

Assignment 6

Programming Usable Interfaces - Spring 2009

Assigned: 23 Apr

Due: noon 7 May

Objective

This goal of this assignment is to give you some experience using Flash. It is suggested that you take advantage of resources such as:

- The tutorials and documentation that come with Flash (under the Help menu).
- Your peers in class who are more familiar with Flash
- Other online tutorials. Note: if you copy pieces of code from an example webpage, (no direct copying, please) cite the webpage you found it from in your readme.txt file.

Because you have limited time to gain experience with Flash before Assignment 6, this assignment will only focus on learning the basics.

Your Assignment

Create two animations, called useall and story. As with the Flex warm-up assignment, useall is primarily a pass/fail assignment requiring you to use a certain set of elements, and make them interactive. Story allows you to use these elements to do something a little more interesting.

Useall

Useall must demonstrate the following:

- Multiple frames
- An image imported from an external source (see File → Import to Library...)
- A movie clip symbol that contains multiple vector graphics created in Flash
- A movie clip symbol that loops
- A movie clip symbol that is played once in response to a mouse button event
- A button symbol that has a rollover effect (see 2 buttons: shape tutorial on Blackboard)
- A shape tween (see moving shapes tutorial on Blackboard)
- Static, dynamic, and input text fields (see help: creating text)
- A motion tween of a single object
- The pushbutton, checkbox, radiobutton, and listbox UI components
- Uses gotoAndPlay() to change the playback point in response to an action
- Something cool: try playing with timeline effects or something that interests you.

In addition to just putting the text fields and UI components on the screen, they should interact with your animations in some way. For example, pressing the push button might use gotoAndPlay() to go to a new frame. They need not be used in a particular order.

Story

Story should be a small “interactive story” with at least two branches (for example, a happy ending and a sad ending) and two characters. The more interactive your story, the better. Use the assignment to try to play with different features of Flash and get comfortable with them.

Extra Credit

Feel free to be as creative as you would like with this assignment, but don't spend all your time on it. A small number of extra credit points will be given to more interesting/complex projects.

What to Hand In

Submit a brief explanation (a paragraph or list) of how your useall animation uses each of the required elements, to help us with grading, put this in a file called readme.txt. Prepare four files named firstname-lastname -useall fla, firstname-lastname-useall.swf, firstname-lastname-story fla, and firstname-lastname-story.swf. (Remember that the .fla files are the files you edit, and the .swf files are generated by Flash for playback). Zip all four of these files along with your readme.txt file, and name it firstname-lastname-hw5-useall.zip), and email it to the instructor.