CISC 110 Assignment 3: BDay Card

***Just a reminder that your lab falls on Thanksgiving Monday 😊 so you will not have lab time on October 12th. This means that your assignment 3 will be handed in during our lecture time on October 13th. This also means that your lab 4 will be combined with assignment 4, and due at the beginning of your lab on October 19th. Email me if you have any questions about this.

### Assignment 3 Marking Scheme (2% of final mark)

Marked out of 10:

2 marks: A component of the vehicle rotates via a frame loop

2 marks: A Movie Clip object has its own animated timeline and is also animated on the main timeline via a motion tween, not via frame by frame animation

2 marks: There are two main frames in the movie, one for the “cover”, which has the scene created during lab 1, and one for the “inside”, which has the new Movie Clip object

1 mark: A button on the “cover” causes the movie to start playing at the second frame, the “inside”

2 marks: 4 buttons control the animation of the new Movie Clip object, stopping and starting the main timeline and the object’s timeline

1 mark: Includes music or sounds somewhere in the birthday card

In this assignment, you will create an interactive birthday card that you design for ME! (or a friend or relative). In the lab portion, you created a vehicle and a birthday message animated using a frame loop.

Below are the requirements for this assignment. For help figuring out what you need to do, look at the Button and Frame Events and Monster Mini Movie exercises under Week 4 on the course website.

1. Make some component of your vehicle rotate, for instance a propeller or wheel, by adding code to the same frame loop you created in the lab.
2. Create a MovieClip object that moves on the main timeline via a motion tween and that also has its own timeline. For instance, you could create a bird that flies across the screen on the main timeline; on its own timeline, its wings flap. You may create any MovieClip with its own timeline, for instance a sea monster with fins that move, a spaceClip with rockets that flare, or a face that changes expression.
3. Use two main frames on your main timeline: one for the “cover” (the first “page”) and one for the “inside” of your card (the second “page”). Starting on the second frame, create at least one motion tween to move your new object across the stage. To do this, you will add more frames. Use a motion tween for this, not frame by frame animation.

4. Add a button on the “cover” that will move to the next “page”, the “inside” of the card, by playing the movie starting at frame 2.

5. Add four buttons to allow both timelines of your new MovieClip object to be stopped or started. For instance, with the bird example, one button will start the bird moving across the stage by playing the main timeline; a second button will stop the bird moving across the stage; a third button with start the bird’s wings flapping by playing the bird’s timeline; a fourth button will stop the wings flapping.

6. Add music or other sounds to your card. These could be on your main timeline or in the timeline of your MovieClip.

7. (Optional) Once your birthday card is working the way you’d like, publish it and upload it to the CISC 110 web space. You need to upload **FOUR** files: your .fla, .as, .swf and .html files.