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Multimedia (COM218)

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Final Game Project

I set out to create a fun interactive game that could be played by anyone with very little instruction and consume a sizable portion of time. This game was to be similar to Pong in that there would be a ball interacting with paddles (in my case there are three). The goal of the game was supposed to be to keep a ball object in the middle of three paddles by hitting the ball into the center of a circle. Some interface considerations that I had made were that I wanted everything to be very familiar and easy to use because of common knowledge of the player, I wanted to be able to change the type of paddle that represents the player, and I wanted it to be easily played on touchscreen devices.

I used several elements in the construction of this project including: movies clips, buttons, sliders, animations, bitmaps, sounds, and a video player. The movie clips in my project included most of the objects. The ball, the paddles, and any text that was displayed was represented as movie clips in order to give them extra capabilities in action script. The ball, for example, is able to bounce around the window because I told it to interact with the borders of the window in action script. I used several buttons in my project to help the user navigate around the game. My favorite button that I made was the combined pause/settings button in the top right corner of the window. This button would toggle the settings menu and pause the game. While all the functionality was all written in action script, the design of the button is important because the user needs to be sure whether or not they are about to pause the game. Because of this, the button will get larger when the user hovers their mouse over it and it will get smaller and make a clicking noise as it is clicked. The next element to discuss is the sliders. I used two of the default sliders from the Animate Components. These sliders are used to decide the speeds of the ball and player. I thought these would be appropriate for my game because the user can see the maximum and minimum values for speed and adjust their preferences accordingly. The values of the sliders did not originally match up with what I needed to set the speeds to so I simply altered their values using action script commands. All of my animations were done using simple x and y arithmetic in action script. The sounds that I used include the button pressing noises and the audio portion of the video that plays in the main menu. The video that I included in the main menu is a simple screen recording of someone playing the game. I hoped that this video would give the player an idea of what they were getting into before proceeding into the game play.