

A “Quick and Dirty” GameStudio 7A Game Creation

(3D Game Studio: Intro Tutorial)

1. Create a new level with texture (WAD) and Template

- **Open WED**
(*Start > Programs > GameStudio A7 > WED Level Editor*)
- **Create a new level**
(*click on new button or use File menu*)
- **Save your level** – you must do this before you can choose a template.
(*File > Save As > name your level*)
- **Add a template to the project to create a main script** – This gives us the basis for a first person shooter.
(*File > Project Manager > select “shooter_project”*)
- **Add a WAD** – a selection of textures.
 - Select the “Presets” tab in the “Project view,” and then left click on the Textures folder icon and select “Add WAD”.
 - Next, select "Standard WAD" from the choices in the pop-up and click on “Open” – “standard.wad” should now be in the Textures folder.
 - Now, go to the "Textures" tab in project view, select “standard wad” and resize the window. You should see a bunch of textures that you will be able to use.

2. Add objects to the level

- **Return to "Objects" tab. Now we'll add objects to the level and “Add” a large hollow cube.**
(*Object > Add Hollow Cube > large*)
- **The cube should appear in all views. In the "object properties", with the “properties” tab selected, you’ll see the name "Group" in the white box in the properties tab. Change it to something meaningful.**
- **Reposition the cube to center (0,0,0)**
(*"position tab" > "world positions" button > Position*)
- **Scale the cube larger**
(*"position tab" > “local positions” > Scale > change first two values to 5*)
 - You can also translate and rotate the eye using the toolbar buttons to get a better view.

3. Add textures to the cube

- **Select the “Scope down” button on the toolbar. This will let us select and texture each face separately.**
- **Select the textures tab, then select a face using your preferred method.**
(object view> double click on “block” OR use mouse in any view)
- **Select a texture from the standard WAD.**
(click on the texture image. It will display under “texture” above)
- **Double click on the texture shown in the texture box. It should display in the 3D view on the selected face.**
- **Repeat for all sides** – You may need to move the eye to get to them. If you can’t select with the mouse, try clicking on the select button in the toolbar.

4. Preview your level:

- **Save your level**
- **“Build Map”**
(use the file menu or the toolbar button)
- **The Map Compiler will pop-up. Choose the “Build BSP Map” button and OK. Dismiss the new pop-up if things went ok.**
- **Click on the full-screen icon in the upper right hand corner of the 3D**
- **Select “mode>Walk-Thru”** – You may now look around with the mouse, and move with the arrow keys. ESC to close, and don’t forget to put the 3D window back to it normal size and place.

5. Put the player into the level (and the game.)

- **Add “cbabe” to your level**
(object menu > add model click on the tree item with your project name. Select “cbabe.mdl” and click OK)
- **Move “cbabe” so that her feet are on the floor and she is in one corner of the room.**

- **Attach a behavior (script) to “cbabe” to make her represent the player** – The shooter template has loaded the scripts you will need.
- **Select “cbabe”, in the “object properties” window select the “behavior” tab, click on the folder icon for Action (next to the white text box), and choose PIBiped01 in the “choose action” pop-up and click OK** – The action will show in the “Action” text box. In the scrollable window below you will see the parameters (such as “heath” for the figure.)
- **Save, build, and run your level (just click OK in the pop-up.)** – You should be able to look and move around using the keys (wsad) and mouse.
- **Hit the “Q” key to see your crosshairs and weapon; Hit the “E” key to change weapons; Use the mouse to fire the weapons** – You will see holes where your ammo hits)
- **Use “ESC” key to exit.**

6. Add an opponent

- **Add the chucha7 model to your level and position it in a reasonable place.**
- **Give it the AIFPS01_Guard behavior.**
- **Save, build and run your level.**
- **Approach chucha7 and he’ll become aware on you. Shoot him before he kills you** – Its an unfair fight – the defaults make you pretty tough!

7. Show me the completed tutorial.