Making Games at the Library
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print("Hello, world!")

GET "LIBHDR"

LET START() BE
$(
  WRITES("Hello, world!*N")
  $
)

# Hello world in ArnoldC
IT'S SHOWTIME
TALK TO THE HAND "Hello World"
YOU HAVE BEEN TERMINATED

class HelloWorld {
  public static void main(String[] args) {
    System.out.println("Hello, world!");
  }
}

console.log('Hello, world!');
My Mentor
There are many options for game making software.
```javascript
var _x2, _y2, cat;
_x2 = x;
_y2 = y;

if event("dragging")
    _x2 = DragX;
    _y2 = DragY;
else if event("fired")
    if instance exists(objAngryCat)
        _y2 = objAngryCat.y;
    else
defired = false;

if _x2 > x + 20 then fired = false;

draw set color(x2, 0, 0, 0);
if event("dragging") filled then draw sprite cat0,
    draw line width(1, 1),
    draw line width(1, 1),
    draw line width(1, 1),
    draw_self();
else
    draw set color(c_black);
```
This program is for younger audiences.

If they could use MS Paint, they can participate in this program.

The code is preloaded for easy access.
Module 2

This is a two hour program for older children, teens, and adults.

By the end of the program, attendees will have created a (very) basic game.
Module 3

This is a program that takes place over the course of several sessions.

Each session would last roughly an hour and a half.

The end product would be a fully formed game.
Download the Modules Here (Aug 22):

https://goo.gl/hzTyb9

Or email me:
pfromm@bcpl.net
Video of the Final Product in Action

https://drive.google.com/file/d/0B22N-5Gz10FfNnZ4dDNyNVRTams/view?usp=sharing
Image and Music Sources

Tom Francis
Game Maker Studio
@meathelix
Black Knight IT
“Bugs and Trucks” by Tim Fromm
Howard County Library System Hi-Tech