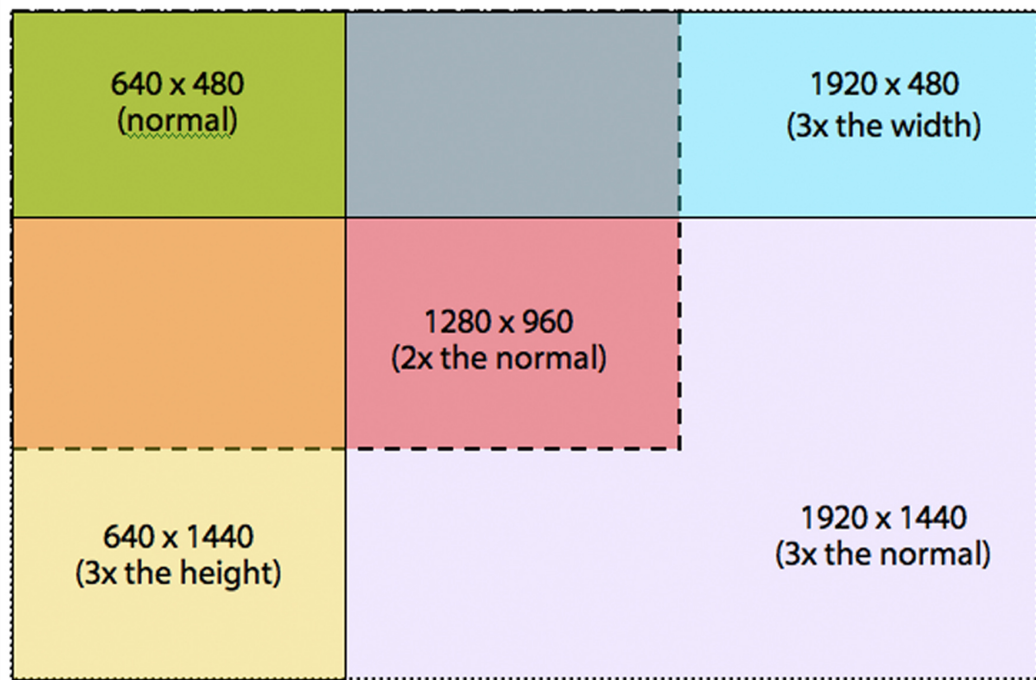# Game Rooms

After you have made a few 640x480 game rooms, you can create larger game rooms

You can create any size you would like, but its best not to go over 1920 x 1440 because there is a such thing as "too big" in beginning game design. While you could get away without a SCROLLING CAMERA at 2x the width or height, a computer screen will compact the level during game play and small objects may be hard to see.

See the **Scrolling Camera** Card for programing views. The camera view also creates more of a *search and discover* aspect to games because the player can't see everything at once.

Keep in mind there are some great games that only use one large room or just long rooms. You can choose to delete game rooms at any time, but it's a good idea to wait until you've finished designing the game before you delete a game room.

NOTE: The rooms will appear in the game in the order of the resources folder. To test a new room without having to go through others, simply move it to the top of the *Rooms folder*

To create a larger room

1. Open **Room Properties**
2. Click the **Settings** tab
3. Change the *width and height* to your specifications
4. Begin designing level
5. Always click the green check mark to save changes before saving the game!