GameSalad

Getting Started – Maze Game

Set Up Folder System

1. Click on the Folder Icon next to the start menu. Double click on the S drive that has your student login name on it. This is your student drive.
2. Click on the Create Button and Select Folder. Rename this folder Maze Game.
3. Open that newly created folder by double clicking on it. It should be empty. Create 2 new folders in this one. Name one of the folders Assets and the other folder Games.
4. Open the Assets folder and create 3 new folders in that one called, Sprites, Backgrounds, and Sounds.
5. Using Google Chrome, login to your email and go to your google drive. Click on the images you have there that have been shared with you and download them. There is a button with an arrow pointing down that you click on to do this.
6. Once you have downloaded the images, copy them from the downloads folder into your Assets folder that you just created. Put the images of your hero and enemies and goals or rewards in the sprites folder. Put any backgrounds in the backgrounds folder.

Adding your Hero to a level.

1. Begin by starting up GameSalad.
2. Click on File -> New and choose Don’t Save when it asks about saving the current game.
3. Change the Title to the title of your game.
4. Change the Platform to iPad Landscape and click the check box to make it Resolution Independent.
5. In the Library window, click on the Media tab. Click on the + symbol to add images and audio. Find your images in your assets folder and add them to your library.
6. In the Library window, click on the Actors Tab. Click on the + symbol to add an actor. Double click on the name Actor1 and rename it to Hero.
7. In the Attributes window, click on the Actor tab.
8. Change the size attribute of the actor to 64 wide and 64 tall.
9. Click on the Edit Rules button in the Actor tab in the Attributes window to open the Backstage.
10. On the Hero (Prototype) Window click on the + Rule button to add a rule.
11. In the text box that says type or drag a condition, type the word **Key** and it will add **receives a key press:**
12. In the new text box type the ↑key.
13. Click the arrow next to **do**.
14. In the text box below do, type the word **Move**
15. Change the direction from 0 to 90. This will create a rule to move your actor up when the ↑ key is pressed.
16. Create a new rule for each direction. The ← key should be in the 180 direction. The→key should be in the 0 direction. The ↓ key should be in the 270 direction.
17. Drag from the library window, your Hero actor Into the Stage. Click on the Play button at the top to test movement.
18. Save the game as Version01 before moving on to the next step.