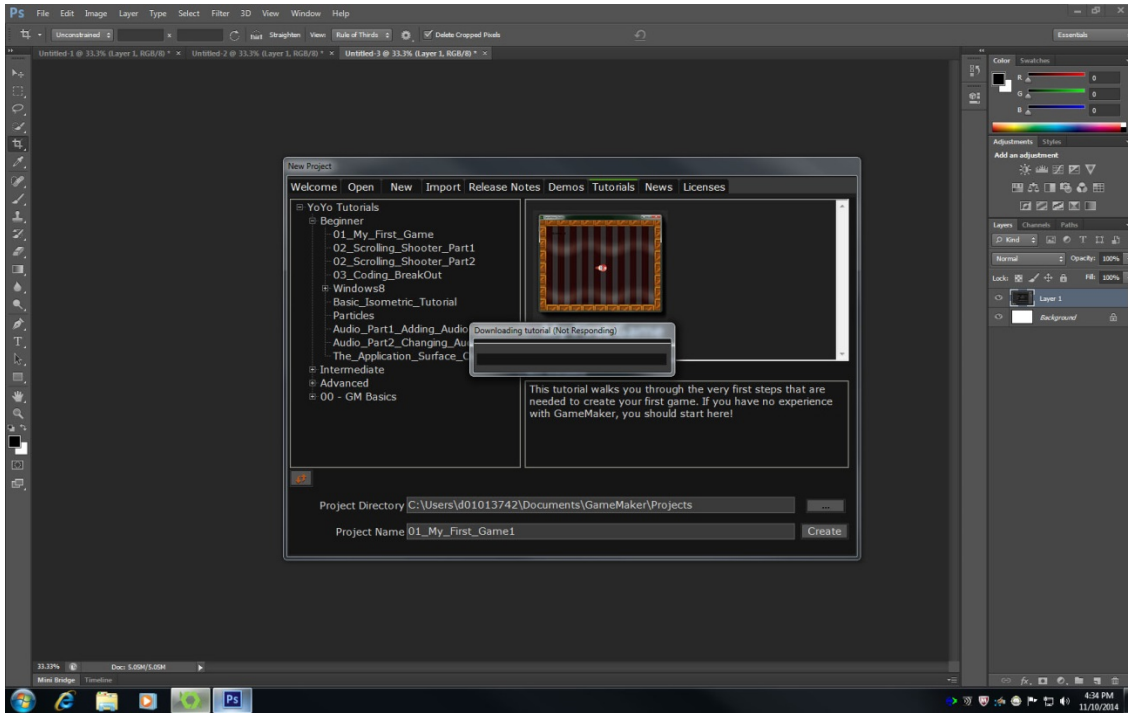
Please click on the + sign next to YoYo Tutorials in the left side and then on My\_First\_Game



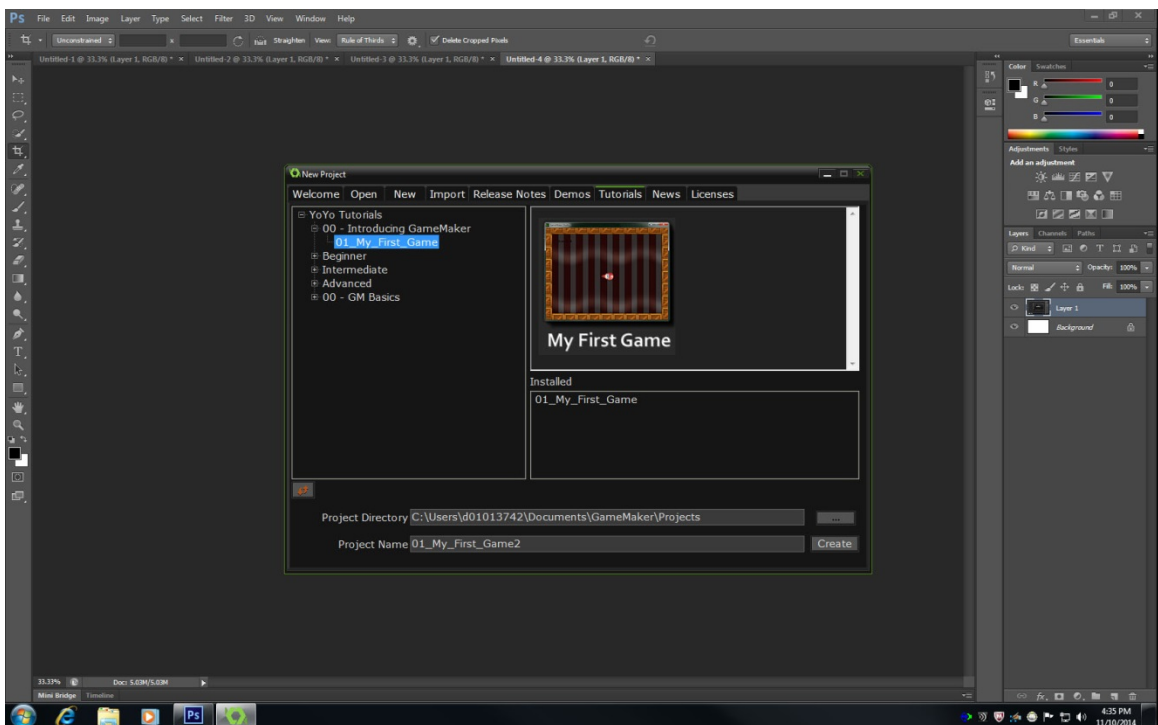
You will see a message telling you the Selected Tutorial, is **not installed** and asking you if you **want to install** it. Click the **Yes Button** to download and Installed this Tutorial.



It will start download and Installing the Tutorial.



Once it has been downloaded and Installed you will see it listed as below.



Ok now let us look at the Game Maker Interface so you will be a little more comfortable with it next week when we create our first game together. However, before we do that I would like you to copy a Resource folder that I have put together for you that you will need to create our two games.

So please let copy the Resource folder to your computer. Please place it when you know where it is at and can go to it later. If you do not have, you own laptop you will save it on your Jump Drive so you can take it home and copy it to your computer at home after you have installed the Game Maker Program on your computer at home.

The Resource folder contains some .pdf books to have you learn and understand Game Maker Studio. It also contains two folders Game1 and Game2. Each of these folders has the resources you will need to create our first two games.