CISC 110, Fall 2012, Final Project User Manual

Name(s): _____________________________________________________________

Student Number(s): ___________________________________________________

Project Name: _______________________________________________________

Description (what the project does and how to use it)

**Required Flash Animation and ActionScript Features**
  (Symbol, Variable, and Function names, Locations, Actions, Purposes)

• Motion Tweens
  o Location - which timeline, layer, and folder (if any):
    ▪ Action:
  o Location:
    ▪ Action:
  o Location:
    ▪ Action:

• Shape Tweens
  o Location:
    ▪ Action:
  o Location:
    ▪ Action:

• Layers and Symbols
  o MovieClip Symbol Names:
  o Button Symbol Names:
  o Locations of Layers - which timelines:

• Composite MovieClips and MovieClips with their Own Timelines
  o Folder Name and List of MovieClips in it with their Own Timeslines:
  o Folder Name and List of MovieClips in it with their Own Timeslines:
  o Composite MovieClip Name and MovieClips Within It:
  o Composite MovieClip Name and MovieClips Within It:
• **MouseEvents**
  o Button Name & Location(s):
    ▪ Action:
  o Button Name & Location(s):
    ▪ Action:

• **A KeyboardEvent**
  o Handler Function Name:
    ▪ How it is Used and What it Does:

• **If-else statements**
  o In Which Function:
    Action:
  o In Which Function:
    Action:

• **Variables and assignment statements**
  o List of Variables and how they are Used:

• Many function definitions that require you to write a program call to use them. In other words, not listener functions that have an Event parameter.
  o Function Header:
    Action:
  o Function Header:
    Action:

• At least one function that returns a result value
  o Function Header:
  o Action / Calculation:

• **An array**
  o Array Name(s):
    ▪ Purpose:

• Timeline control via gotoAndStop, gotoAndPlay, etc.
List of buttons that use gotoAndStop, gotoAndPlay, etc.:  
Other Uses of gotoAndStop, gotoAndPlay, etc.:  

Additional Features - beyond the basic requirements  
(varies for each project – some features are listed below)  

• For Loops  
• Timers  
• Dynamic Arrays of Objects  
• Frame Loops  
• Hit Test  
• Drag and Drop  
• Programmed MovieClip properties  
• Sound  
• Music Button  
• ColorTransform Class  
• Glow Filter  
• Game Math  
• Vector Drawing  
• FocusEvents  
• String Methods  

Credits

Credit for Concept:  
Credit for Image and Sound Files:  
Credit for Code Ideas (not including examples from class):