

# 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](#)

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[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