Making Games in Flash

Project 2

Due dates:
1) Wednesday, September 1st, by 11:59pm
2) Saturday, September 4th, by 11:59pm
3) 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

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

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.

Grading

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