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Sources:

1. Moving Platform Left and Right

Crate <https://opengameart.org/users/polygonixgames>

Player <https://gamemaker.io/en/bundles>

2. Spin Around Other Instance

Player <https://opengameart.org/users/bevouliincom>

Balls <https://opengameart.org/users/hayashi19>

3. Vehicle With Smooth Turning

Wheel <https://opengameart.org/users/irmirx>

Vehicle <https://opengameart.org/users/irmirx>

4. Tank and Turret Movement

Tank <https://opengameart.org/users/inyourbus>

5. Bbox Collison

Player <https://opengameart.org/users/bevouliincom>

Balls <https://opengameart.org/users/hayashi19>

6. NPC That Performs Tasks

Crops <https://opengameart.org/users/josehzz>

Character <https://opengameart.org/content/modern-rpg-guy>

Building <https://opengameart.org/users/chibizilla>

Some Code <https://forum.gamemaker.io/index.php?members/frostycat.1531/>

7. Wall Jumping

Crate <https://opengameart.org/users/polygonixgames>

Player <https://opengameart.org/users/bevouliincom>

8. Temporary Weapon Upgrade System

Missile, Bullets and Guns

<https://opengameart.org/users/nido>

Ship <http://opengameart.org/users/skorpio>

9. Player Shield System

Player <https://opengameart.org/users/bevouliincom>

Shield <https://opengameart.org/users/jcrown41>

Missile <https://opengameart.org/users/nido>

10. Sprite Stacking Fake 3D

Barrels <https://opengameart.org/users/skalman>

Bush <https://opengameart.org/users/jcrown41>

11. Water Reflection Using Effect Layers

Boat <https://opengameart.org/users/game-developer-studio>

12. Magnet System

Player <https://opengameart.org/users/bevouliincom>

Magnet <https://opengameart.org/users/peymangames>

13. Health Heart Part System

Heart <https://opengameart.org/users/cdgramos>

14. Tap To Move System

Crate <https://opengameart.org/users/polygonixgames>

Player <https://opengameart.org/users/bevouliincom>

15. Resize Sprite

Crate <https://opengameart.org/users/polygonixgames>

16. Moving Platform Up and Down

Crate <https://opengameart.org/users/polygonixgames>

Player <https://gamemaker.io/en/bundles>

17. Rotating Wheel

Wheel Sound <https://freesound.org/people/draelent/>

Bomb <https://opengameart.org/users/truezipp>

Chest <https://lostgarden.com/>

Coin <https://opengameart.org/users/galangpiliang>

Star <https://opengameart.org/users/galangpiliang>

Gift <https://opengameart.org/users/shirowave>

Rocket <https://opengameart.org/users/jmatencia>

Bottle <https://opengameart.org/users/mike6432>

TNT <https://opengameart.org/users/anamayart>

Button <https://www.kenney.nl>

Arrow <https://opengameart.org/users/oglsdl>
Wheel <https://opengameart.org/users/simranzenov>
18. Fake 3D Effect
Car <https://opengameart.org/users/amir027>
Trees <https://opengameart.org/users/domsson>
Rock <https://opengameart.org/users/bevouliincom>
19. Flame Effect Using Particles
Candle <https://opengameart.org/users/cougarmint>
20. Rotating Spaceship With Inertia
Rocket <https://opengameart.org/users/jmatencia>
21. Rotating Ship Weapon and Manually Select Target
Ship <http://opengameart.org/users/skorpio>
Weapon <https://opengameart.org/users/nido>
Enemy Ship <https://opengameart.org/users/alucard>
Laser Sound <https://freesound.org/people/marcuslee/>
22. Destructible Terrain
Code roychanmelia
Grass <https://opengameart.org/users/dedii>
Tree <https://opengameart.org/users/belohlavek>
23. Horizontal Scrolling Menu
Button <https://www.kenney.nl>
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25. Ladder Climbing
Crate <https://opengameart.org/users/polygonixgames>
Player <https://opengameart.org/users/bevouliincom>
Ladder <https://www.kenney.nl>
26. Attack Left and Right
Player <https://gamemaker.io/en/bundles>
27. Moving Grass Side View
Grass <https://opengameart.org/users/zisongbr>

Player <https://opengameart.org/users/bevouliincom>

28. Target Enemy With Highest HP

Player <https://opengameart.org/users/bevouliincom>

Enemy <https://opengameart.org/users/bevouliincom>

With Block Code <https://forum.gamemaker.io/index.php?threads/with-block-recipe-cards.25326/>

29. Rotating Mini Map

Crate <https://opengameart.org/users/polygonixgames>

Player <https://opengameart.org/users/bevouliincom>

30. Screen Flash Damage Indicator

Sprite Player <https://opengameart.org/users/bevouliincom>

31. Board Game Move Pieces A

Board <https://opengameart.org/users/chasersgaming>

Piece <https://opengameart.org/users/bevouliincom>

32. Board Game Move Pieces B

Board <https://opengameart.org/users/chasersgaming>

Piece <https://opengameart.org/users/bevouliincom>

33. Predict Path Of Projectile

Turret <https://opengameart.org/users/nido>

Bullet <https://opengameart.org/users/nido>

Script [GMLscripts.com/license](https://gmlscripts.com/license) - Some Changes Have Been Made

34. Animated Mouth When Talking

Face <https://opengameart.org/users/vitail>

35. Move All Instances By Given Amount

Sprites <https://opengameart.org/users/bevouliincom>

36. Split Rocks and Rotate

Asteroids <https://opengameart.org/users/phaelax>

37. Multiple Missiles – Only Target If Not Targeted

Turret <https://opengameart.org/users/nido>

Missile <https://opengameart.org/users/nido>

Enemy <https://opengameart.org/users/bevouliincom>
38. Find a Path Through A Maze
Bee <https://opengameart.org/users/bevouliincom>
Crate <https://opengameart.org/users/polygonixgames>
39. Flying Bee With Shadow
Bee <https://opengameart.org/users/bevouliincom>
40. Cover Whole Room In Instances
Crate <https://opengameart.org/users/polygonixgames>
41. Keyboard Controlled Player With Mouse Controlled
Gun
Player <https://opengameart.org/users/bevouliincom>
Gun <https://opengameart.org/users/ogreofwart>
42. Spaceship Control
Spaceship <https://opengameart.org/users/alucard>
43. Slide In Buttons
Buttons <https://www.kenney.nl>
44. Draw Crosshair In Middle Of View
No assets
45. Draw Rectangle With Dashed Border
Script [GMLscripts.com/license](https://gmlscripts.com/license)
46. Top Down 360 Degree Movement
Zombie Character
<https://opengameart.org/users/rileygombart>
Crate <https://opengameart.org/users/polygonixgames>
47. Attacking Sprite Control System
Sprites <https://gamemaker.io/en/bundles>
Crate <https://opengameart.org/users/polygonixgames>
48. Enemy Patrol System
Character <https://opengameart.org/users/bevouliincom>
Enemy <https://opengameart.org/users/bevouliincom>
49. Change Cursor To Selected Item

Turrets <https://opengameart.org/users/nido>

50. Fade Between Text Messages

No assets.

51. Enemy Jumping

Knight <https://gamemaker.io/en/bundles>

Crate <https://opengameart.org/users/polygonixgames>

52. Pick Up and Place Items From Inventory

Character <https://opengameart.org/users/bevouliincom>

Items <https://opengameart.org/users/clint-bellanger>

Crate <https://opengameart.org/users/polygonixgames>

53. 360 Degree Laser

<https://wenrexa.itch.io/laser2020>

54. Laser Through Multiple Instances

Sprite <https://opengameart.org/users/bevouliincom>

55. Draw Sprite On Sprite Layer

Sprite <https://opengameart.org/users/bevouliincom>

56. Detect Double Click

No assets.

57. Leave Path To Attack Then Return To Path

Player <https://opengameart.org/users/bevouliincom>

58. Choose Random Word

No assets.

59. Change Sprite When Jumping

Knight <https://gamemaker.io/en/bundles>

60. Play Random Sound

Audio [https://gamemaker.io/en/bundles /](https://gamemaker.io/en/bundles/)

Created/distributed by Kenney (www.kenney.nl)

61. Move Multiple Instances Through A Small Gap

Enemy <https://opengameart.org/users/bevouliincom>

Crate <https://opengameart.org/users/polygonixgames>

62. Draw Text With Formatting

No assets.

63. Moving Grass Top Down

Grass <https://opengameart.org/users/zisongbr>

Player <https://opengameart.org/users/bevouliincom>

64. Follow Path – Turn Before Moving

Vehicle <https://opengameart.org/users/irmirx>

65. Make Health Icon Pulse When Health Is Low And Play Voice Warning

Heart <https://opengameart.org/users/cdgramos>

66. Avatar Creator

Sprites <https://gamemaker.io/en/bundles>

Buttons <https://opengameart.org/users/hawkadium>

67. Ship Shooting Cannon Balls

Ship <https://opengameart.org/users/lowder2>

68. Simple Glow Effect With Circles

Lantern <https://opengameart.org/users/saroman>

69. Simple Glow Effect With Sprite A

Lantern <https://opengameart.org/users/saroman>

70. Simple Glow Effect With Sprite A

Lantern <https://opengameart.org/users/saroman>

71. Move Towards Point Then Stop

Player <https://opengameart.org/users/bevouliincom>

72. Level Based On Score

No assets.

73. Player Control Information

No assets.

74. Selectable Background

Desert <https://opengameart.org/content/several-scrolling-backgrounds-and-layerable-runners>

Swamp <https://opengameart.org/content/several-scrolling-backgrounds-and-layerable-runners>

Beach <https://opengameart.org/users/craftpixnet-2d-game-assets>

75. Draw Buttons With Chosen Language

Buttons <https://www.kenney.nl/>

76 Lottery Numbers

No assets.

77. Draw Room Border On Draw Layer

Mushroom <https://opengameart.org/users/bevouliincom>

Sprites <https://www.kenney.nl>

Bush <https://opengameart.org/users/jcrown41>

78. Card Flipping Animation

Cards Byron Knoll

79. Day Night Cycle

Mushroom <https://opengameart.org/users/bevouliincom>

Sprites <https://www.kenney.nl>

Bush <https://opengameart.org/users/jcrown41>

80. Rotating Shapes

No assets.

81. Positional Audio

Fire Sprite <https://opengameart.org/users/janexx>

Water Sprite <https://opengameart.org/users/grahhhhh>

Player Sprite Spyros Kontis

Fire Sound <https://freesound.org/people/tc630/>

Water Sound <https://freesound.org/people/SJM62/>

82. Imploding Text Effect

No assets.

83. Laser Collision

Player <https://opengameart.org/users/bevouliincom>

crate Crate <https://opengameart.org/users/polygonixgames>

84. Pop Up Message

Sprites <https://opengameart.org/users/bevouliincom>

Speech Bubble <https://opengameart.org/users/rawdanitsu>

85. Skill Points
Button <https://www.kenney.nl/>

86. Depth Based Movement
Mushroom <https://opengameart.org/users/bevouliincom>
Sprites <https://www.kenney.nl/>

Bush <https://opengameart.org/users/jcrown41>

87. Party Mechanics
players spyros Kontis
Bush <https://opengameart.org/users/jcrown41>
Crate <https://opengameart.org/users/polygonixgames>

88. Card Battle
Players Images CraftPix.net

89. Text Explode
No assets.

90. Branching Dialogue
Button <https://www.kenney.nl/>

91. Marquee Text
No assets.

92. Avatar Creator B
Avatar CraftPix.net

93. Create Level From Text File
Tiles <https://opengameart.org/users/1001com>

94. Enemy Shooting System
Player <https://opengameart.org/users/bevouliincom>
Enemy <https://opengameart.org/users/bevouliincom>
Bullet <https://opengameart.org/users/nido>
relerp function <https://forum.gamemaker.io/index.php?members/frostycat.1531/>

95. Dropping Effect
No assets.

96. Player Path

Character <https://opengameart.org/users/jcrown41>

97. Enemy Movement

Player <https://opengameart.org/users/bevouliincom>

Enemy <https://opengameart.org/users/bevouliincom>

98. Compass Points

Compass <https://opengameart.org/users/pace-smith>

Characters <https://opengameart.org/users/bevouliincom>

Arrow <https://opengameart.org/users/oglsdl>

99. Mine Weapon

Player <https://opengameart.org/users/bevouliincom>

Enemy <https://opengameart.org/users/bevouliincom>

Mine <https://opengameart.org/users/jcrown41>

100. Old Film Effect

Background https://opengameart.org/art-search-advanced?field_art_type_tid%5B%5D=9

101. Barrel Dropper

Barrel <https://opengameart.org/users/truezipp>

Player <https://opengameart.org/users/bevouliincom>

relerp function <https://forum.gamemaker.io/index.php?members/frostycat.1531/>

Sound <https://freesound.org/people/jhyland/sounds/539672/>



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