

Interaction Assignment

This assignment is intended to guide you through some basic interaction and MovieClip management issues in Flash. You will be creating a scene in which the user can interact with digital creatures by clicking on them. Upon being clicked, the creatures should react by moving off the screen. This will require some ActionScript topics we covered in class. It will also require the use of a digital camera.

1. Take a photo of a landscape that will be populated by your creatures. The term “landscape” is used loosely here; your landscape could be a close-up photo of a tree, a heap of trash or a grassy field. It’s up to you. The only requirement is there are places for “creatures” to inhabit.
2. Create a new Flash Document, ActionScript 3.
3. Resize the stage to be 900px wide and 500px tall.
4. Import your photo into the Flash movie and place an instance of on the stage so it is scaled to match the document dimensions approximately.
5. Use a Masking Layer to constrain the photo to the precise size of your stage. Position the image so it’s at the top-left corner of your movie.
6. Create a new symbol for your creature, and draw its basic form. It’s up to you what kind of creature you draw.
7. Create a second “moving” symbol that includes an instance of your creature MovieClip.
8. Add a single instance of this moving MovieClip to the top-level timeline (“Scene 1”)
9. In this “moving” symbol, animate the creature moving in some creature-like way using a motion guide layer.
10. Specify an instance name for your creature, add a “click” event listener like we did in class and add a stop() action on frame 1 so that the motion doesn’t start immediately.
11. Create an animation within the creature’s symbol so that in addition to moving along a path it also changes shape in some way (its wings flap, its legs move, etc.)
12. Add a stop() action to the creature movie, so that it doesn’t begin moving initially.
13. Add a [instance name].play() command within your click handler function so the creature’s movement begins when it starts moving along its path.
14. Create more instances of the “moving” symbol, scaled/rotated/positioned differently.