



Making Games in Flash

Project 2

Due dates:

- 2t) Wednesday, September 1st, by 11:59pm
- 3t) Saturday, September 4th, by 11:59pm
- 4t) Tuesday, September 7th, by 11:59pm

NOTE: Done individually, *not* in groups !



Motivation

- Projects 4-6 done in Flash
- Project 2: Designed to get you "up to speed" with Flash
 - Familiar with Integrated Development Environment (IDE) - Flixel
 - Familiar with adding basic Art (sound and sprites) and some Programming (programming)
 - Learn capabilities to inform your own game design
 - Can extend or make from scratch

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Project 1: Details

- Complete all three tutorials
- Then, series of 3 assignments
- For each
 - Extend in some individual way
 - Add art
 - Add programming
 - About "10%" addition
 - Let us know what in README.TXT

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Tutorials

T2) Vertical Shmup

- Create a simple vertical shooter in which the player avoids the advancing enemies and destroys them with his cannons.

T3) Collapse

- Build an arcade puzzle game, where a player collapses groups of adjacent same-color blocks.

T4) Sidescroller

- Make a sidescroller with advanced collisions, interesting effects, some simple AI, and use an external map editor to make a level.

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Grading

- Guidelines on Web page
- Roughly
 - ½ for doing tutorial
 - ½ for customization
 - README.TXT (detailing customization) and naming worth 5 points!

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Hints

- *Stay on top of the assignments*
 - One due every two days
 - Need to do these to be ready for rest of projects
- *Start early*
 - This will uncover any problems with your account
 - Or Flash
 - Or your ability to download and extract read
 - Etc.
- *Think ahead*
 - Think about what kind of game you might like to make (that's Project 3)
 - Consider what you see in *Flash*
- *See SA for help!*
 - Hours TBA

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