Course Outline:

- 1. Familiar with Game Maker interface and related functions
- 2. Understand the techniques of scene and building design
- 3. Understand the game logic behind timers
- 4. Design a unique Great Wall obstacle route
- 5. Understand the game logic behind projectiles
- 6. Explore the working principle of visual effects (VFX)
- 7. Understand the game logic behind Tags
- 8. Design interesting game user interface