Making Games in Flash

Project 1

Motivation
- Projects 2-4 done in Flash
- Project 1: Designed to get you "up to speed" with Flash
  - Familiar with Integrated Development Environment (IDE)
  - 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

Due dates:
- A) Sunday, August 30th, by 11:59pm
- B) Tuesday, September 2nd, by 11:59pm
- C) Thursday, September 4th, by 11:59pm

Project 1: Details
- Series of 3 assignments
- For each:
  - Complete Tutorial
  - Extend in some individual way
    - Add art
    - Add programming
    - About "10%" addition
      - You'll let us know what in README

Tutorials
- Choose Your Own Adventure
  - Early basics, setting up and starting a project, simple buttons
- Fight Simulator
  - Top-down shooter, basic real-time game, basic art
- IMGD Brothers
  - Side scrolling action game, more advanced code

Grading
- Guidelines on Web page
- Roughly:
  - ½ for doing tutorial
  - ½ for customization
  - README (detailing customization) will be worth some points!

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 and read files
  - Etc.
- Think ahead
  - Think about what kind of game you might like to make (that's Project 2)
  - Consider what you see in Flash