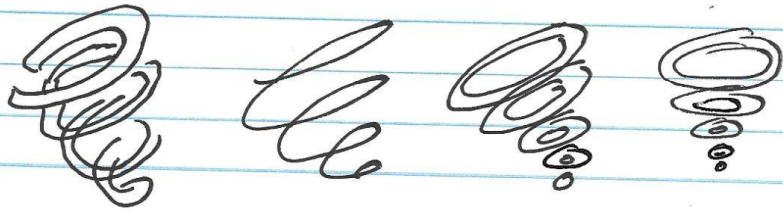


Game Making
Notes for My
First Game


Adam Jeremy Capps

Game Making Notes For My First Game
2025 Adam Jeremy Capps
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"Tornado sprite"
enemy

Easter egg = principality list
(the 11) found in castle
area. equip one ring
while on top of tower

→ 
Unequip then equip a
different ring (the
magic one)

The first part of the upper
realm is jazz
music "happy" sounding. Then
pass by the black moon & it
becomes solemn.

I don't like being duped, c'm a
super dupe, not a dookie dupee

2 ps

Parallax scrolling - click on



thing to right of
"Background" on
Name World window

Buy Emulator Device Handheld
(\$30, \$35 each)
to share w/ family

Set Background pallet event =
Change whole screen color

Enemy / sprite collision box
is on the sprite page
Right hand side

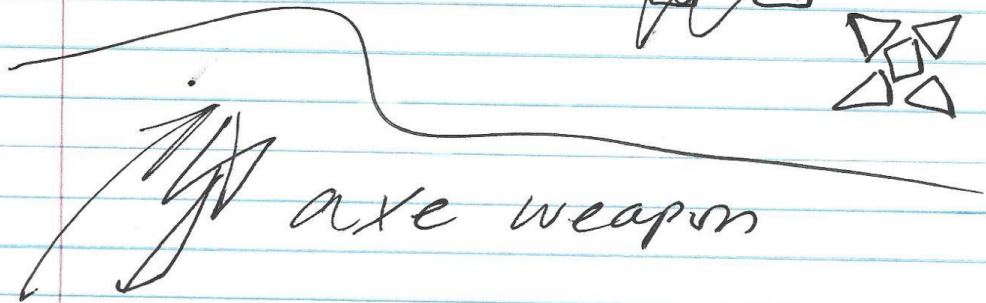
In effects (music making)
every note must be set
to the effect for it to
work

i don't like being dupped.
i'm a super clupper, not
a dookie duppee.

shuriken 1



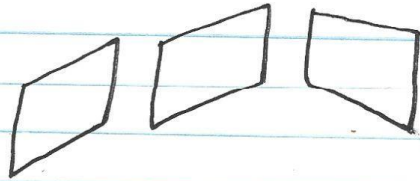
2



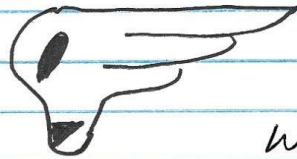
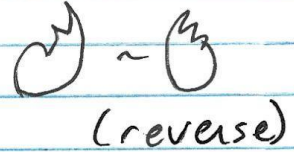
the spikes of letters



The Wizard-Ghost



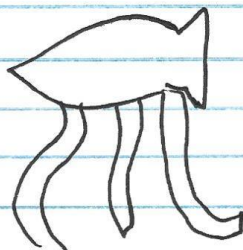
little candle flame



Wing-skull wave-
flying enemy

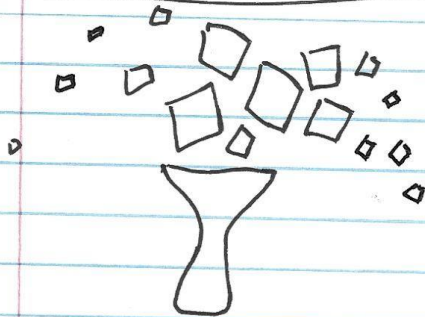
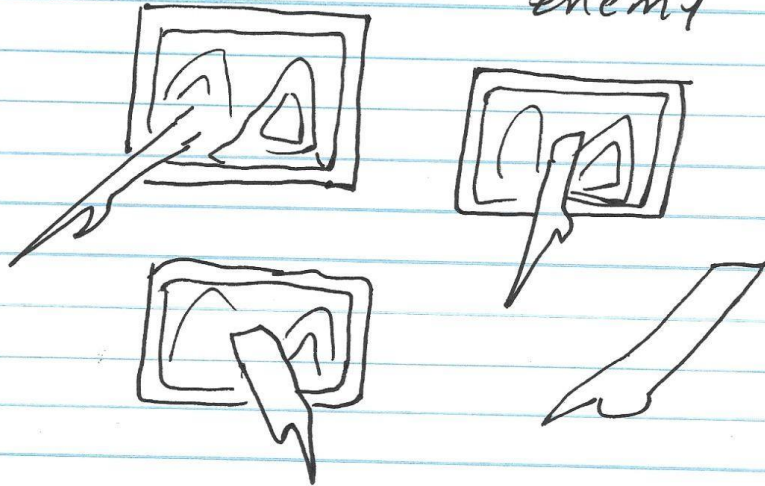


Jelly fish like
floating
enemy

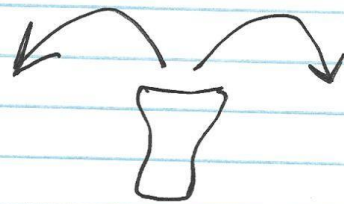


Also
Fish
shape

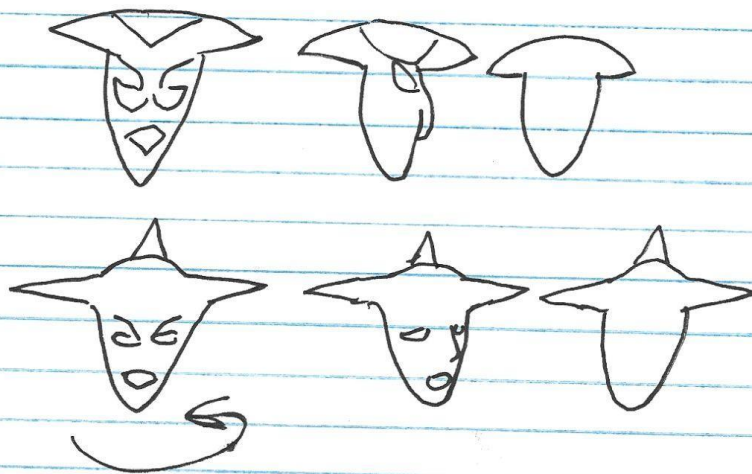
Hand From painting enemy



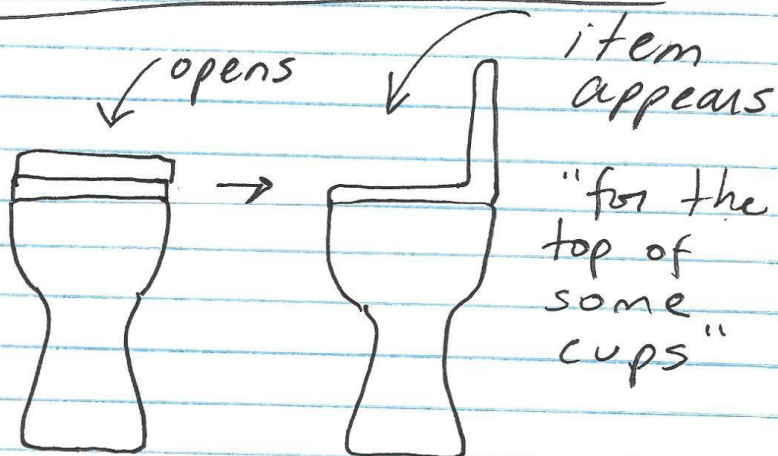
Squares coming out of a cup

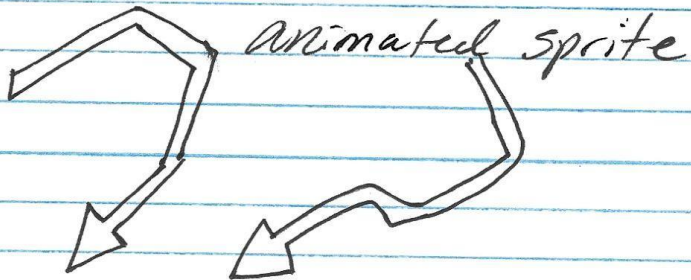
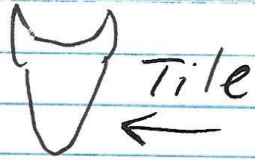


water/slime/acid busting out & upward from cup

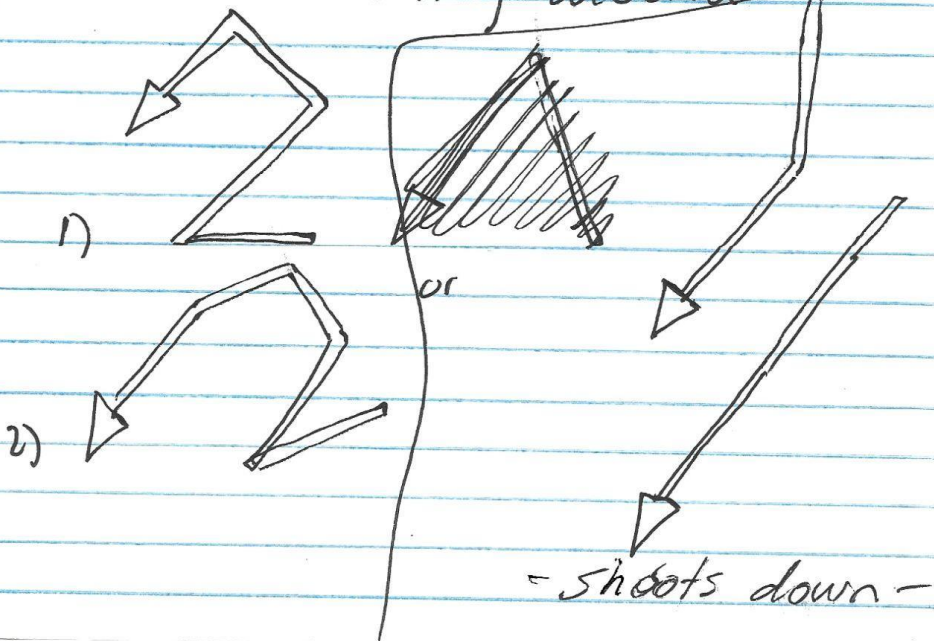


Turning head enemy floats toward you, horns are dangerous





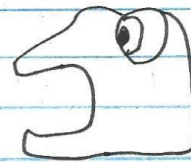
Below tile of devil head
a sprite of a devil
tail lashing around



Tiles



Cannon



~ Dungeon



~ underworld
(press down)

When Making "Tile Set" —
in Tiled program

First is the

16 second \emptyset
x (spacing
16 margin) is \emptyset

When exporting as Rom it will
not do a "save as," it will
just show you where the Rom
was saved (and is saved
under "build" folder of the
project file.)

GBA emulator note: the
arrow keys are not the
D pad. Those are in the
A-Z ~~area~~ area of the keyboard

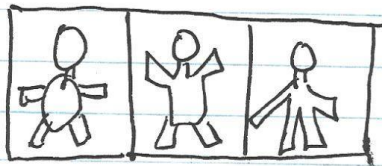
CANVAS problem solved -
MORE - "do" "Anchor floating level" bottom right

You can add to the canvas size but when you do the part added cannot be painted on, but you can copy the image by sliding it to the right, making a duplicate, which can be painted on.

* But USE "paste into selection" & slide over

Sprite animation -

has to come from the same tile, not individual sprites but a wide tile of them



Then pick & choose carrying them up after selecting what you which to drag / carry up, & assigning each to movement

What the transparency
color is :

65 FF00

"paste into selection" lets
you slide over a tile to
duplicate it. It's found
under "Edit"

SPRITES Facts

The GB Colors

1.) Dark Green = #071821

~~#666666~~

#86c06c

#e0f8cf

Transparent - #65ff00
Brightest green
= 306230

The color 306230 can
be used in backgrounds,
but not sprites

Sprites get 3 colors:

The darkest color, the other
lighter greens, & the un-used
whitish color

which show up the same

The maximum amount
of sprites in one
scene is 25
- However you can repeat
those as much as needed -

Press B - "Change Actor
sprite sheet" to
(sword attack sprite)

Timer of 0.5 ~ 1 seconds,
in that time change back
to actor sprite sheet original.

= Animated sword attack
& also projectile, change
weapon to wand, cane, ect.

player has bounce, gravity,
& better speed under

"platformer" type

Copy/paste in Gimp -

use "rectangular select tool," select what you want to copy, copy it (edit-copy) then regular paste, & slide it where you want it to be. Then turn off rectangular select tool (R) button for short cut & you may have to make sure it's off the rectangular select & back on the pencil!

* ALSO WORKS WITH CANVAS RESIZE! *

Doesn't work so -

open two files at once & copy the image from 1st file onto second file & make sure rectangular selection is deactivated

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