CSCx171 Laboratory Assignment #4
Create an interactive flash scene using actionscript

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1 Objective

In this assignment you will become more familiar with working with actionscript to control the motion of movie clips and interact with them as well. You need to create a simple interactive scene that have at least three different movie clips (symbols) that move around and stay on the screen. At least one of these movie clips has to have more then one frame (and appearance). Starting from the actionscript exercise we did last week (fish tutorial), create a new scene with new symbols. At least one object has to be controlled by the user and you must detect collisions between at least two objects or a object and the mouse. When a collision occurs with the object with multiple frames/appearances, the collision should trigger a change in appearance or animation. Be sure that your entire scene is built using actionscript (after you've created the symbols). Be creative. Note that you may want to read the description of lab 5, as you can use this lab as a building block to your final lab 5.

2 Resources

Complete the existing tutorials:

- http://www.kirupa.com/developer/flashcs3/displayingContent_library_AS3_pg1.htm

- http://www.squidoo.com/F2_Balloon

- http://www.kirupa.com/developer/actionscript/hittest.htm

Also, you should use other tutorials that you find. If you use a different tutorial, please post links to the ones you used in the student discussion forum before the deadline for this lab.

Deliverables

You will demo your interactive application in lab on November 6. If you used any tutorials not listed above they need to be posted in the Student Discussion forum before you demonstrate your game.

NOTE: Lab on November 6 is mandatory and you will receive a 0 if you do not demonstrate your work in lab on that day

Assessment

- Demonstration (7 pts)

- Follow-up Q&A (3 pts)