**ActionScript Test**

This test has been designed to check your understanding of important concepts in ActionScript. The three problems below mirror the three problems on the take-home portion of the test. Good luck!

**Problem 1** (10 points): Opening the chicken-starter file, your goal is to insert Action on frame 13 of the Scene 1 timeline to stop all movement on the screen.

**Problem 2** (10 points): Opening the sword-starter file, your goal is to add code to the Actions layer as follows:

* Create a new instance of the sword symbol
* Make sure it displays on the screen
* Change its x and y position to be in the center of the screen
* Rotate it 180 degrees
* Double its height.

**Problem 3** (10 points): Add code to the Actions Layer (Frame 1) so that game works as demonstrated.

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