

## Running The Program

Copy the contents of the downloaded .zip file to the hard drive of a computer running Windows XP, Windows Vista or Windows 7. The hard drive must have both read and write permissions. The minimum system requirements to run the software are as follows:

- Java 1.6 JRE or higher must be installed.  
**Download Source:** <http://www.java.com/en/download/index.jsp>
- Intel Core 2 Duo 1.6Ghz processor.
- 2Gb DDR2 RAM.
- Integrated graphics.
- 1280x1024 monitor resolution.

The project may run on lower power computers however it might not perform optimally.

**To run the project:** Open the 'Game Maker 1.8' folder that was copied to the hard drive and double click on 'Game\_Maker.jar'.

Alternatively you can run the project via the command prompt. To do this navigate to the 'Game Maker 1.8' folder and run this command: `java -Xms256m -Xmx512m -jar Game_Maker.jar`

To ensure the right amount of memory has been allocated for the program, it is advised that the command prompt method of running the software is used. The program will crash if not allocated enough memory.

Pre-made game examples can be found on <http://www.scorchsoft.com/tools/rpg-game-maker-java/>

## Play Mode Controls

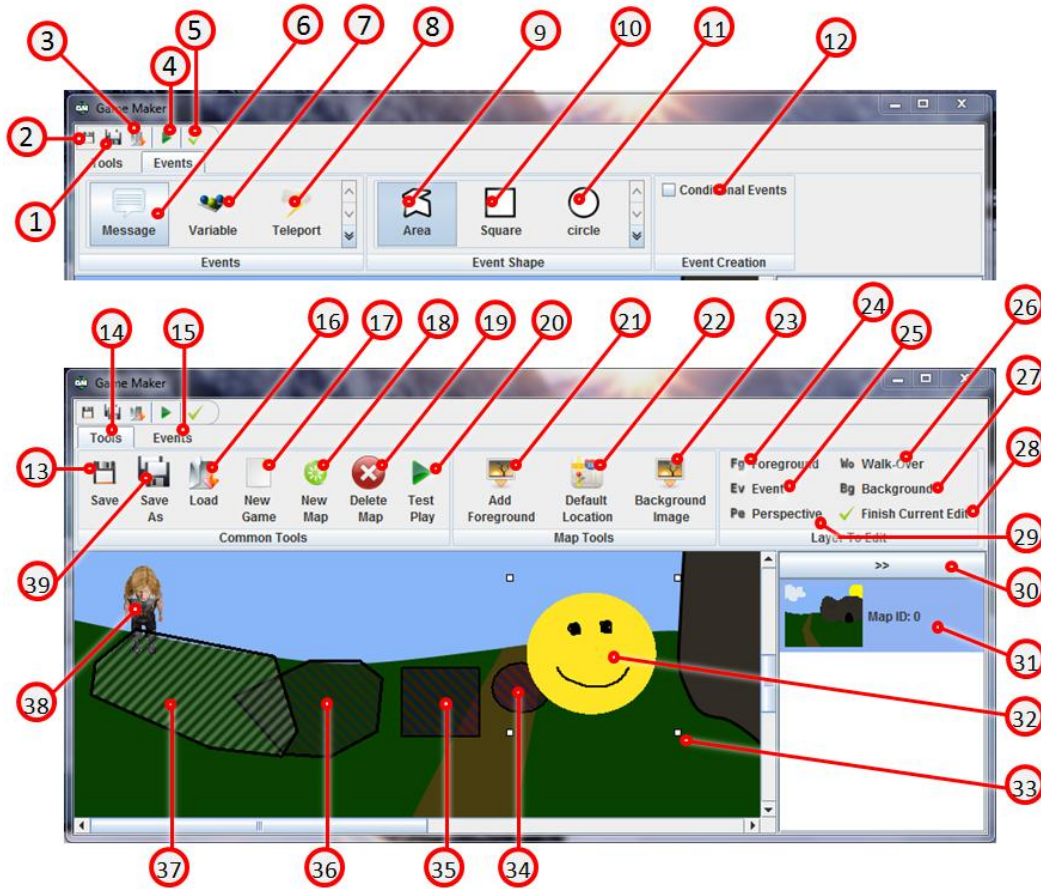
The keyboard is the input method used for in game controls. Here are the button functions:



Key	Function
<b>Arrow (Direction) Keys</b>	Controls the movement of the sprite around the map.
<b>Space Bar &amp; Return</b>	These are the action keys. If the sprite is above an event that can be triggered, pressing one of these keys will trigger that event.
<b>F11</b>	Toggles into and out of full screen mode.
<b>Shift</b>	If held, the sprite moves around the map faster when the arrow keys are pressed.
<b>ESC</b>	If the game is being played in full screen mode then the ESC key returns the view back to windowed mode. If the game is in windowed mode when ESC is pressed then the game play mode is exited and the game maker screen reappears.

Interface

The ribbon interface has proved to be a worthwhile choice of interface layouts. Buttons are large and clear and it has made the software easier to use. Here is a screenshot from the game making interface along with labels that describe each interface item:



Ref	Item	Function
1, 39	Save As	This button allows the user to save their created game to a specified location.
2, 13	Save	Saves the game to the last saved or last loaded file. If the file has not already been saved / loaded then it will present the user with the option of where to save.
3, 16	Load	Prompts the user to load a .game into the program.
4, 20	Play	Plays the game that is currently being edited.
5, 28	Finish Edit	Completes any current drawing or event creation process. Middle click on the mouse also has the same effect.
6	Message Event	Click to create message events. Once pressed the cursor changes to a crosshair. Now the map can be clicked on in order to specify the event area. When in play mode, message events display a message on the screen when triggered.
7	Variable Event	Click to create variable change events. Once pressed the cursor changes to a crosshair. Now the map can be clicked on in order to specify the event area. When in play mode, Variable events can display a message on the screen when triggered; they then change the value of an in game variable.
8	Teleport Event	Click to create variable change events. Once pressed the cursor changes to a crosshair. Now the map can be clicked on in order to specify the event area. When in play mode, Teleport events teleport the sprite to the specified map at the specified location.
9, 10, 11	Set Event shape	Set whether the event that you create on the map is in the shape of a square, circle or custom defined area.
12	Conditional Events	If checked, all events created will prompt the user to specify what condition must be met before the event will be triggered in play mode.

	Toggle	
17	New Game	Creates a new game. The user will be prompted to save or discard their current game.
18	New Map	Adds a new map to the game that can then be selected and edited from the right panel (See Item 31)
19	Delete Map	Deletes the current selected map and any teleport events that teleport to the selected map
21	Add Foreground	Once selected, click on a location on the map to add a foreground image at that position. Once the map has been clicked, the user will be prompted to select the image that they wish to display at that location
22	Default location	Once selected the user can click on a location on the map. This location will then be used as the default starting position when playing the game.
23, 27	Background Image	User will be prompted to locate an image that they want to use as the map background. Once selected the background will change to be this image.
24	Edit Foreground	Once selected, the user is able to move and resize foreground items by clicking on them and interacting with them using the mouse.
25	Edit Event	Add the last selected event to the map. User will need to specify where.
26	Walk over	Once selected, the user can click on the map to specify where the sprite can walk. Double click or press the finish edit button to complete the area.
29	Edit Perspective	This function is used for setting how big the sprite is depending on its position on the map. Once pressed the map will be shaded blue, and green. Drag horizontally in the blue area to set the height at the maps horizon point or in the green area to set the sprite size at the front of the map. Right click to set the horizon at the click position.
30	Minimise Panel	Minimise the right panel.
31	Maps List	A list of all of the maps created so far. Click on a map to view it.
32	Foreground Item	An example foreground item. In foreground edit mode click on the item, it will then be selected and brought to the front.
33	Foreground Re-sizer	Click on it and drag to move it. Click and drag on the white boxes in its corners in order to resize the object.
34,35,36	Event Areas	These represent the location of a created event. Events are represented by an area filled with red and blue lines drawn at a 45 degree angle from top left to bottom right.
37	Walk-able Areas	A representation of the area that the sprite can walk within. Walk-able areas are filled with white and black lines drawn at a 45 degree angle from bottom left to top right.
38	Start location	The sprite is displayed on the location on the map that it will start at when the game is played.