Outline for

UCLAE Flash 1: Session #8

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| TITLE | Midterm and Brainstorm |
| DATE | Thursday 7pm – 10pm, **August 14**th, 2008 |
| PRERATORY READINGS  INSPRIRATION | ‘Software Development LifeCycle (SLDC)’  <http://en.wikipedia.org/wiki/Software_development_process>  ‘Wireframing’ by George Petrov  <http://www.dmxzone.com/ShowDetail.asp?NewsId=3991>  ‘Wire Frame Your Site’, By Matt Beach  <http://www.sitepoint.com/article/wire-frame-your-site> |
|  | FlashForward Finalists - <http://flashforwardconference.com/finalists> |

1. INTRODUCTION

Administrative issues (20 Mins)

* Clarification
  + Regarding your final projects I misspoke last week. Per the syllabus the art included in your final project is to be “final, polished graphics. Graphics may be created new or found from any source”. I didn’t mean to give the impression that the art can be ‘sloppy’, only that grades do not focus on the design.
* Midterm Results
  + Grades are in. Congrats as many got the max 25 points. Please review your grades tonight during break and let me know of any discrepancies for ANY grades up till now.
  + **I’ll go over a hardcopy of the most missed questions.**
* Project Milestone
  + Discuss P2 deliverable from syllabus. It’s due soon. **We’ll review HOW to do it tonight.**
  + One FLA Submitted via Bb, outlining every user facing feature and all functional requirements. It does not require any code or any final graphics.
  + Format
    - Use all the Flash tools you need; scenes, layers, symbols, etc…
    - **If something is on the stage** it’s assumed that the user would see it.
    - **If something is on the pasteboard** it’s assumed that it’s a note to you (and me) but not for the user’s eyes.
  + Requirements
    - Outline everything required of the project in the syllabus.
    - User facing features; everything the user will see in approximate size, position, and a text description. Final art is not required.
    - If I find something ‘missing’ that you agree is required for your final project, then this deliverable did not do its job.
    - Functional Requirements: Documentation describing everything the site will do.
    - If I find something ‘missing’ that you agree is required for your final project, then this deliverable did not do its job.
* Assign 9 Teachbacks, Due during class Session #10. Only those who will attend may sign up. We will take 30-45 minutes during session #10.
  + Each student chooses 1 unique category from <http://flashforwardconference.com/finalists>
    - Application **- Who signs up this and each of the others?**
    - Cartoon/Story/Narrative
    - Code
    - Experimental / Art
    - Game
    - Motion Graphics
    - Sound
    - Typography
    - Video
  + Develop 3 criteria that is appropriate for works in that category
  + Rank the 5 entries in order (no comments needed)
  + Nothing is due other than to give a 3-5 Minute presentation of your top two entries to the class, qualifying each in detail on the 3 criteria. Show each to the class as you present via screen share. Declare the winning entry.
* Feedback
  + Thank you all for your feedback. Keep it coming.
  + This half of the semester we’ll do more small Flash assignments (like tonight’s quiz) and more in class time will be spent using Flash.
  + More time with the tool was a popular request. Students are encouraged to spend at least as much time out of class using Flash as in class. I anticipate this is not the case for many of you. If it is, great!
* Where to go for Final Project / ActionScript help?
  + The Flash community online is great, and will likely have the answers you need. It just takes time. **The bottom line is search for existing answers before you ask for another’s time to help you.** I actively seek answers online EVERY DAY for all sorts of technical questions. I offer help regularly too.
  + Google it!
    - Let’s do some tests now. ‘ActionScript 3.0’ or ‘ActionScript 3’ or ‘AS3’ or ‘Flash 9’ or ‘Flash CS3’
  + LA Flash Forum (per syllabus) or other Flash forums. Wait at least 24 hours for a response.
  + Bb now has a discussion group. **Will one student post a question now? I’d like to see that work.**
  + Ask your Duo or another classmate.
  + Please email me directly if you have exhausted all other options.

**CLASS OUTLINE**

* 20 Minute Quiz: Practical Quiz not Multiple Choice Quiz
  + Creating an animation that combines at least one example of each of these concepts. You may use any online or Bb resources (Session #6 for example).
  + Requirements
    - One FLA & One working SWF
    - All named layers
    - All named symbols
    - On the stage;
    - MovieClip Instance
    - Nested Symbols (one symbol inside another, etc…)
    - Motion Tween and/or Shape Tween
    - Button Instance (not MovieClip-Button) with four unique states which upon click changes any property
  + Process
    - 5 Mins on paper. Plan EVERYTHING. **What will your two symbols on the stage be?**
    - 15 Mins in Flash
    - Submit file(s) through your desktop.
* 20 Mins
  + Sample Project 2: Flash Game
  + I’ll review it then open and investigate it.
* 20 Mins
  + Sample Project 3: Flash Application
  + I’ll review it then open and investigate it.
* **Break (15 Mins)**
* 20 Mins
  + Sample Project 1: Flash Website
  + I’ll review it then open and investigate it.
* 20 Mins
  + Discuss preloader. Any other ‘parts’ needed for your project?
  + Who can find an AS3 version of a preloader online? One of you will post the best of each on our discussion board.
  + If needed I’ll show you how in next week’s class.
* Rest of Class Time (40+ Mins)

Creating User Stories and Wireframing

NOTES

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