**Game Maker/ Pascal Practice Test Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

* **Pascal Section**
  + Write a program that will display the following
  + December 12th, 1865: The 13th Amendment is formally adopted into the U.S. Constitution, ensuring that "neither slavery nor involuntary servitude... shall exist within the United States, or any place subject to their jurisdiction."
* **Game Maker Section (Turn in the program save as: YourNameGameMakerExam)**
  + You will use the resources from Chapter 14. The game will need to include the following.
    - An **explorer**
      * **\_\_\_ Sprite**
      * \_\_\_\_Moves with the following keys. (I – up, J – Left, K – Down and L – right)
      * \_\_\_\_Scores 100 points when he hits a treasure
      * \_\_\_\_Loses 10 points when he hits a mummy
      * \_\_\_\_ Cannot go through walls.
    - **\_\_\_\_Walls**: You will use these to create a simple maze
    - **\_\_\_ Treasure**: You will place several of these in the room
    - **\_\_\_ Mummy**:
      * **\_\_\_\_**Has some sort of automatic movement. Path, Random, bounces off of walls, …
    - **\_\_\_Background**
    - Extra Credit options
      * Shoot Beetles at the mummy to kill it
      * Pyramid Attack Start Up Screen
      * Sounds for hitting mummies, treasures, walls