Animated Graphic Design

Project 7: Game

Create a Flash game of any type – action, navigating through an environment, adventure, trivia, puzzle, etc.

The game should have instructions that are clear and easy to read. It should also have at least one button and one keyboard control. Additionally, you must write ActionScript to include at least one of the following game elements:

* Detecting collisions (e.g. “eating” objects; setting up walls/boundaries)
* Playing sound at certain times (e.g. “eating” objects; clicking a button)
* Keeping score
* Creating a jumping effect
* Controlling the orientation of a moving character
* Controlling nested animation
* Generating random numbers

Although there are not many technical requirements in this project, developing the game should require an appropriate level of difficulty – for example, it should be more complex than the simplified Pac-man project. Games that would be at the appropriate difficulty level include: a complete Pac-man game, pong, and breakout.

That being said, do not plan an extremely elaborate game. Do not try to incorporate new ActionScript commands. (The exception is if you are *completely* confident with the commands that have been covered in class.) Remember this is just a beginning Flash course and you have a short amount of time to create this game.

Turn in the Flash files (both .fla and .swf) on the Y: drive.

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Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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|  | **Possible Points** | **Earned Points** | **Comments** |
| Instructions are present, clear, and easy to read | 10 |  |  |
| At least one button | 10 |  |  |
| At least one keyboard control | 10 |  |  |
| ActionScript is written for at least one game element (see list in description) | 20 |  |  |
| Appropriate difficulty | 20 |  |  |
| No errors in game | 10 |  |  |
| Creativity | 5 |  |  |
| .fla and .swf files saved correctly | 5 |  |  |
| **Total** | **90** |  |  |