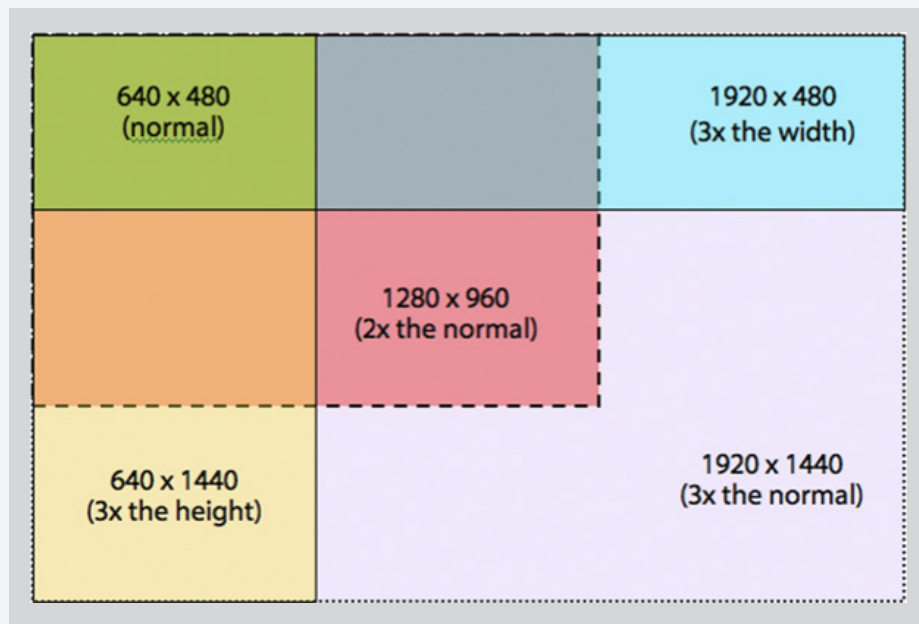# Game Rooms

After you have made a few 640 x 480 game rooms, you can create larger game rooms.

You can create any size you would like, but it is best not to go over **1920 x 1440** because there is such a 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 make the level look smaller during gameplay, making small objects hard to see.

See the **Scrolling Camera** card for programming views. The camera view also creates more of a *search and discover* aspect to games because the player can't see the whole room 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 they appeaer in the **Resources** folder. To test a new room without having to go through other rooms, simply move the room 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 the level
5. *Always click the green check mark to save changes before saving the game*