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| **Project Case** |  |
| COMP7084001  Multimedia Systems |
| **Computer Science** | **E222-COMP7084-YT06-00** |
| ***Valid on*** *Even Semester Year 2021/2022* | **Revision 00** |

1. Seluruh kelompok tidak diperkenankan untuk:

*The whole group is not allowed to:*

* + - Melihat sebagian atau seluruh proyek kelompok lain,

*Seeing a part or the whole project from another groups*

* + - Menyadur sebagian maupun seluruh proyek dari buku,

*Adapted a part or the whole project from the book*

* + - Mendownload sebagian maupun seluruh proyek dari internet,

*Downloading a part or the whole project from the internet,*

* + - Mengerjakan soal yang tidak sesuai dengan tema yang ada di soal proyek,

*Working with another theme which is not in accordance with the existing theme in the matter of the project,*

* + - Melakukan tindakan kecurangan lainnya,

*Committing other dishonest actions,*

* + - Secara sengaja maupun tidak sengaja melakukan segala tindakan kelalaian yang menyebabkan hasil karyanya berhasil dicontek oleh orang lain / kelompok lain.

*Accidentally or intentionally conduct any failure action that cause the results of the project was copied by someone else / other groups.*

1. Jika kelompok terbukti melakukan tindakan seperti yang dijelaskan butir 1 di atas, maka **nilai kelompok** yang melakukan kecurangan (menyontek maupun dicontek) akan di – **NOL** – kan.

*If the group is proved to the actions described in point 1 above, the score of the group which committed dishonest acts (cheating or being cheated) will be “Zero”*

1. Perhatikan jadwal pengumpulan proyek, segala jenis pengumpulan proyek di luar jadwal tidak dilayani.

*Pay attention to the submission schedule for the project, all kinds of submission outside the project schedule will not be accepted*

1. Bila Anda tidak membaca peraturan ini, maka Anda dianggap telah membaca dan menyetujuinya

*If you have missed to read these regulations, so you are considered to have read and agreed on it*

1. Persentase penilaiaan untuk matakuliah ini adalah sebagai berikut:

*Marking percentage for this subject is described as follows:*

|  |  |  |
| --- | --- | --- |
| **Tugas Mandiri**  *Assignment* | **Proyek**  *Project* | **UAP**  *Final Exam* |
| - | 40% | 60% |

1. Software yang digunakan pada matakuliah ini adalah sebagai berikut:

*Software will be used in this subject are described as follows:*

|  |
| --- |
| **Software**  *Software* |
| Adobe Animate CC 2021  Web Browser (Chrome / Firefox / Edge) |

1. Ekstensi file yang harus disertakan dalam pengumpulan tugas mandiri, proyek dan uap untuk matakuliah ini adalah sebagai berikut:

*File extensions should be included in assignment, project, and final exam collection for this subject are described as follows:*

|  |  |  |
| --- | --- | --- |
| **Tugas Mandiri**  *Assignment* | **Proyek**  *Project* | **UAP**  *Final Exam* |
| - | FLA, Image Files (JPG / PNG), Audio Files (MP3 / WAV), Video Files (AVI / MP4) | FLA, Image Files (JPG / PNG), Audio Files (MP3 / WAV), Video Files (AVI / MP4) |

## Soal

*Case*

Your task is to create a **multimedia project** with an attractive design and features, easy to use, informative, and interactive. **Choose one from three following themes** below as your main idea:

|  |  |  |  |
| --- | --- | --- | --- |
| 1. | **Theme** | **:** | Jumping |
| **Objective** | **:** | Build an application for the game company to promote their game, Jumping. |
| **Example** | **:** | Give information about the game description, game feature point, video game trailer, and screenshot of the gameplay. Make sure to create an attractive UI for the app, and don’t forget to provide the customer with the website to buy and download the game. As additional information, this application is an adaptation of the Jump King game. |
|  |  |  |  |
| 2. | **Theme** | **:** | Menicraft |
| **Objective** | **:** | Build an application for the game company to promote their game, Menicraft. |
| **Example** | **:** | Give information about game news, game community, merch, and video game trailer. Make sure to create an attractive UI for the app, and don’t forget to provide the customer with the website to buy and download the game. As additional information, this application is an adaptation of the Minecraft game. |
|  |  |  |  |
| 3. | **Theme** | **:** | MR Cart |
| **Objective** | **:** | Build an application for the game company to promote their game, MR Cart. |
| **Example** | **:** | Give information about characters, courses, items, battle modes, and video game trailers. Make sure to create an attractive UI for the app, and don’t forget to provide the customer with the website to buy and download the game. As additional information, this application is an adaptation of the Mario Cart game. |

Here are the **rules t**hat you must follow to create your project:

1. Use **appropriate software** for this subject based on **Sistem Praktikum** that can be downloaded from Binusmaya.
2. Use the **techniques taught during practicum**.

Must have at least:

* **3 pieces** of **movie clip** with different animations
* **2 pieces** of **button** (not from user interface component) with event or state (over, down, and hit).
* **2 pieces** of **motion or classic tween** with different animations.
* **2 pieces** of **shape tween** with different animations.
* **2 pieces** of **masking**.
* **2 pieces** of a **guide** with different animations.
* **2 kinds** of **events**.
* **3 kinds** of **frame controls**.
* **1 video**.
* **1** **audio**.
* **1** **virtual camera** with animation.
* **1** **hyperlink**.

1. Collect appropriate files for this subject based on **Sistem Praktikum** that can be downloaded from Binusmaya.
2. Include the **other files** that can support your project, such as:
   * All files in your project.
   * Other files (image, audio, video, etc.) used in your project.
   * \*.DOCX file (documentation of your project) that contains all pages in your project, reference links of additional files (image, audio, video, etc.) used in your project, the description about how to use your application, etc.
3. If there are some **hidden creativities**, please note them in the existing documentation because they can greatly affect your project score.

**If you do not understand, please ask your assistant! Do not make your own assumption!**