

CSCx171 Laboratory Assignment #2

Simple Game Prototype

Zoë, Fall 2009

1 Objective

In this assignment, you will capitalize on the animation skills you learned in Lab#1 to make a 60 second Flash movie about a simple game of your own design. You are not required to handle any interactions from the viewer; just display a series of events that conveys your game idea. Please do not use the game idea you are using for your final project, although, this lab is an example of what you could do to meet the “prototype” requirement of Milestone #1.

2 Resources

Again, Google is your friend. Here are some other suggestions:

- CSC171 class student discussion forum. Please post any good resources you find.
- The Flash 8 help system (hit F1 or click on “Help” in the top-level menu).
- Google. Here are some possible keywords:
 - Flash, animation, basic, tutorial, guide, help

3 Assignment

Make a 60 second Flash movie that conveys a game of your own design. No user interaction required.

Deliverables

You will demo your game prototype in lab on October 10th. In addition to the demo, you should be able to answer or demonstrate the following:

1. What resources did you use?
2. Make a small change to your application.
3. Choices you made in your implementation.

NOTE: Lab on October 10th is mandatory and you will receive a 0 if you do not demonstrate your work in lab on that day

NOTE: I did not ask you to answer any of the above questions for Lab#1, but I will for Lab#2.