

# 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!

Megaman Project X

N

Portal

Raft Wars

Tanks

Tower Defence

UPGRADE COMPLETE!

## Game Reviews

AdventureQuest Devon Cormack

Asteroids Review

Asteroids

Bloons TD 4

Bloons

Tanks, Zack Cecere

Bejeweled

Infectionator! review Jake Epstein

Megaman review Jamison Sawyer

N Devon Cormack

N Jake Epstein

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