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### 1. Follow Object

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

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

### 2. Orbit Object

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

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

### 3. Random Name Generator

No assets.

### 4. Top Down Movement

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

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

### 5. Screen Shake

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

### 6. Bomb Destruction Zone

Explosion Sound <https://freesound.org/people/Logicogonist/>

Explosion Sprite <https://opengameart.org/users/cuzco>

### 7. Circular Healthbar

No assets.

### 8. Volume Based On Distance

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

Target <https://opengameart.org/users/kyzerole>

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

### 9. Snow Weather Effect

No assets.

### 10. Password Easter Egg

No assets.

### 11. Average Position Between 2 Instances

Crosshair <https://opengameart.org/users/nicegraphic>

Target <https://opengameart.org/users/kyzerole>

### 12. Random Dice Rolls

Dice <https://opengameart.org/users/jameswhite>

### 13. On Screen Keyboard

No assets.

### 14. Array Sort

No assets.

## 15. Colour Picker

Colour Wheel <https://www.freevector.com/free-color-wheel-vector>">FreeVector.com

## 16. Numbers To Speech

No assets.

## 17. Teleport

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

Gems <https://opengameart.org/users/antumdeluge>

## 18. Queued Messages

No assets.

## 19. Shop System

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

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

## 20. Parallax Background

Background <https://opengameart.org/users/mobile-game-graphics>

## 21. Eight Directional Movement

8 Directional Sprites <https://hormelz.itch.io/>

## 22. Room Transition Fade In & Out

Backgrounds <https://opengameart.org/users/mobile-game-graphics>

## 23. Nine Slice Example

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

## 24. Hit Box

Fighter <https://opengameart.org/users/segel>

## 25. Snap To Grid

Base

## 26. Hide & Seek

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

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

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

## 27. Save Highscore

No assets.

## 28. Sprite Animation Control

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

## 29. Jet Pack & Gravity

Jetpack <https://opengameart.org/content/game-asset-cruncher-enemy-game-character-sprite-sheets>

### 30. Enemy Movement On Platform

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

Platform <https://opengameart.org/users/amir027>

### 31. Tweening

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

### 32. Door & Key

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

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

Key <https://opengameart.org/users/bongbonggun>

Door <https://opengameart.org/users/headygavinl>

### 33. Wrap Instance Around Room

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

### 34. Change Transparency On Collision

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

Tree <https://opengameart.org/users/onsemeliot>

### 35. Weapon Upgrade System

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

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

### 36. Knockback

Sprites <https://hormelz.itch.io/>

### 37. Road Builder

No assets.

### 38. Select Multiple Troops

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

### 39. Road Connections

Road <https://opengameart.org/users/kenney>

### 40. Lightning Effect

No assets.

### 41. Gravity Movement

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

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

### 42. Blood Damage Effect

Blood <https://opengameart.org/users/pwl>

43. Tap Instance To Change Image

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

44. Bullet Holes

Crosshair <https://opengameart.org/users/nicegraphic>

Target <https://opengameart.org/users/kyzerole>

45. Rope Between Objects

No assets.

46. English to Morse Code

Morse Sounds [https://freesound.org/people/univ\\_lyon3/](https://freesound.org/people/univ_lyon3/)

47. Loop Through Instances

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

48. Slowly Rotate To Angle

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

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

49. Draw Clock

No assets.

50. Randomly Place Objects In Room

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

51. Get Text From Keyboard

No assets.

52. Shoot Projectile With Gravity

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

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

53. Fade On Player Collision

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

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

54. Jump On Enemy To Kill

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

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

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

55. Calculate Size Of Area

No asset.

56. Draw Lines To Mouse Position

No asset.

57. Random Building Generator

No assets.

## 58. Queue & Play Audio

No assets.

## 59. Boss Style Movement

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

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

## 60. Split Screen

Cars <https://opengameart.org/users/satik64>

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

## 61. Check Spelling Of Word

No assets.

## 62. Player Character Selection

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

## 63. Weapon Control & Ammo Packs

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

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

Gun Bullet Sprite <https://opengameart.org/users/curato>

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

Gun Sound <https://freesound.org/people/kretopi/>

## 64. Move Towards Point Then Stop

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

## 65. Resize Based On Position

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

## 66. Using Mouse Wheel To Select Weapon

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

## 67. Font Drawing From Images

Font <https://opengameart.org/content/another-old-font>

## 68. Allow Player To Load Sprite

No assets.

## 69. Enemy Shoots If Can See Player

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

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

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

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

## 70. Randomly Place Instances Avoiding Instances

Gems <https://opengameart.org/users/firestorm200>  
Crate <https://opengameart.org/users/polygonixgame>  
71. Split Sentence  
No assets.  
72. Simple Menu System  
Buttons <https://www.kenney.nl>  
73. Moving Spikes & Damage System  
Crate <https://opengameart.org/users/polygonixgames>  
Boy <https://opengameart.org/users/bevouliincom>  
Spike <https://opengameart.org/users/dravenx>  
74. Projectile Spread System  
Turret <https://opengameart.org/users/nido>  
Bullet <https://opengameart.org/users/nido>  
75. Ball Bounce & Squash  
Balls <https://opengameart.org/users/hayashi19>  
Crate <https://opengameart.org/users/polygonixgames>  
76. Status Effect  
Character <https://opengameart.org/content/modern-rpg-guy>  
77. Foot Step Sounds With Animation  
Footstep Sound [https://freesound.org/people/Ali\\_6868/](https://freesound.org/people/Ali_6868/)  
Character <https://opengameart.org/users/bevouliincom>  
78. Game Fog  
Sprites <https://opengameart.org/users/bevouliincom>  
Fog <https://opengameart.org/users/thomaswp>  
79. Destruction With Multiple Subimages  
Crate <https://opengameart.org/users/polygonixgames>  
80. Enemy Hide  
Crate <https://opengameart.org/users/polygonixgames>  
Sprites <https://opengameart.org/users/bevouliincom>  
81. HUD Drawing On GUI Layer  
Crate <https://opengameart.org/users/polygonixgames>  
Player <https://opengameart.org/users/bevouliincom>  
Heart <https://opengameart.org/users/cdgramos>  
HP Bar <https://opengameart.org/users/charlexmachina>  
82. Scroll Block Of Text Up and Down

No assets.

83. Blood Spray Effect

Blood <https://opengameart.org/users/pwl>

84. Voice On Level Up

No assets.

85. Wind Blown Effect

Tree <https://opengameart.org/users/emgidev>

86. Double Jump

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

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

87. Meteor Shower Effect

Meteor <https://www.glitchthegame.com/>

Explosion <https://opengameart.org/users/jrob774>

88. Footstep Dust Effect

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

89. Float & Die Effect

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

90. Fly Level Effect

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

91. Dash Movement

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

92. Walking On Ice

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

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

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

93. Underwater Effect

Water <https://opengameart.org/users/forkart>

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

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

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

94. Hint Arrow To Direction Of Powerup

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

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

Powerup <https://opengameart.org/users/cethiel>

95. Button To Open Website



Button <https://opengameart.org/users/nikke>

96. Health Pack Slowly Increase Health

Healthpack <https://opengameart.org/users/nicegraphic>

97. Change Enemy Colour When Targeted

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

98. Limit Weapon Shooting Timer

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

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

99. Clock Stopwatch

No assets.

100. Weapon Power & Direction System

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

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

101. Creating Effect On Collision

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

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