



Tutorwiz
Education Centre



9 Panter Cres Ajax, On
905-683-6341



GAME MAKER PROGRAMMING CAMPS

Tutorwiz Education Centre operates Programming Computer Games Sessions **for students 6 to 16 years of age**. Participants create and program their own computer games using Game Maker.

Participants learn the basics of Computer Programming. All sessions are hands-on.

Although the sessions are very educational, they're intended to be - **FUN, FUN, FUN!!!!**

The advanced camps provide the fundamentals to create professional level games using Game Maker: Studio (see next page)

Sessions are 4 hours long

Basic and Advanced Sessions are available

CAMPERS:

- Create PC Games using Game Maker
- Learn the basics of object oriented computer programming
- Receive a copy of Game Maker Lite
- Receive a CD containing your game
- Gain a great sense of accomplishment



CALL – 905-683-6341 – TO ENROLL



GameMaker: Studio

By attending the Game Maker Basic and Advanced Camps, campers gain an understanding of object oriented programming and they become familiar with using Game Maker Lite. They may then want to advance their game making by downloading the free version of Game Maker Studio or by purchasing one of the three other versions: Standard, Professional or Master Collection. Some of the features of the Master Collection (Also available through Professional with selected additional resources which can be purchased) include:

Creation of Professional Games

Game Maker Studio's fully integrated development environment gives you the power to create professional games without any knowledge of programming. Control every last detail of your game. Import images, animations, audio and fonts with ease.

GameMaker: Studio has long been used by developers to create some of the most iconic and inspired games that exist today on the desktop platform.

Creation of Multiple Platform Games

Combined with additional export modules, GameMaker Studio™ can produce ready-to-run executables and store-ready apps for multiple platforms with a single click. When your game is ready to publish, simply select which platforms you want to export to -- be it Mobile with iOS, Android, Windows Phone or Tizen, Web and mobile with HTML5, and Desktop with Windows, Windows 8, Mac OSX or Ubuntu -- don't worry, Studio will do the heavy lifting to produce a native, app store-ready executable at the touch of a button.

By harnessing the power of HTML5, GameMaker Studio delivers fast, efficient and cost effective solutions to both web developers and mobile developers. Facebook, Chrome Web Store, Firefox Marketplace and Amazon Web Apps are all within a mouse click away.

Cross-platform Networking Support

Games are better played with friends. Ensure your friends can play by connecting them with cross-platform networking support.

Harnessing Full Speed of CPU

Games written in Studio can now harness the full speed of the CPU with the new native YoYo Compiler (YYC), allowing projects to run up to 100x faster than before, across Windows, iOS and Android platforms.

Market Games Globally

You can access the biggest marketplaces worldwide including the App Store, Google Play, Amazon App Store, NOOK, Windows Store and Windows Phone Store, Steam, the Tizen Store, Facebook, Chrome Web Store and Mac Store to name but a few, your game can truly be distributed globally.

NOTE: Information provided in this box has been extracted from the GameMaker Studio website:

<https://www.yoyogames.com/studio>

