

# AINSHI Game

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**Abstract**— This paper proposes a gaming application, in which we are able to play an animated game. This was designed according to the demand of new generation game logics. It also provides a comfortable zone to its user. The main idea work behind this project is to provide a platform for game lovers as well as for our own self to spend our time with this surprising game. We can use this game for personal entertainment as well as to makeup our mind from busy as well as stressful life. In our busy life style we are unable to find someone to play with us and this upsets us from being alone. This project tries to overcome this hurdle for the Game Lovers as the game is designed in such a way that a player can play the game without the requirement of any partner.

**Keywords:** Anishi Game, Gaming Application, Animated Game, New Generation Logics, No Partner Required

## I. INTRODUCTION

Video game development is the process of creating a video game. Development is undertaken by a game developer, which may range from one person to a large group of peoples. Traditional Commercial PC and console games were normally founded by a publisher and take several years to develop.

The first video game was developed in 1960s, but required mainframe computers and is not available to general public. Commercial game development began in 1970s with the advent of first generation video game consoles and home computer. Due to low cost and low capabilities of computers, alone programmer could develop a full game. However, approaching the 21<sup>st</sup> century, ever increasing computer processing power and heightened consumer expectations made it difficult for a single developer to produce a mainstream console or PC game.

The average price of producing a video game slowly rose from US \$1-4 million in 2000 to over \$5 million in 2006, then to over \$20 million in 2010.

Mainstream PC and console games are generally developed in phases.

First, in pre-production, pitches, prototypes, and game design documents are written. If the idea is approved and the developer receives funding, a full scale development begins. This usually involves a 20-100 person team of various responsibilities, such as designers, artists, programmers, testers, etc.

## II. METHODS AND MATERIAL

### A. GameMaker

Game Maker was originally developed by Mark Overmars. The program was first released on 15 November 1999 under the name of Animo (at the time, it was just a graphics tool with limited visual scripting capabilities). The first versions of the program were being developed in Delphi.

Subsequent releases seen the name changed to Game Maker and software moving towards more general-purpose 2d game development.

Versions 5.0 and below have been freeware; version 5.1 introduced an optional registration fee; version 5.3 (January 2004) introduced a number of new features for registered users, including particle system, networking, and possibility to extend games using DLLs.

Version 6.0 (October 2004) introduced limited functionality for use of 3D graphics, as well as migrating the runtime's drawing pipeline from VCL to DirectX.

Growing public interest led Overmars to seek help in expanding the program, which led to partnership with YoYo Games in 2007. From this point onward, development was handled by YoYo Games while Overmars retained a position as one of company's directors. Version 7.0 was the first to emerge under this partnership.

The first macOS compatible version of program was released in 2009, allowing games to be made for two operating systems with minimal changes.

Version 8.1 (April 2011) sees the name changed to GameMaker (lacking a space) to avoid any confusion with the 1991 software *Game-Maker*. This version also had the runtime rewritten in C++ to address performance concerns with previous versions.

September 2011 sees the initial release of "GameMaker: HTML5" - a new version of software with capability to export games for web browsers alongside with desktop.

GameMaker: Studio entered public beta in March 2012 and enjoyed a full release in May 2012. Initial supported platforms included Windows, Mac, HTML5, Android, and iOS. Additional platforms and features were introduced over the years following; Late 2012 there was an accident with anti-piracy measures misfiring for some legitimate users.

In February 2015, GameMaker was acquired by Playtech together with YoYo Games. Announcement reassured that GameMaker will be further improved and states plans to appeal to broader demographic, including more advanced developers.

November 2016 sees the initial release of GameMaker Studio 2 beta, with full release in March 2017. This version spots a completely redesigned IDE (rewritten in C#) and a number of new editor and runtime features.

### B. GameMaker Language

GameMaker Language is GameMaker's scripting language. It is an imperative, dynamically typed language commonly likened to JavaScript and C-like languages. The language's default mode of operation on native platforms is via a stack machine; it can also be source-to-source compiled to C++ via LLVM for higher performance. On HTML5, GML is source-to-source compiled to JavaScript with optimizations and minification applied in non-debug builds.

### C. GameMaker Studio

GameMaker Studio is a cross-platform game engine developed by YoYo Games.

GameMaker accommodates the creation of cross-platform and multi-genre video games using a custom drag-and-drop visual programming language or a scripting language known as Game Maker Language, which can be used to develop more advanced games that could not be created just by using the drag and drop features. GameMaker was originally designed to allow novice computer programmers to be able to make computer games without much programming knowledge by use of these actions. Recent versions of software also focus on appealing to advanced developers.

### D. GameMaker Basic

GameMaker is primarily intended for making games with 2D graphics, allowing out-of-box use of raster graphics, vector graphics (via SWF), and 2D skeletal animations (via Esoteric Software's Spine) along with a large standard library for drawing graphics and 2D primitives. While the software allows for limited use of 3D graphics, this is in form of vertex buffer and matrix functions, and as such not intended for novice users.

The engine uses Direct3D on Windows, UWP, and Xbox One; OpenGL on macOS and Linux; OpenGL ES on Android and iOS, WebGL or 2d canvas on HTML5, and proprietary APIs on consoles.

The engine's primary element is an IDE with built-in editors for raster graphics, level design, scripting, paths, and shaders (GLSL or HLSL). Additional functionality can be implemented in software's scripting language or platform-specific native extensions. In GameMaker Studio 2, you can choose whether to export the game as an NSIS installer, or a .zip file containing the game, the data.win file, and any files added under the "Included Files" tab in the editor.

### E. Supported Platforms

GameMaker supports building for Microsoft Windows, macOS, Ubuntu, HTML5, Android, iOS, Amazon Fire TV, Android TV, Microsoft UWP, PlayStation 4, and Xbox One; support for the Nintendo Switch was announced in March 2018, with *Undertale* to be the first such title to be brought to the Switch.

In past, GameMaker supported building for Windows Phone (deprecated in favor of UWP), Tizen, PlayStation 3, and PlayStation Vita (not supported in GMS2 "largely for business reasons").

PlayStation Portable support was demonstrated in May 2010, but never made publicly available (with only a small selection of titles using it).

Raspberry Pi support was demonstrated in February 2016, but as of May 2018 not released.

Between 2007 and 2011, YoYo Games maintained a custom web player plugin for GameMaker games before releasing it as open-source mid-2011 and finally deprecating in favor of HTML5 export.

### F. Drag And Drop

Drag and Drop (DnD) is GameMaker's visual scripting tool.

DnD allows developers to perform common tasks (like instantiating objects, calling functions, or working with files and data structures) without having to write a single line of code. It remains to be largely aimed at novice users.

While historically DnD remained fairly limited in what can be comfortably done with it, GameMaker Studio 2 had seen an overhaul to the system, allowing more tasks to be done with DnD, and having it translate directly to code (with an in-IDE preview for users interested in migrating to code).

### G. Scope

The project includes a complete level of games with documentation. The level will include everything that should be available in an adventure game like the popular Nintendo classic Super Mario game. The game will be a single player adventure game. The goal of this project is to create a easy to use, pick up and play game that could be played by all ages as long as they have a desktop computer or a laptop pc. The reason was as stated above that there are more gamers playing video games everyday meaning a larger potential market.

In the game, "AINSHI" is portrayed as an Indian Gardner who, along with his friends, has to defeat creatures that have been coming to his garden. The gameplay focuses on AINSHI and exterminating the creatures by flipping them on their backs and shooting them away.

The scope of the project is to develop a 2-dimensional game. The system shall use the KeyEvent library under the GML library to detect when the Keys are been pressed on the keyboard to control the animated character in the game (Sprites). The project will be based on creating an adventure game with the goal in the mind of being fun. Listed below are the scopes that I will be covering in the development of this game:

- 1) It is an offline Application.
- 2) Can be easily understood.
- 3) No requirement for a partner (Single Player).
- 4) It makeup our mind in stressful situation.
- 5) PC based.
- 6) 2-Dimensional platform
- 7) Single Level.
- 8) Adventure based
- 9) 2D platform for GUI and menu systems

### III. PROBLEMS AND DRAWBACKS

- 1) Right now our Project "AINSHI" is a platform dependent Game.
- 2) Only few levels are added yet now.
- 3) Have no Score board.

### IV. CONCLUSION

It was great fun to work with this project. I would really like to improve my skills in this field and would also try to continue my work on this project.

This was an extremely unique project of mine. This was my never ending project.

I would really like to create many more levels of my game and would also like to patent this and publish it too.

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