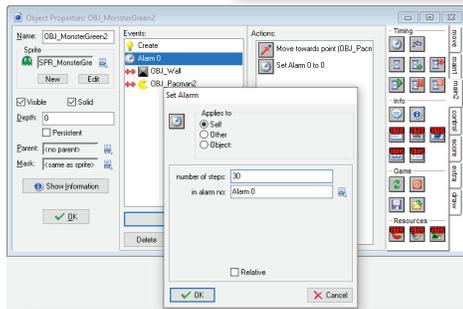
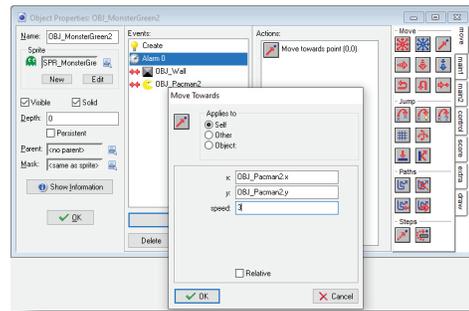
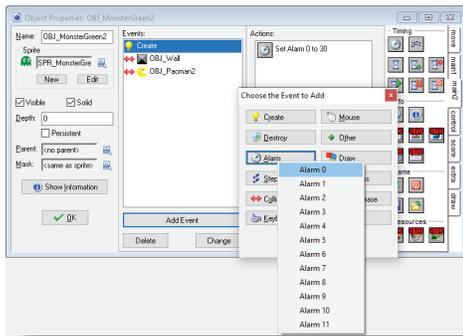
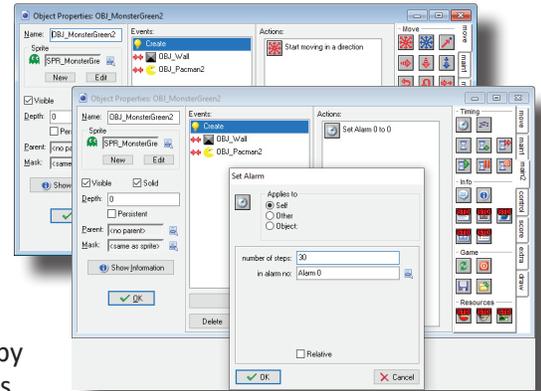


Making Ghosts Smarter

Pacman is now made. The gameplay is pretty good, everything functions well, but the real Pacman game is tough because there are ghosts that actually seek out Pacman. This actually isn't too difficult to do in GameMaker but is quite impactful to the gameplay experience. Here's how to do it.

Set up an Alarm & the Actions for when it goes off

1. Open one of the ghosts and then open the Create Event.
2. Delete the Move Fixed action to remove its original movement and drag Set Alarm from main 2 into the actions area. When the new dialogue box appears, give the times 30 steps.
3. Next add an event for the new timer. For the action, apply a Move Towards from the move menu. In the dialogue box make sure that the action applies to self (the monster). For the x coordinate type OBJ_Pacman2.x or whatever the name of the hero in room 2 is called, followed by a .x. Similarly the y coordinate should have the name of your hero that is in room 2 followed by a .y (OBJ_Pacman2.y). Finally give it a speed to move and click ok.

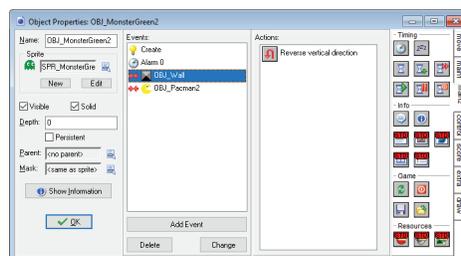


4. The last thing that needs to happen is the alarm needs to be reset so it continually checks the coordinate, not just once. From main 2 add a Set Alarm that applies to Self, the same alarm that was used before and 30 steps.

Adjusting the Wall Collision

This programming will make the ghost seek out Pacman by continually checking his position and moving toward it. The problem now is that the wall collision prevents the ghost from achieving his goal. The next few steps will fix this.

5. Open the OBJ_Wall collision on the same ghost and delete the Reverse Direction action.



6. In its place add a Step Avoiding from the bottom of the move menu. When the new dialogue box appears, make sure Self is checked. The x and y coordinates should be applied just as the Move Toward events were (OBJ_Pacman2.x and OBJ_Pacman2.y) using the same speed and avoiding only solid objects. The click ok to close the dialogue box.
7. Now make sure the ghost is in the room and test out the game. So the game isn't too difficult, maybe just one or two seeking ghost would work best. Or perhaps one seeking ghost and just two others. Just remember, unbeatable games are bad gameplay!

