

January 2011 Game Design Course

Making Indie Game- TGB Tutorials

Links to Reviewed Games

[Asteroids](#)

[Bejeweled](#)

[Bloons TD 4](#)

[Bloons](#)

[Frogger](#)

[Gun Fu DeadLands](#)

[Infectionator!](#)

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[UPGRADE COMPLETE!](#)

Game Reviews

[AdventureQuest Devon Cormack](#)

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[Infectionator! review Jake Epstein](#)

[Megaman review Jamison Sawyer](#)

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[N Review](#)

[Pacman review Jamison Sawyer](#)

[Portal- David Cain](#)

[Plants vs Zombies- David Cain](#)

[Portal Review James Staley](#)

Frogger Jamison Sawyer

Gun Fu Deadlands Devon Cormack

Gun Fu Deadlands Opinions

Gun Fu Review

Megaman Project X

Pacman review Naomi Staley

Raft Wars Review

Raft Wars

Tanks Opinions Nick Balsbaugh

Tower Defence

UPGRADE COMPLETE! review (Thomas Williams)

??Eliza's PacMan Review

Game Art

Link game art pages here

Jamison Sawyer art

GUI Building

Overview of GUI types

Common Issues:

- GUI is not appearing when level runs
 - game.cs brings in the mainScreenGUI with "Canvas.setContent(mainScreenGUI)" Make sure you've been editing ~/game/gui/mainScreen.gui or if you've made a new GUI file, be sure to put a "Canvas.setContent(<file>)" line in your game.cs
 - Torque has the annoying habit of appending an extra file extension when saving a GUI in the GUI Builder (i.e. saving to mainScreen.gui.gui). Make sure you save to the right file.
- Text can't be styled in the GUI
 - The solution is to create a [GUI profile](#) then apply the profile to the desired GUI elements. A list of available fields to style the profile can be found [here](#).

Portfolios

Ninja Squirrel

Antfection