Making Games in Flash

Project 1

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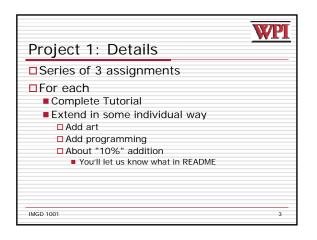C) Thursday, September 4th, by 11:59pm

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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

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*