**Summary Report of Development Process of Programming Project**

The development process of my project was carried out in the following way. I had designed my character Bruno the Otter in Illustrator and animated it in Flash.

I separated the body parts as outlined and got the character to move in the walk cycle.

The following are problems which I encountered when I tried to import my character into Flash.

1. The character could not be imported because it gave me an error notification that it was not possible to read the script so therefore it could not be imported.
2. This I found a little frustrating as I had spent a lot of time designing the character, and ensuring that the character parts were in line with the project brief.
3. I designed my stage to be 1024X768.
4. I drew out my square on the stage, converted it to a movie clip.
5. I put in the action script code to get my square moving to the left and to the right,to stop at a certain point, by using the event handler keys,and my character and by using the x axis.
6. I then imported my parallex scrolling environment which I designed in Illustrator into Flash.
7. I scaled this to fit the existing stage in the Flash Programme.