

BUTTE COLLEGE

COURSE OUTLINE

I. CATALOG DESCRIPTION

MSP 42 - Flash Game Design

3 Unit(s)

Prerequisite(s): NONE

Recommended Prep: NONE

Transfer Status: CSU

34 hours Lecture

51 hours Lab

This course is an introduction to the use of Adobe Flash as a tool for designing Flash games. Topics include the creation of Flash game art and the application of Flash ActionScript to add interactivity. Students will learn to design simple games using Flash.

II. OBJECTIVES

Upon successful completion of this course, the student will be able to:

- A. Discuss current events and identify opportunities in the Flash game design industry.
- B. Create and incorporate a variety of game assets into an Adobe Flash game.
- C. Use Flash ActionScript to add interactivity.
- D. Upload simple Flash games to the web.

III. COURSE CONTENT

A. Unit Titles/Suggested Time Schedule

Lecture

<u>Topics</u>	<u>Hours</u>
1. Introduction to Flash Game Design	2.50
2. Flash Game Design - A Survey of the Industry	2.25
3. Flash Design Tools	2.25
4. Flash Game Asset Design - Background Design	2.25
5. Flash Game Asset Design - Character Player Design	2.25
6. Flash Game Asset Design - Typography for Flash Games	2.25
7. Flash Game Asset Design - Props and Special Effects	2.25
8. Flash Game Interactivity - Intro to Flash Actionscript	2.25
9. Flash Game Interactivity - Implementing Flash Game Assets	2.25
10. Flash Game Interactivity - Player Character Movement	2.25
11. Flash Game Interactivity - Flash Game Asset Interaction	2.25
12. Flash Game Interactivity - Keeping Score	2.25
13. Flash Game Interactivity - Linking Flash Library Assets	2.25
14. Flash Game Interactivity - Final Flash Game Design	2.25
15. The Future of Flash Gaming	2.25
Total Hours	34.00

Lab

<u>Topics</u>	<u>Hours</u>
1. Introduction to Flash Game Design	3.40
2. Flash Game Design - A Survey of the Industry	3.40

3. Flash Design Tools	3.40
4. Flash Game Asset Design - Background Design	3.40
5. Flash Game Asset Design - Character Player	3.40
6. Flash Game Asset Design - Typography for Flash Games	3.40
7. Flash Game Asset Design - Props and Special Effects	3.40
8. Flash Game Interactivity - Intro to Flash Actionscript	3.40
9. Flash Game Interactivity - Implementing Flash Game Assets	3.40
10. Flash Game Interactivity - Player Character Movement	3.40
11. Flash Game Interactivity - Flash Game Asset Interaction	3.40
12. Flash Game Interactivity - Keeping Score	3.40
13. Flash Game Interactivity - Linking Flash Library Assets	3.40
14. Flash Game Interactivity - Final Flash Game Design	3.40
15. The Future of Flash Gaming	3.40
Total Hours	51.00

IV. METHODS OF INSTRUCTION

- A. Lecture
- B. Instructor Demonstrations
- C. Class Activities
- D. Homework: Students are required to complete two hours of outside-of-class homework for each hour of lecture
- E. Discussion
- F. Reading Assignments
- G. Multimedia Presentations

V. METHODS OF EVALUATION

- A. Exams/Tests
- B. Quizzes
- C. Research Projects
- D. Class participation
- E. Lab Projects
- F. Final Examination
- G. Written Assignments
- H. Class Discussion

VI. EXAMPLES OF ASSIGNMENTS

- A. Reading Assignments
 - 1. Future of Flash Games - Google "the future of flash games," find and read at least one article on the future of Flash games. Be prepared to discuss your chosen article in class.
 - 2. Flash Gaming Blog - Visit the Flash gaming blog at <http://www.8bitrocket.com>. Read one article about Flash games. Be prepared to discuss your article in class.
- B. Writing Assignments
 - 1. Research a game - Choose a web, console, or mobile game and write a one page paper about the game. Is the game fun? If yes, what makes the game fun? If no, what are the problems with the game?
 - 2. Casual Gaming - Identify a Flash game which could be considered a casual game. Write a one page paper about the game, listing and describing the features of the game? Specifically address the question of what demographic (i.e., sex, age, etc.) the game is

targeted for.

C. Out-of-Class Assignments

1. Game Art Collage - Using the Photoshop template provided and the internet, assemble a collage of game art elements.
2. Interactive Storybook - Now that you've developed your art assets, create a simple storyboard for a three (3) page interactive story.

VII. **RECOMMENDED MATERIALS OF INSTRUCTION**

Textbooks:

- A. Firebaugh, Robert. Macromedia Flash Professional 8 Game Graphics. Charles River Media, 2007.
- B. Van der Spuy, Rex. Foundation Game Design with Flash. Apress, 2009.

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