



GameMaker: Studio

100 Programming Challenges

Ben Tyers

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Ben Tyers

Worthing, West Sussex, United Kingdom

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About the Author

Ben Tyers is a freelance programmer and technical writer by day and a sci-fi horror novel writer by night. He made his first computer game way back in 1984, on a ZX Spectrum 48K computer, when he was eight years old. His passion for creation has continued since then. He holds a number of computer-related qualifications. When relaxing, Ben has an infatuation for old-school horror and sci-fi films, particularly 1960s B-Movies.

About the Technical Reviewer



Dickson Law is a GameMaker hobbyist, commentator, and extension developer with six years of community experience. In his spare time, he enjoys writing general-purpose libraries, tools, and articles covering basic techniques for GameMaker Studio. As a web programmer by day, his main areas of interest include integration with server-side scripting and API design. He lives in Toronto, Canada.

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—Doug Morrison

Introduction

This book contains 100 programming challenges to test your prowess as a programmer in GameMaker: Studio's GML.

You do not have to start this book at the beginning; just delve in and select a challenge for the time you have available.

The task that needs to be completed is stated for each challenge. Each challenge has a difficulty rating, and is worth a set number of points. A level 1 challenge is worth 10 points; a level 2 is worth 20 points; up to level 5, which is worth 50 points. An estimated time to complete the challenge is stated, whether you gauge yourself as a beginner of GML, have a medium skill level, or consider yourself advanced. You only get points if you complete it within the allotted time.

In addition to the task page, each has a guide that provides some of the more important GML required for solving the task. You may use GameMaker: Studio's Help File (by pressing F1), which will not lose you any points. You may not search on the Internet.

Each task has an additional challenge, each of which carries 20 points. There is no time limit for this additional challenge.

There is a marking table at the back of the book that allows you to take note of your progress.

Each main challenge has a downloadable GMZ project file showing an example solution. There may be more than one way to solve a challenge.

All resources can be accessed by clicking the Download Source Code button at
www.apress.com/9781484226438.