

January 2011 Game Design Course

Making Indie Game- TGB Tutorials

Links to Reviewed Games

Asteroids

Bejeweled

Bloons TD 4

Bloons

Frogger

Gun Fu DeadLands

Infectonator!

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

Infectonator! 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