Kyle Cartechine

Dig 2500c

Final Project

**WEBSITE LINK**

<http://sulley.dm.ucf.edu/~ky775779/dig2500c>

**PROGRAMMING REQUIREMENTS**

Buttons within the navigation have action script included in the first frame of each scene. The intro splash has action script for play, pause, and stop buttons in the first frame. There is a loop in the first frame of the “Comic” scene. There is another function with four variables that outputs variable values to the screen in the first frame of “Gallery” scene.

**CITATIONS**

"Game Art, Metal Gear Solid 4." Creative Uncut. 12 June 2008. Creative Uncut. 25 Feb 2009 <http://www.creativeuncut.com/art\_metal-gear-solid-4\_a.html>.

http://www.soundsnap.com/ “thundrumbler.mp3”

http://www.jlstudios.ca/free\_sound\_effects.html “swoopy.mp3”

http://www.freesoundeffectsandloops.com/nature.html “clippy1.mp3, clippy2.mp3”