**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