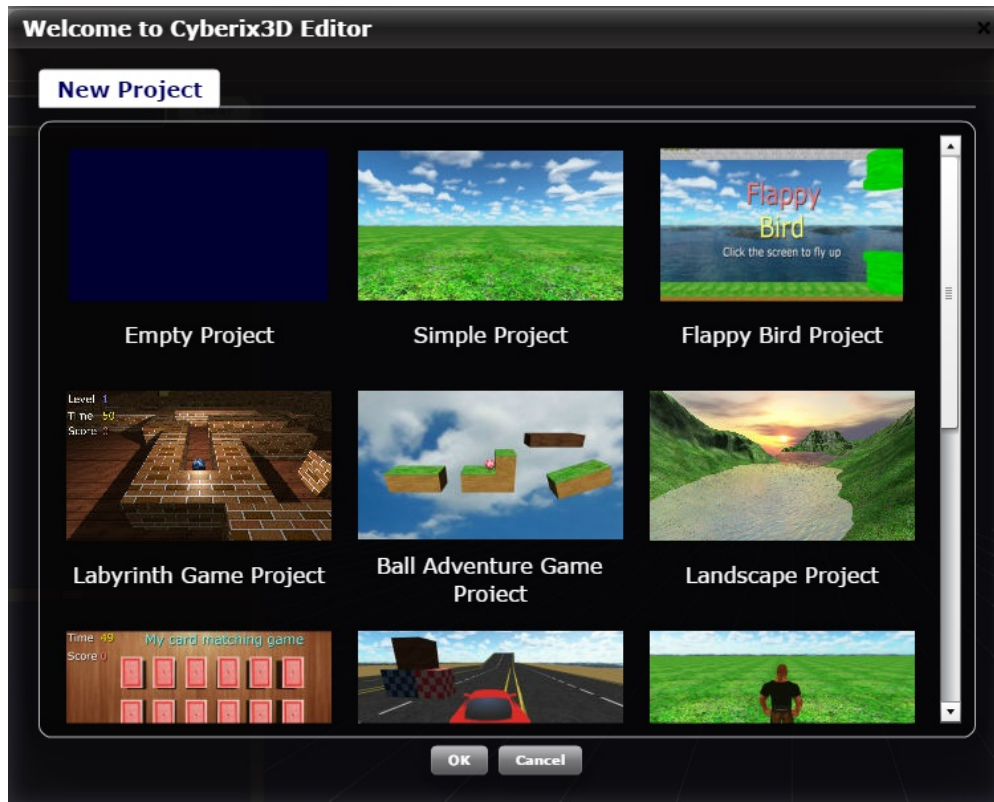


Welcome Screen

When the editor starts a Welcome Screen will be shown to let you choose a game template or an empty project



- **Empty Project** — An empty new project
- **Simple Project** — A first person game with ground and sky. This project especially fits to open world first person or parkour first person games.
- **Flappy Bird Project** — The popular flappy bird game. You can edit the levels, choose your own background and change the bird to another model.
- **Labyrinth Project** — A demonstration of a LABYRINTH game. You can edit and add more levels.
- **Ball Adventure Game Project** — Ball adventure game. You can edit and add more levels, change the textures and add obstacles.
- **Landscape Project** — A first person exploring terrain game. You can edit the terrain, change the terrain's texture and add stuff.
- **Card Matching Project** — A card matching game project. You can change the texture of the card, the background and the titles.
- **Car Demo Project** — A simple car game with a track. You can build your own track and change the car model. You can also add some objective like getting to the checkpoint in time or add opponents with simple AI.
- **Third Person Adventure Project** — A Third Person Adventure game template. You can add levels and objects to the maps. You can also add game objectives and enemies.

- **Character Adventure Game Project** — A Character Adventure game template. You can add levels and objects to the maps. You can also add game objectives and enemies.
- **FPS Game Project** — First person shooter game template. You can build your own maps and add custom enemies and weapons. You can also add game objectives like door keys and pazels.



MORE INFORMATION

- [Control bar](#)
- [Editor-Menu](#)
- [Game Area](#)
- [Gizmo](#)
- [Workflow](#)

From:
<https://wiki.gamemaker3d.com/> - **Cyberix3D Wiki**

Permanent link:
<https://wiki.gamemaker3d.com/editor:welcome-screen>

Last update: **2025/07/26 00:42**

