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| **Project Case** |  |
| COMP7084 | T0553  Multimedia Systems |
| **Computer Science** | **O202-COMP7084-IN03-00** |
| ***Valid on*** *Odd Semester Year 2019/2020* | **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 other 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. Jangan lupa untuk melihat kriteria penilaian proyek yang ditempel di papan pengumuman, atau tanya asisten anda.

*Don’t forget to look at the project assessment criteria that posted on the announcement board, or ask your teaching assistant.*

1. Persentase penilaiaan untuk matakuliah ini adalah sebagai berikut:

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

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| **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 2018  Firefox / Chrome |

## Ekstensi file yang harus disertakan dalam pengumpulan tugas mandiri dan proyek untuk matakuliah ini adalah sebagai berikut:

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

|  |  |
| --- | --- |
| **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, which must have an attractive design and features, easy to use, informative, and interactive. Choose one from three following themes below as your main idea:

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| --- | --- | --- | --- |
| 1. | **Theme** | **:** | JuiceIN |
| **Objective** | **:** | Build an application for the shop to help them promote their juice products. |
| **Example** | **:** | Give information about the shop such as shop location, shop profile, list of juice variants to be sold, juice price, juice description, the benefits of consuming each juice variant, promotional video etc. Also provide hyperlink for customer who wants to get buy their juice. |

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| 2. | **Theme** | **:** | Dimsum Shop |
| **Objective** | **:** | Build an application for the shop to help them gain more customers and promote their most purchased dimsum of this shop |
| **Example** | **:** | Give information about the shop such as shop profile, shop location, the list of dimsum to be sold and the most purchased dimsum, dimsum price, advertisement video etc. Also provide hyperlink for customer who wants to buy the store’s dimsum. |

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| 3. | **Theme** | **:** | IN’s Candy Shop |
| **Objective** | **:** | Build an application for the shop to attract more customer and introduce the shop and their products. |
| **Example** | **:** | Give information about the shop such as shop profile, shop location, the list of candy to be sold, candy price, advertisement video etc. Also provide hyperlink for customer who wants to buy IN’s Candy Shop’s products. |

Here are the rules that 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, or hit)
* 3 pieces of motion or classic tween with different animations
* 2 pieces of shape tween with different animations
* 2 pieces of masking
* 2 pieces of guide with different animations
* 2 kinds of event handling
* 3 kinds of frame control
* 1 video
* 1 audio
* 1 virtual camera
* 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
   * \*.DOC 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!**