

# How to fix a frozen MazeGame

When a game is tested by running it inside the ReadyMaker editor, the game can become “frozen” during the transition from one game level to the next if at the popup the “save” option is selected instead of the “discard” option. Here we learn how to restore a frozen game.

We describe the process specifically for our Maze Game, but the technique described here can be extrapolated to any game that froze as a result of selecting the save option during level transition.

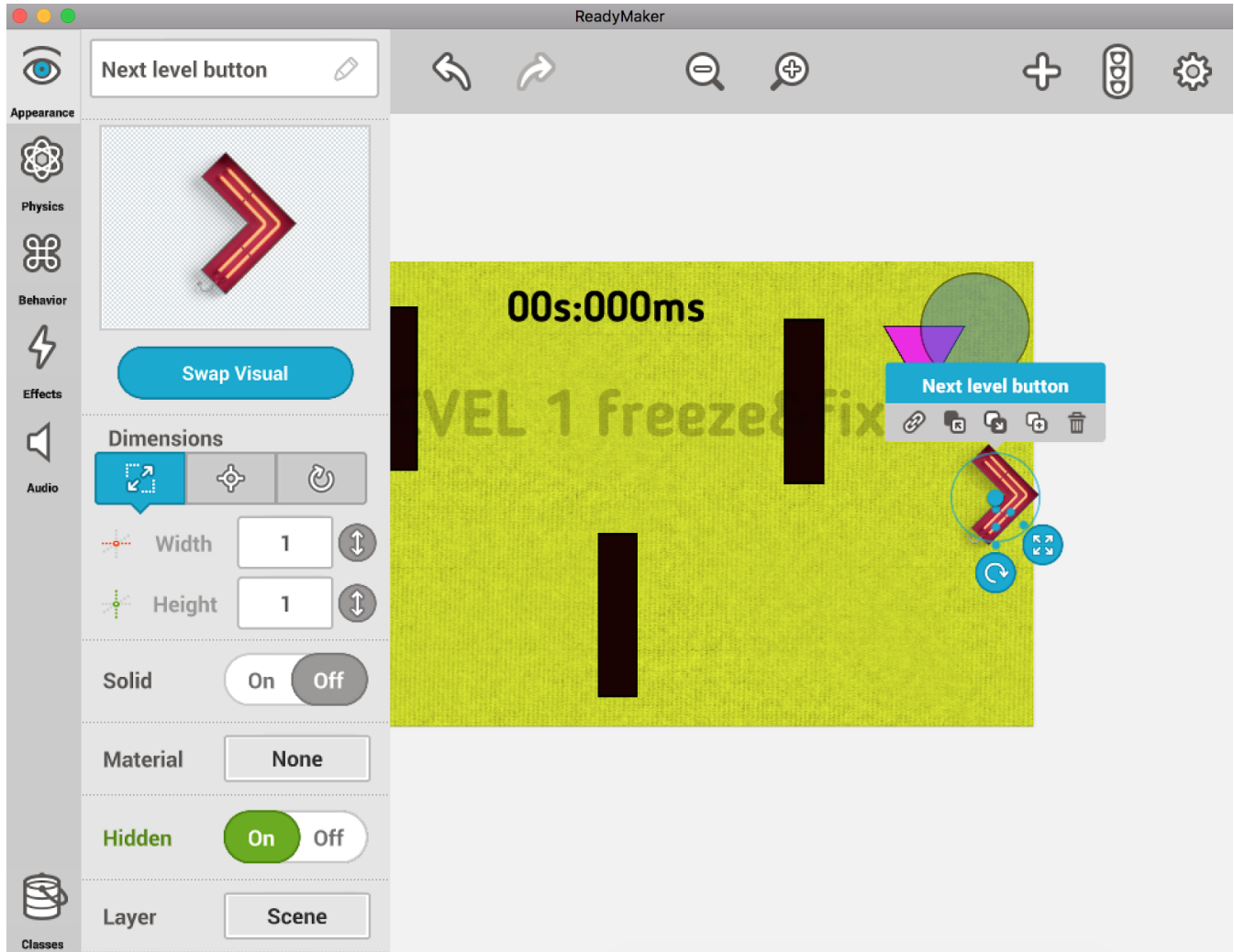
The game freezes because it is saved in the “win” state. The general approach is to reverse the actions that brought it to that state. Those actions take place during game play and in the “win” event. We first look at the summary of the steps needed to restore the game, then we examine the process in more detail with screenshots.

Summary of action reversals:

1. The prize is in the wrong place (at the home base). Move it to the starting place.
2. The “next level” button is visible. Set it to “hidden”.
3. The timer is set to “inactive”. Set it “active”.
4. The background color is set to the “win” color. Set it to neutral or your desired background color:
  - a. Open GameObject Selector (click the plus sign at the upper right)
  - b. Select Backgrounds
  - c. Set Color Background to “YES”
  - d. Restore your background depending on background type:
    - i. If you have a solid color background, select your desired color.
    - ii. If you have an illustrated background from the Backgrounds menu:
      1. Drag the color selector to white
      2. Set Color Background to “NO”
5. Save your restored game.

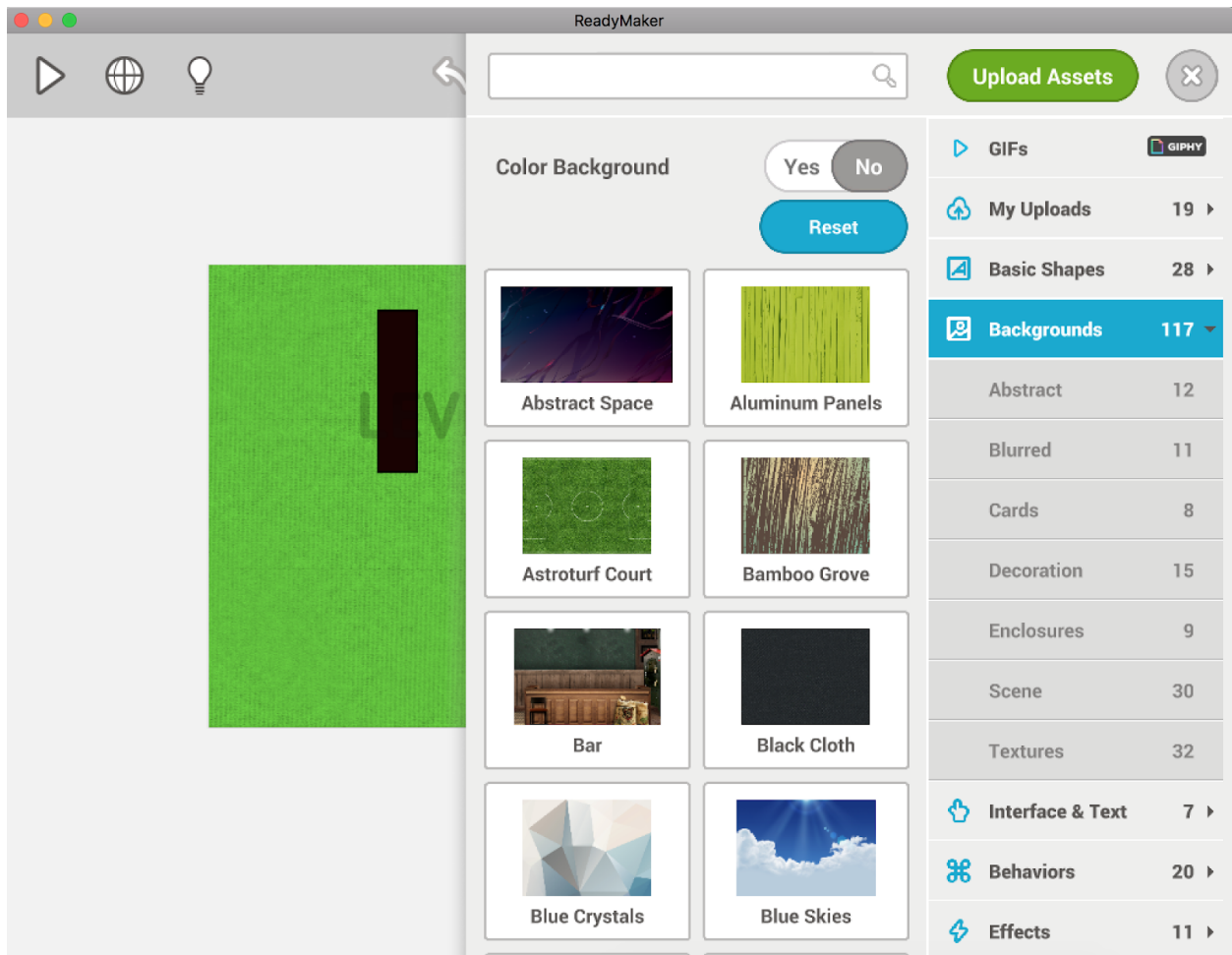
### Action reversals with screenshots (selection)

1. The prize is in the wrong place (at the home base). Move it to the starting place.
2. The “next level” button is visible. Set it to “hidden” in the inspector (Appearances tab).

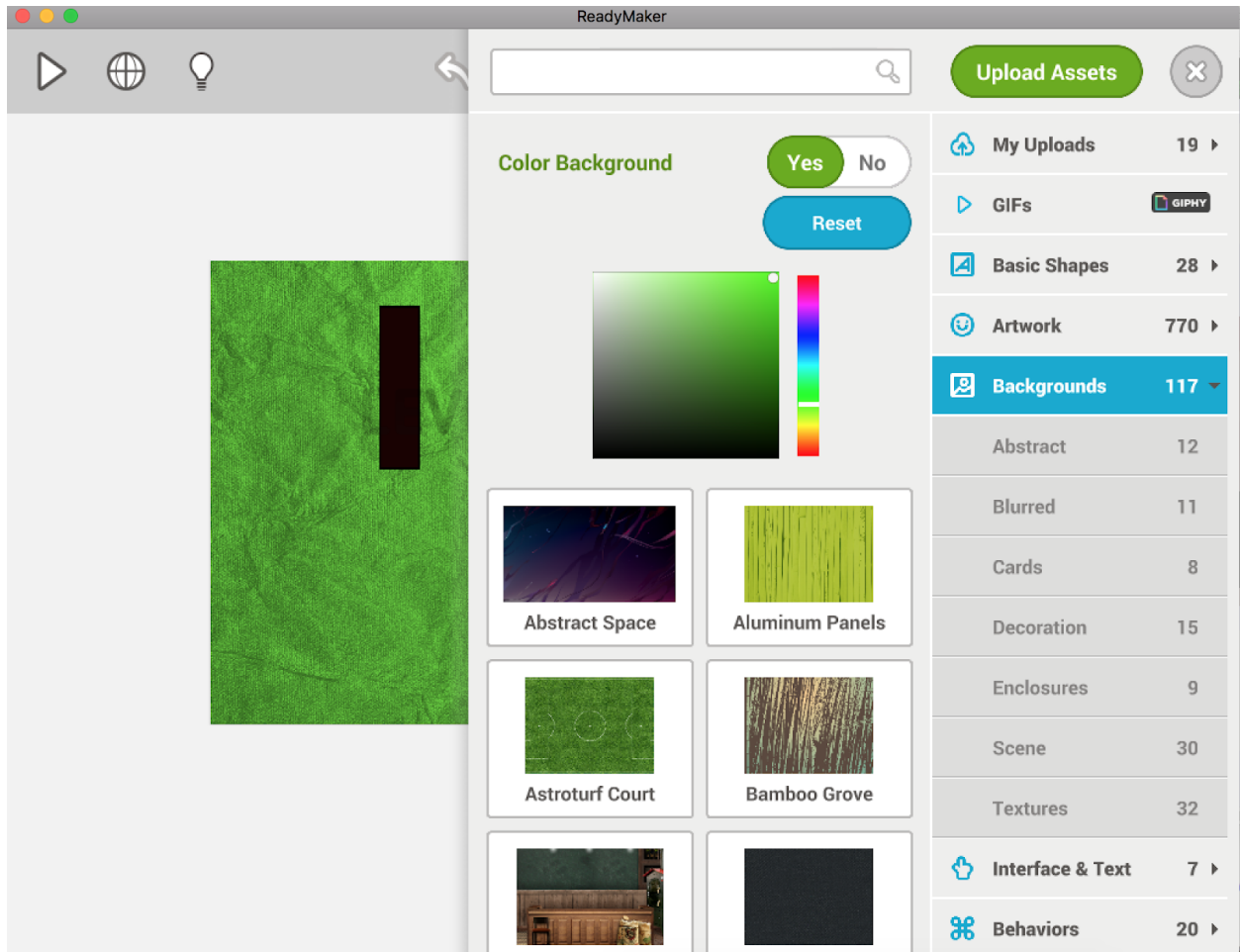


3. The timer is set to “inactive”. Set it “active” in the inspector (Appearances tab).

4. Restore an illustrated background: The background color is set to the “win” color. Set it to neutral:
  - a. Open the Library (click the plus sign at the upper right)
  - b. Select Backgrounds

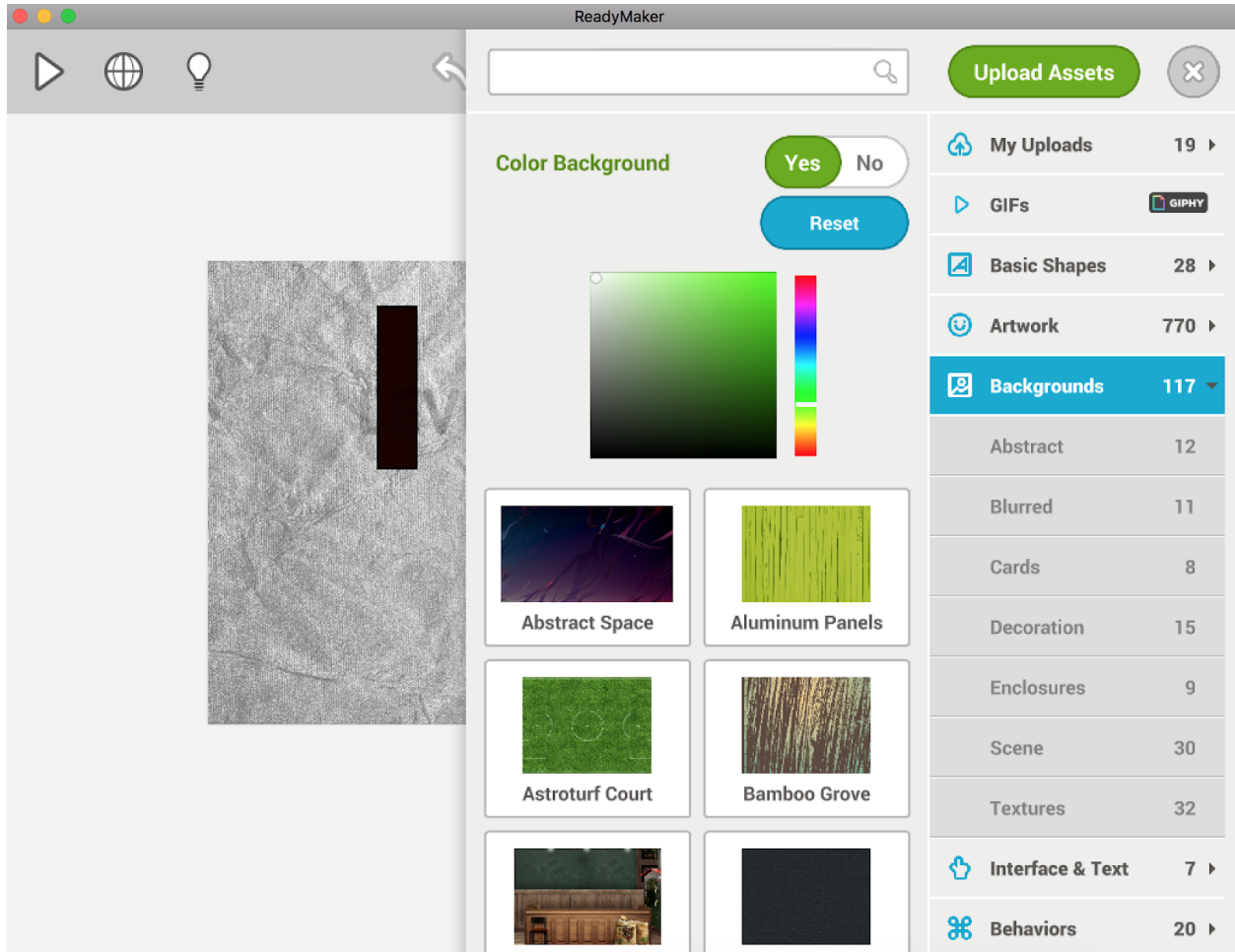


- c. Set Color Background to “YES”

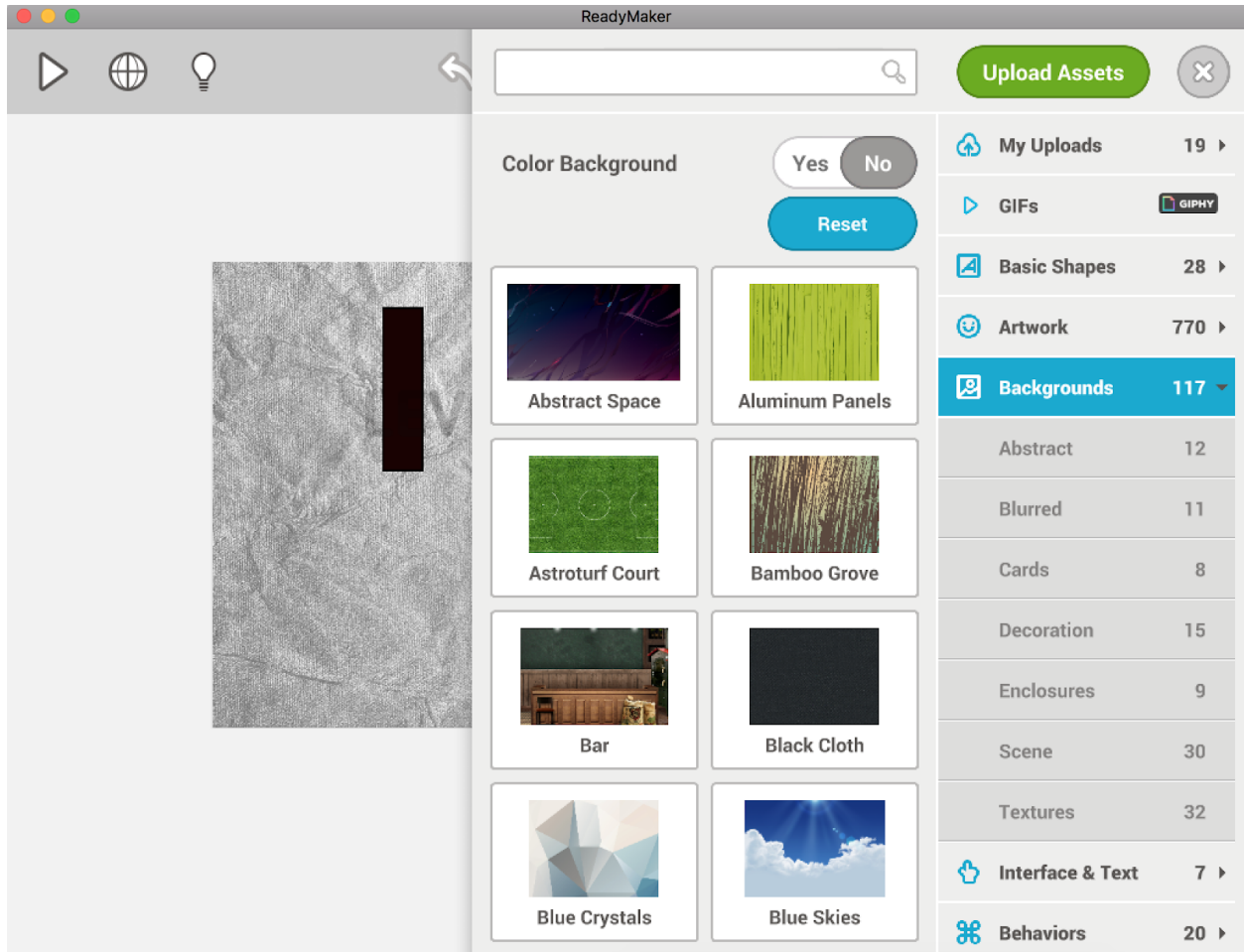


- d. Restore your background depending on background type:
- If you have a solid color background, select your desired color. Be sure to save your work.

- ii. If you have an illustrated background from the Backgrounds menu:
  - 1. Drag the color selector to white. Notice that your background is now restored to its initial coloring.



## 2. Set Color Background to “NO”



**Save your work !**

## Avoid Freezing Your Game

Having your game freeze is annoying and here we look at why it happens and how to avoid it. When you play your game inside the Ready Maker project editor, and your “next level” event is executed, the action “load my project” literally unloads your current game from the project editor and replaces it - in the project editor - with your next-level game. In other words, it does the same thing as if you exited your project and opened your next-level project. If you select the “save changes” option, it saves all the changes made by you and your events as you played your game. What are those changes? They are all the actions that take place when someone plays and wins your game - moving the player, moving the prize, changing the background color, turning off the timer.

To avoid saving those changes and to ensure that your game will be reset next time you play it, simply select “discard changes” during the transition to your next level:

