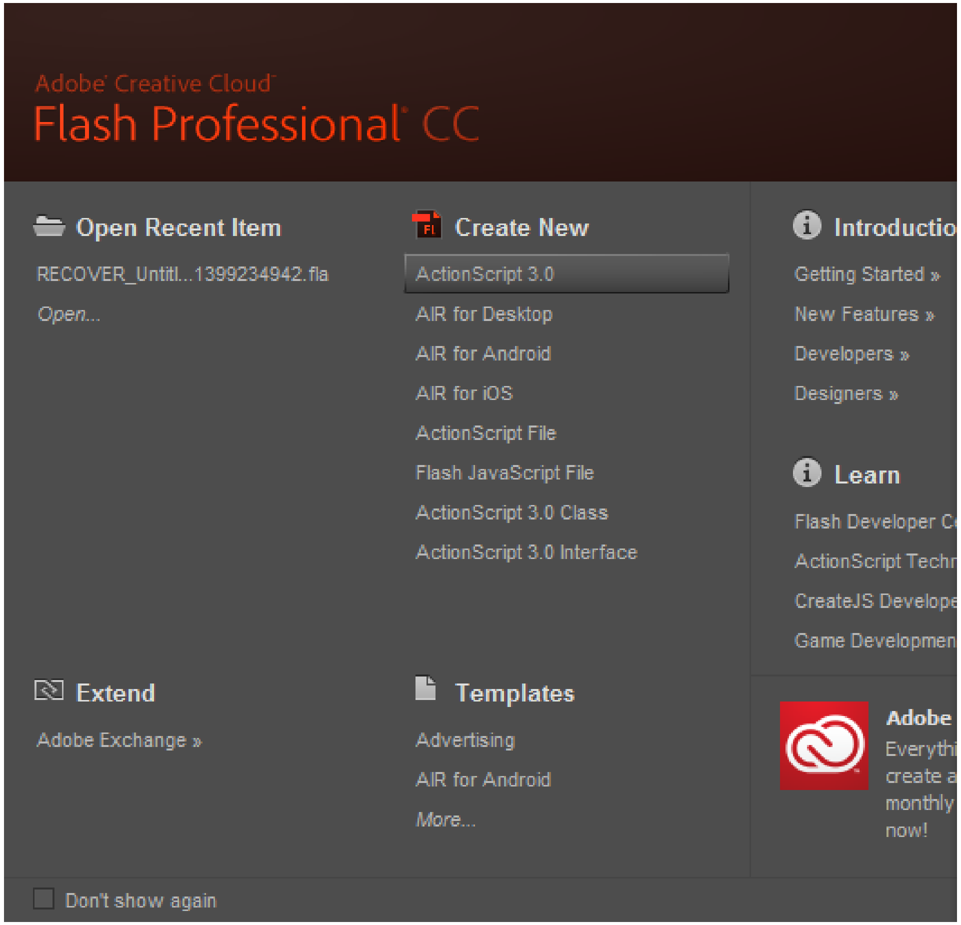
Creating a Game 3

October 9, 2013

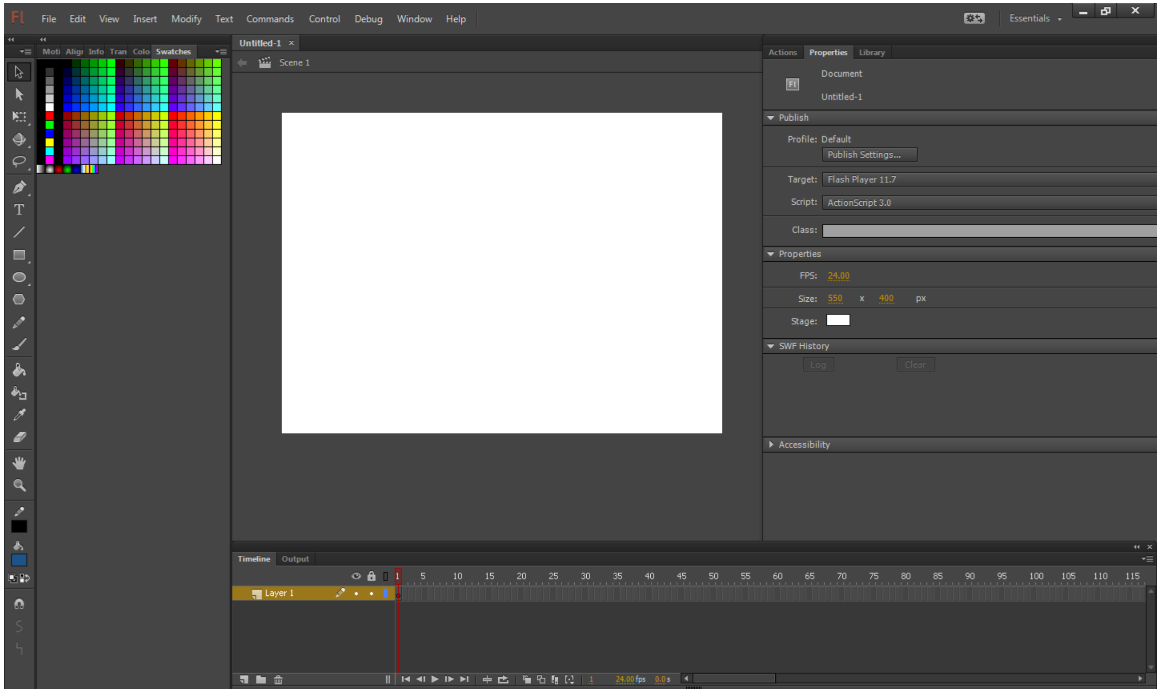
Open the Flash Program

Open the Adobe Flash Professional program and then we want to choose ActionScript 3.0 under the Create New section of the start menu.



The Flash Program

We can see the white Flash stage in the center pane. On the left, the Tools toolbar is seen along with the Swatches window. On the right of the center stage, we have the Actions, Properties and Library window. Under the stage, we see the Timeline.



Document

Untitled-1

Profile: Default

Target: Flash Player 11.7

Script: ActionScript 3.0

Class:

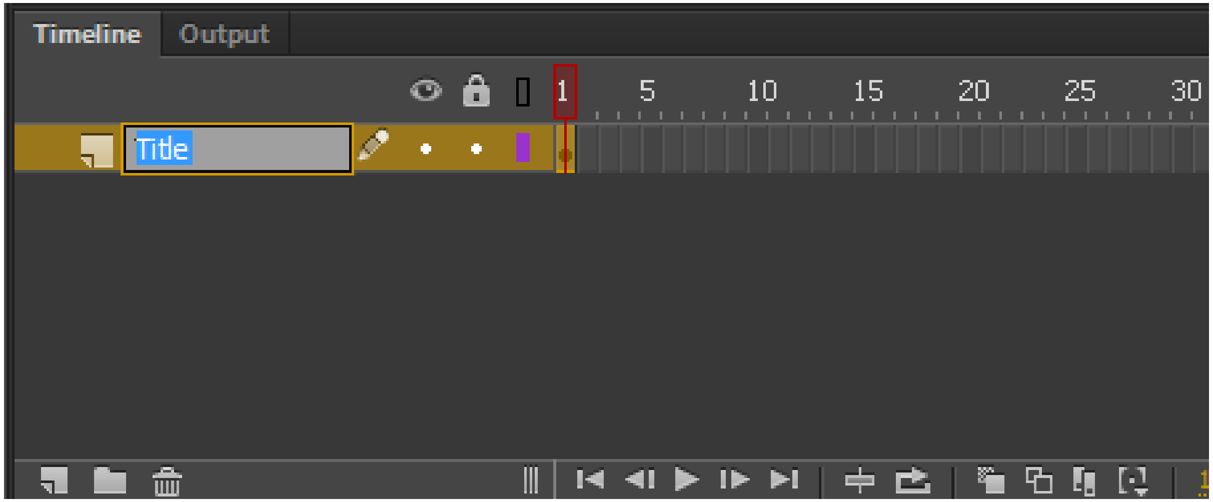
FPS: 24.00

Size: 550 x 400 px

Stage:

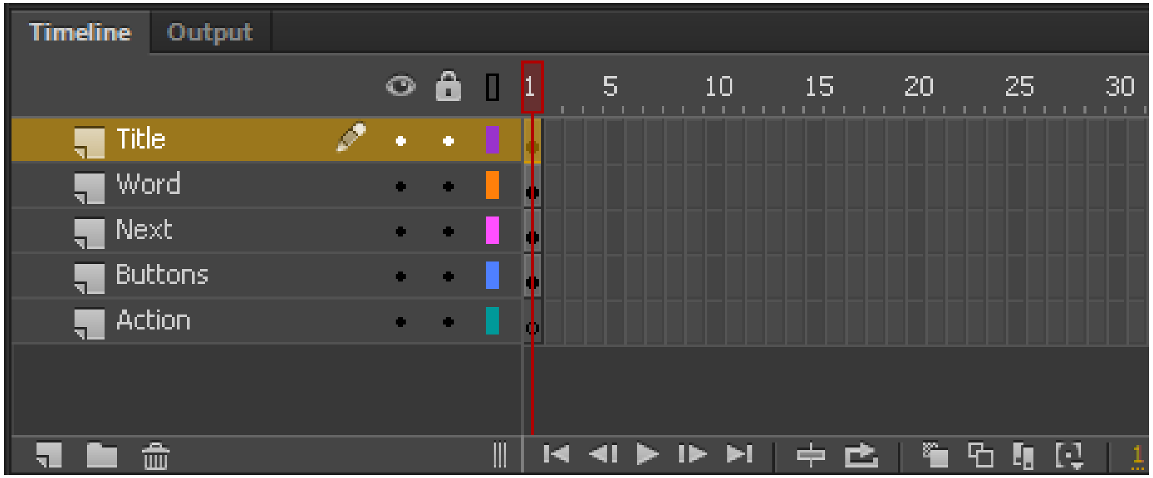
Renaming a Layer

We will rename the layer called Layer1 to Title.



Creating a New Layer

Select the New Layer icon and when it appears in the list, we will rename it to Word. Repeat the process for the Next, Buttons and Action layers.

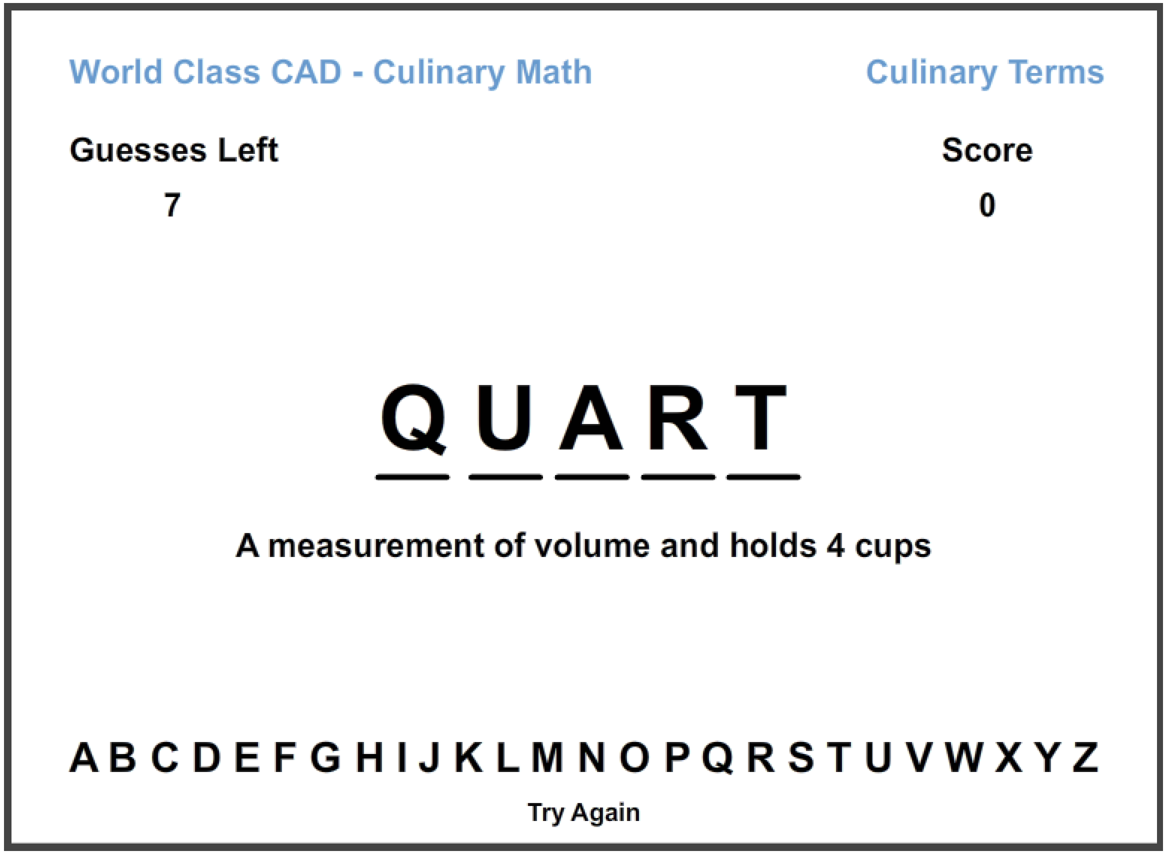


Adding Text and Lines to the Stage

We will then add text for the game name on the Title layer as shown to the right.

We will place a 3 pixel high line under each letter of the word.

After you type QUART and A through Z, we select the word or string of letters and press Ctrl – B to break them into separate letters.

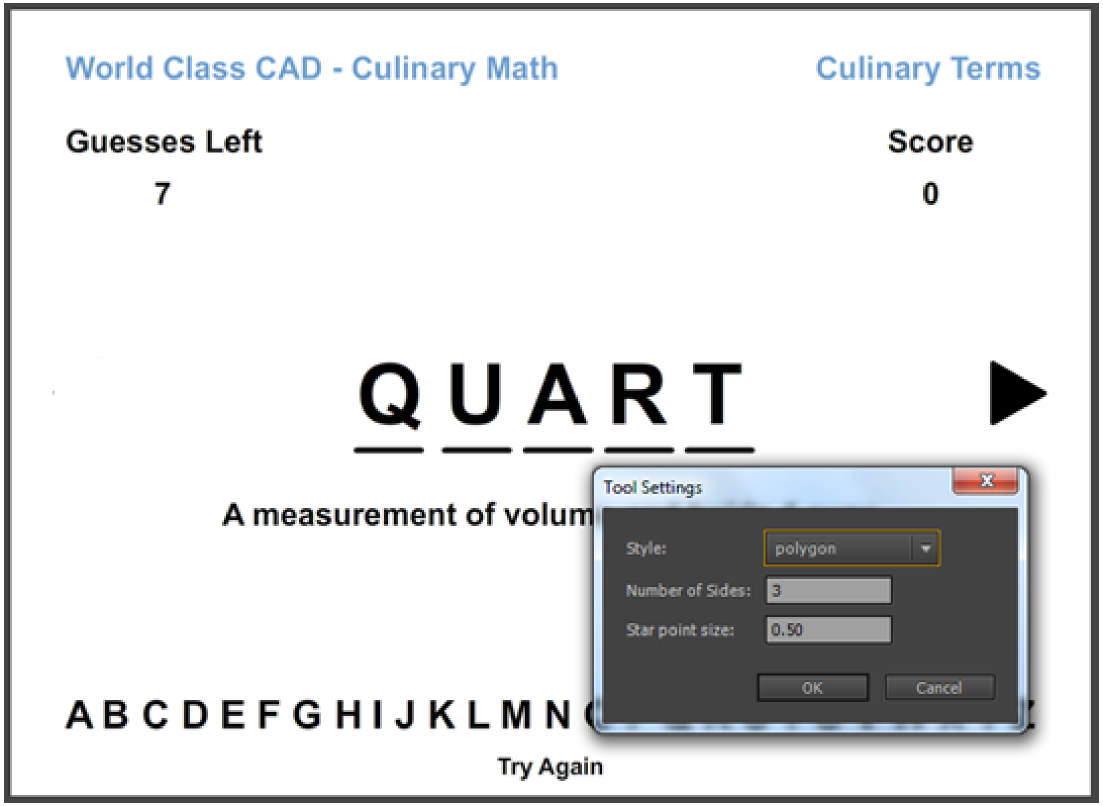

World Class CAD - Culinary Math
Culinary Terms
Guesses Left
7
Score
0
QUART
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
Try Again

A measurement of volume and holds 4 cups

Adding Previous and Next Button

Highlight the Next layer and click on frame 1. We select the Polystar tool and on the Properties tab, we select the Options button.

We set the number of sides to 3 and we create a shape for the Next button.



Tool Settings

Style: polygon

Number of Sides: 3

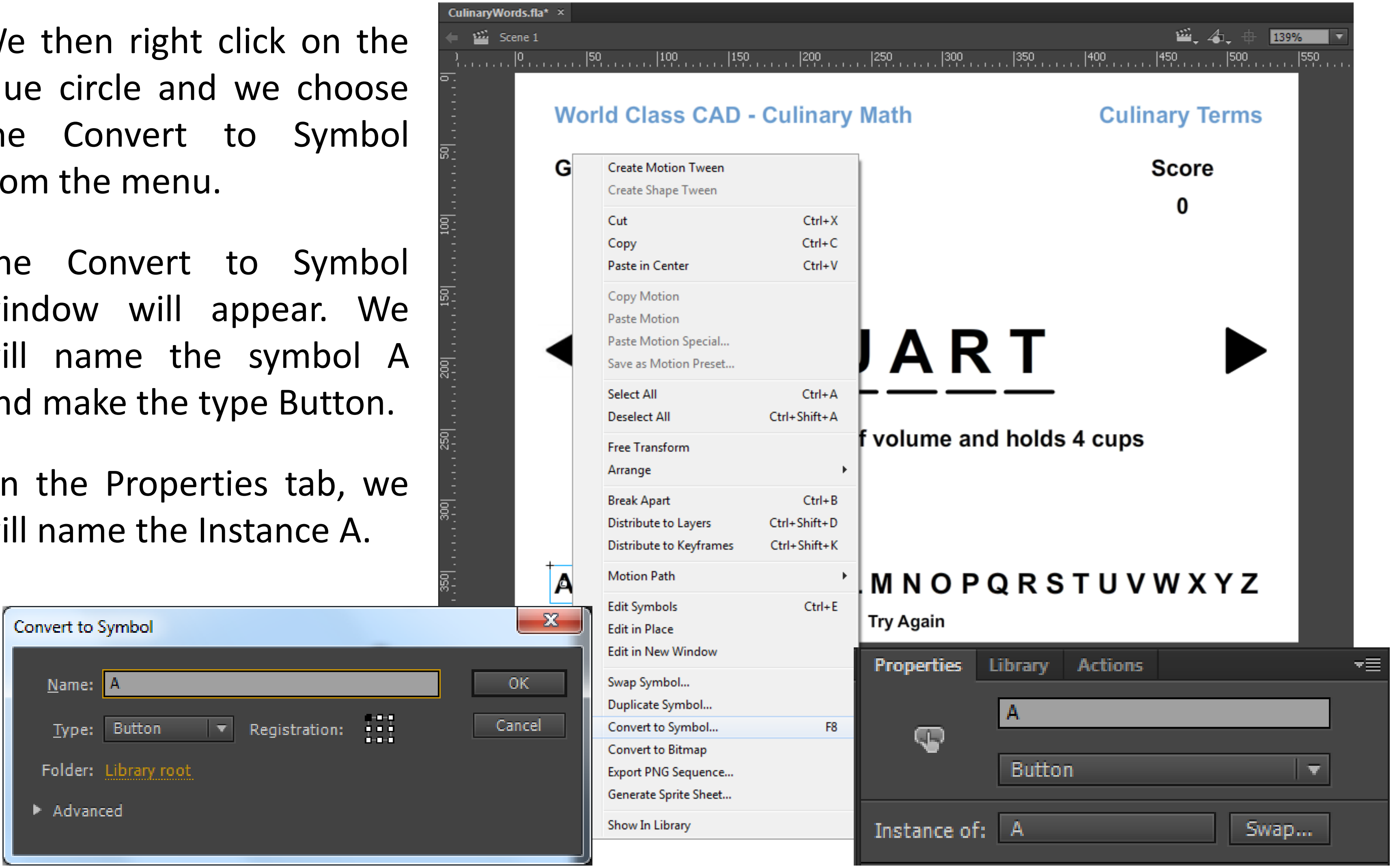
Star point size: 0.50

Convert the Image to a Button

We then right click on the blue circle and we choose the Convert to Symbol from the menu.

The Convert to Symbol window will appear. We will name the symbol A and make the type Button.

On the Properties tab, we will name the Instance A.



Convert to Symbol

Name: A

Type: Button

Registration:

Folder: Library root

Advanced

OK

Cancel

Properties | Library | Actions

A

Button

Instance of: A

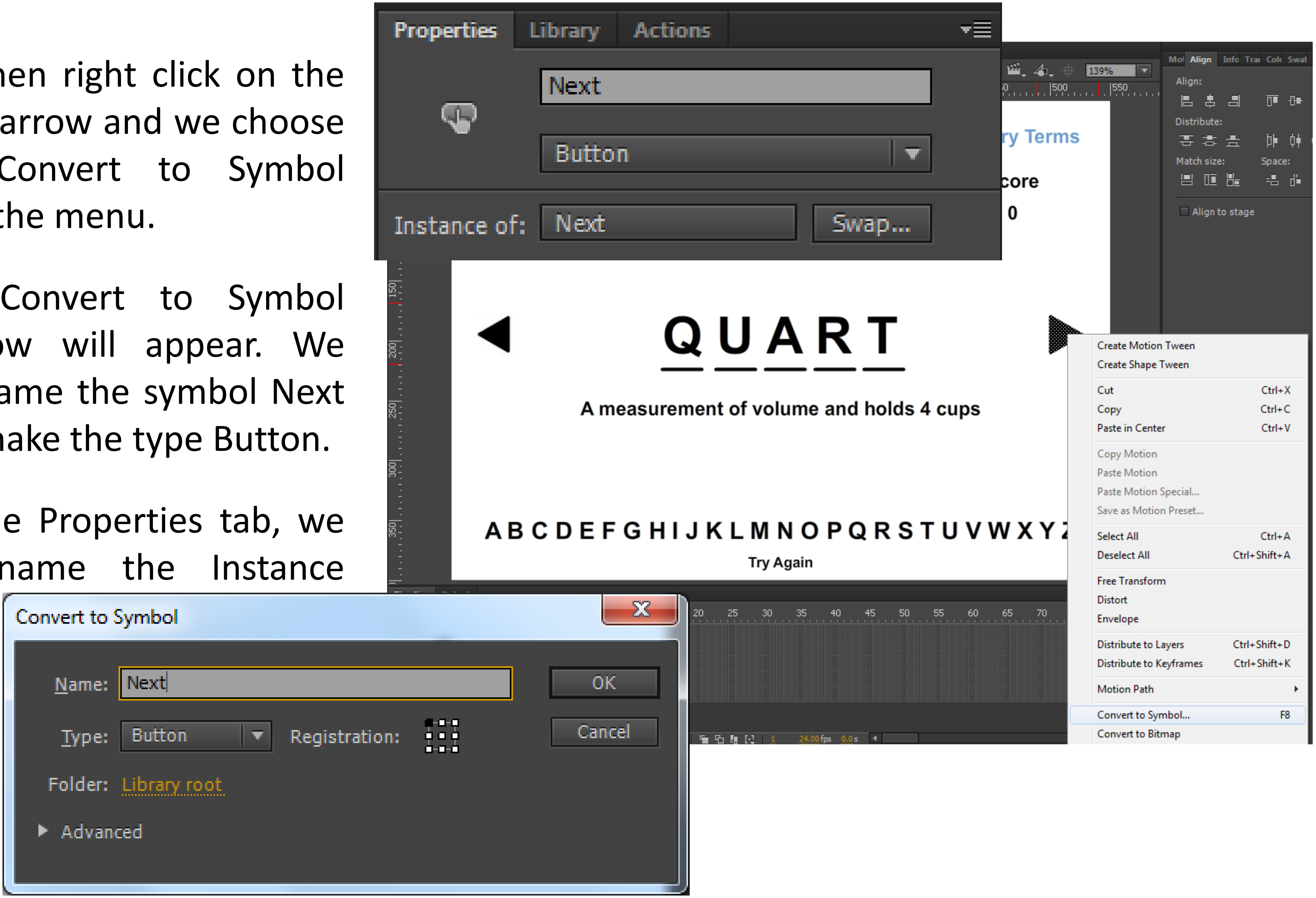
Swap...

Convert the Image to a Button

We then right click on the black arrow and we choose the Convert to Symbol from the menu.

The Convert to Symbol window will appear. We will name the symbol Next and make the type Button.

On the Properties tab, we will name the Instance Next.



Properties | Library | Actions

Next

Button

Instance of: Next Swap...

Convert to Symbol

Name: Next

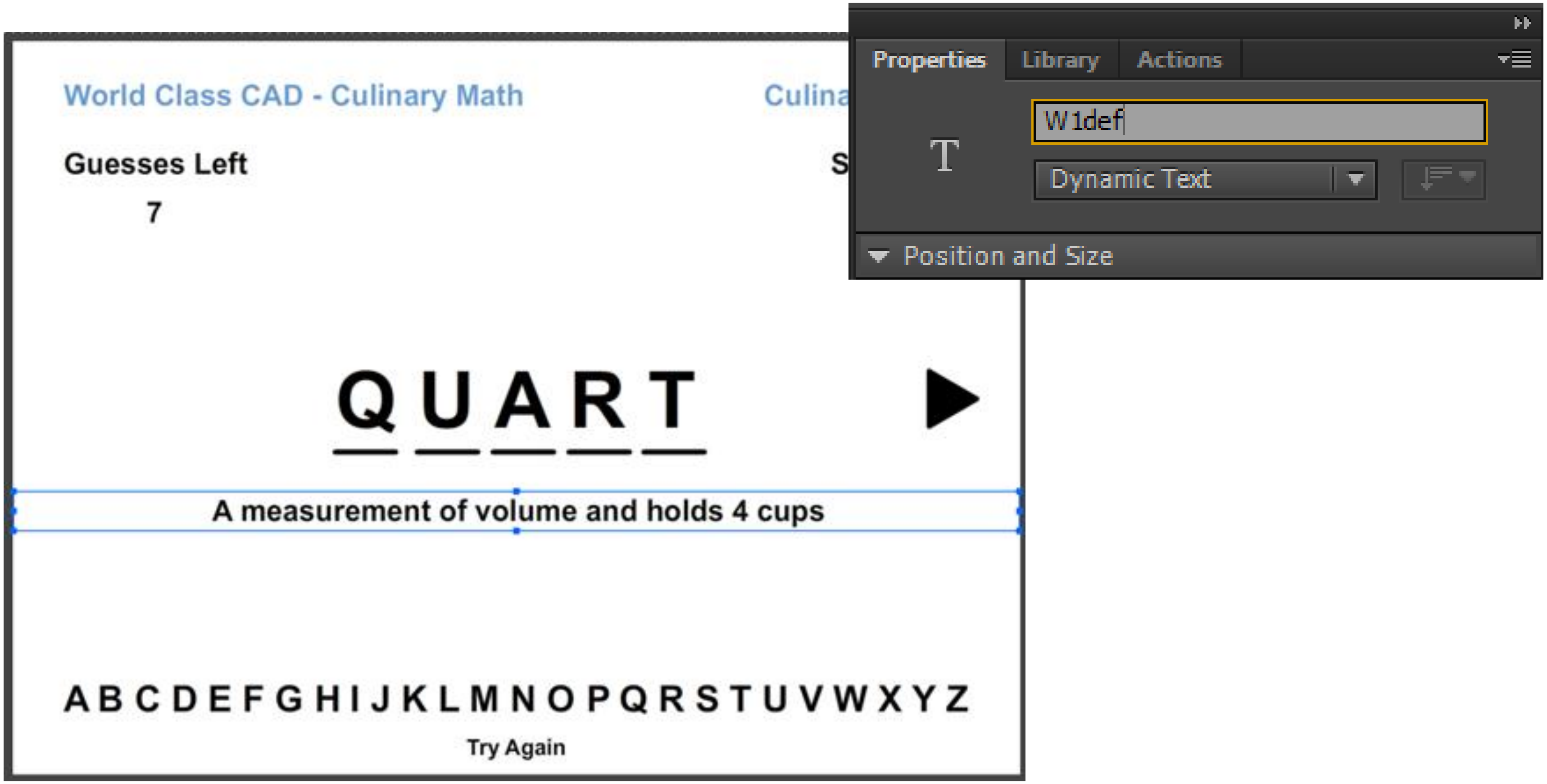
Type: Button Registration:

Folder: Library root

▸ Advanced

OK Cancel

Create a Dynamic Text



World Class CAD - Culinary Math

Guesses Left

7

QUART

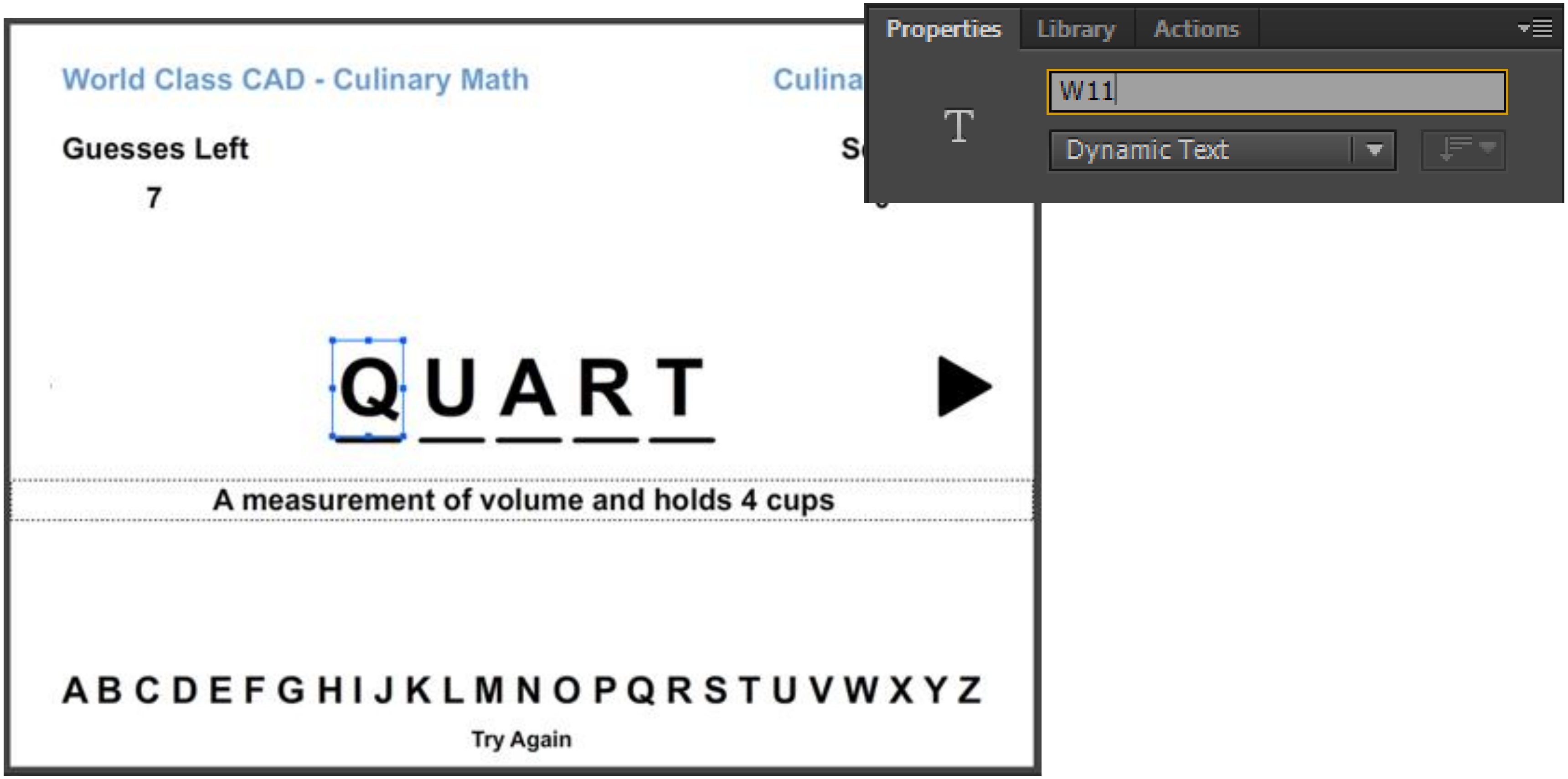
A measurement of volume and holds 4 cups

Instance name: W1def

Dynamic Text

On the Word layer, we will select the definition. On the Properties tab, we will change the text type to Dynamic Text and the Instance name to W1def.

Create a Dynamic Text

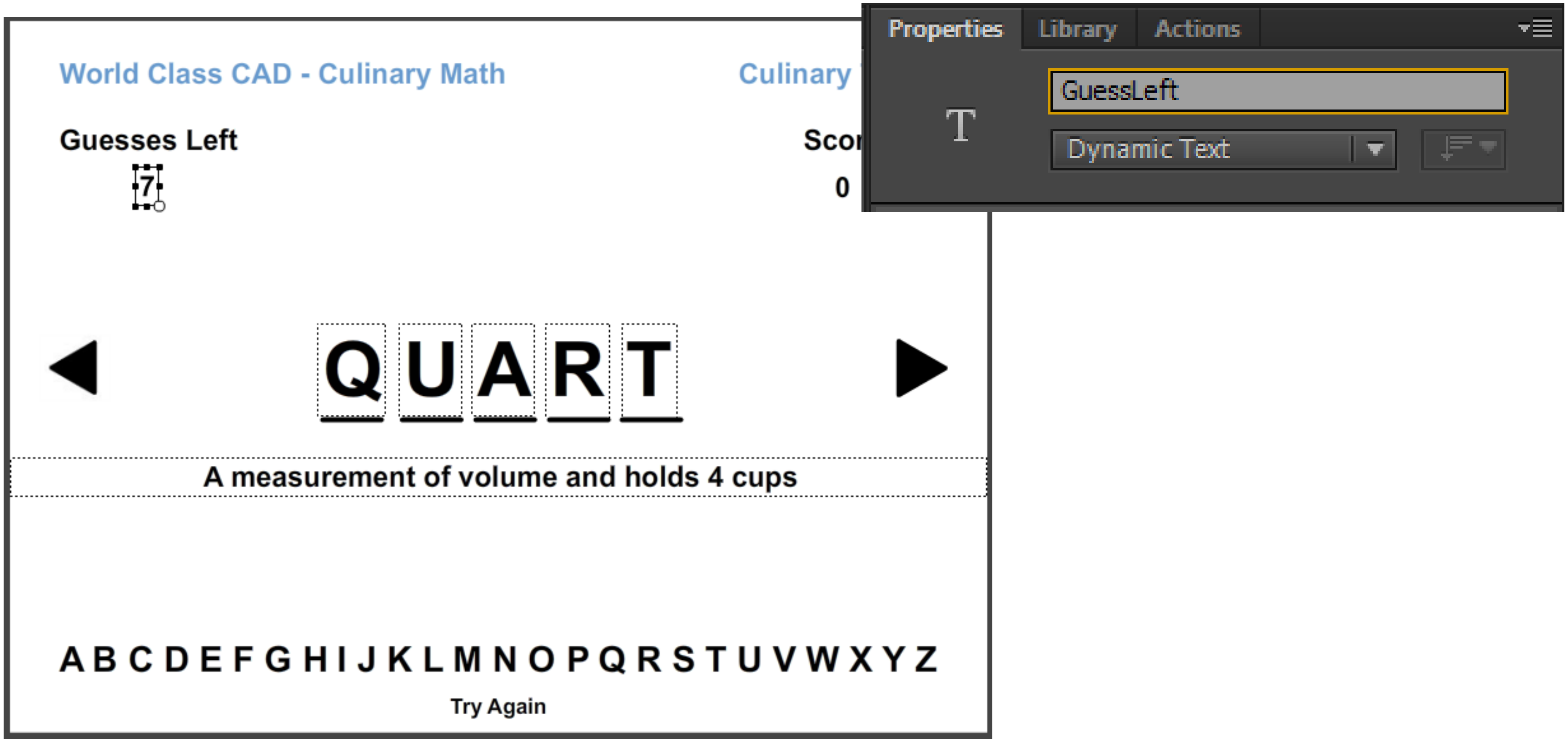

Properties
Library
Actions
World Class CAD - Culinary Math
Culina
Guesses Left
7
Q U A R T
A measurement of volume and holds 4 cups
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
Try Again

W11

Dynamic Text

On the Word layer, we will select on the first letter of the word. On the Properties tab, we will change the text type to Dynamic Text and the Instance name to W11. The next letter would be W12, then W13, W14 and W15.

Create a Dynamic Text


World Class CAD - Culinary Math
Culinary
Guesses Left
7
Scor
0
Q U A R T
A measurement of volume and holds 4 cups
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
Try Again
Properties
Library
Actions
T

GuessLeft

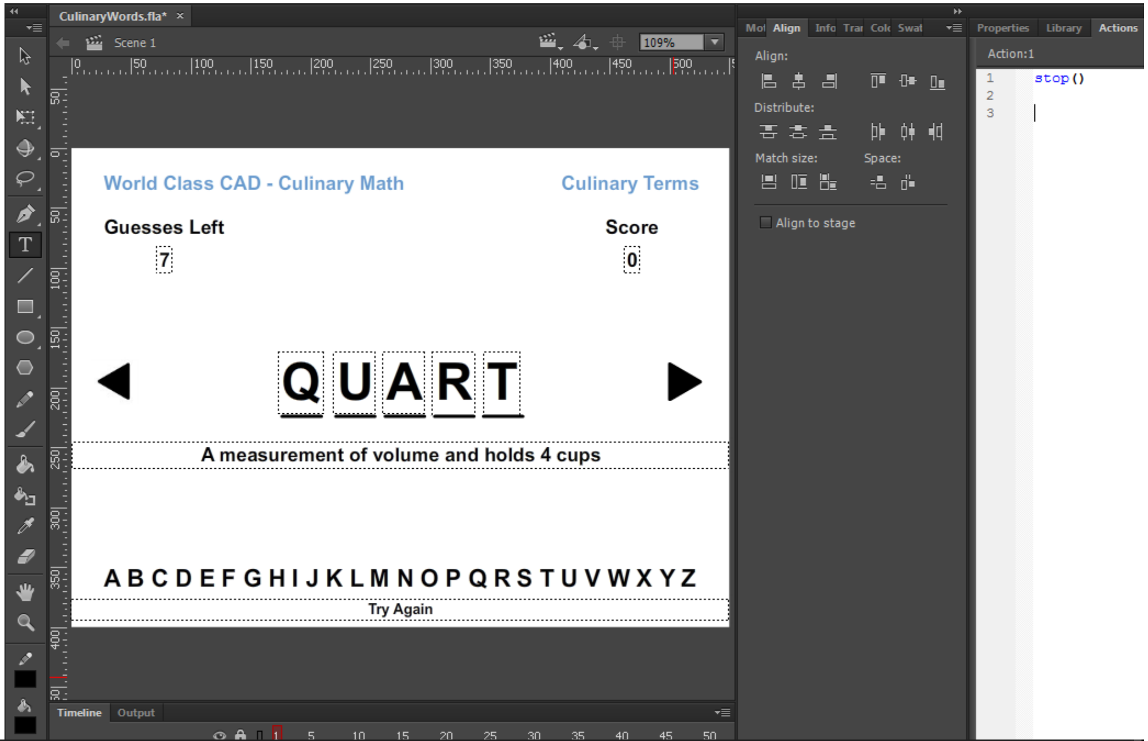
Dynamic Text

On the Word layer, we will select on the number 7. On the Properties tab, we will change the text type to Dynamic Text and the Instance name to GuessLeft. We will change the Score number 0 to dynamic text and name it Score. We will change the Try Again to dynamic text and name it TryAgain.

ActionScripts

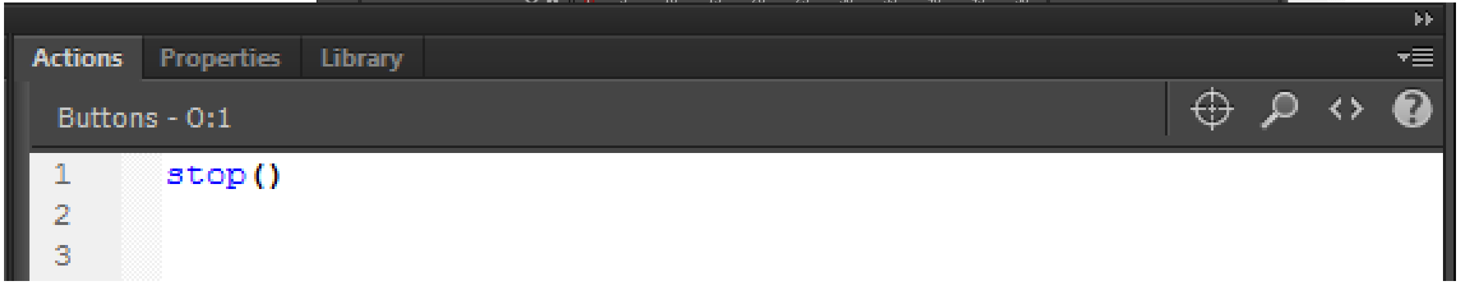
We choose frame 1 of the Action layer. Then we select the Action tab and we type stop() on line 1 of the script.

This will stop the flash movie at the frame.



Action:1

```
1 stop()
2
3
```



Buttons - 0:1

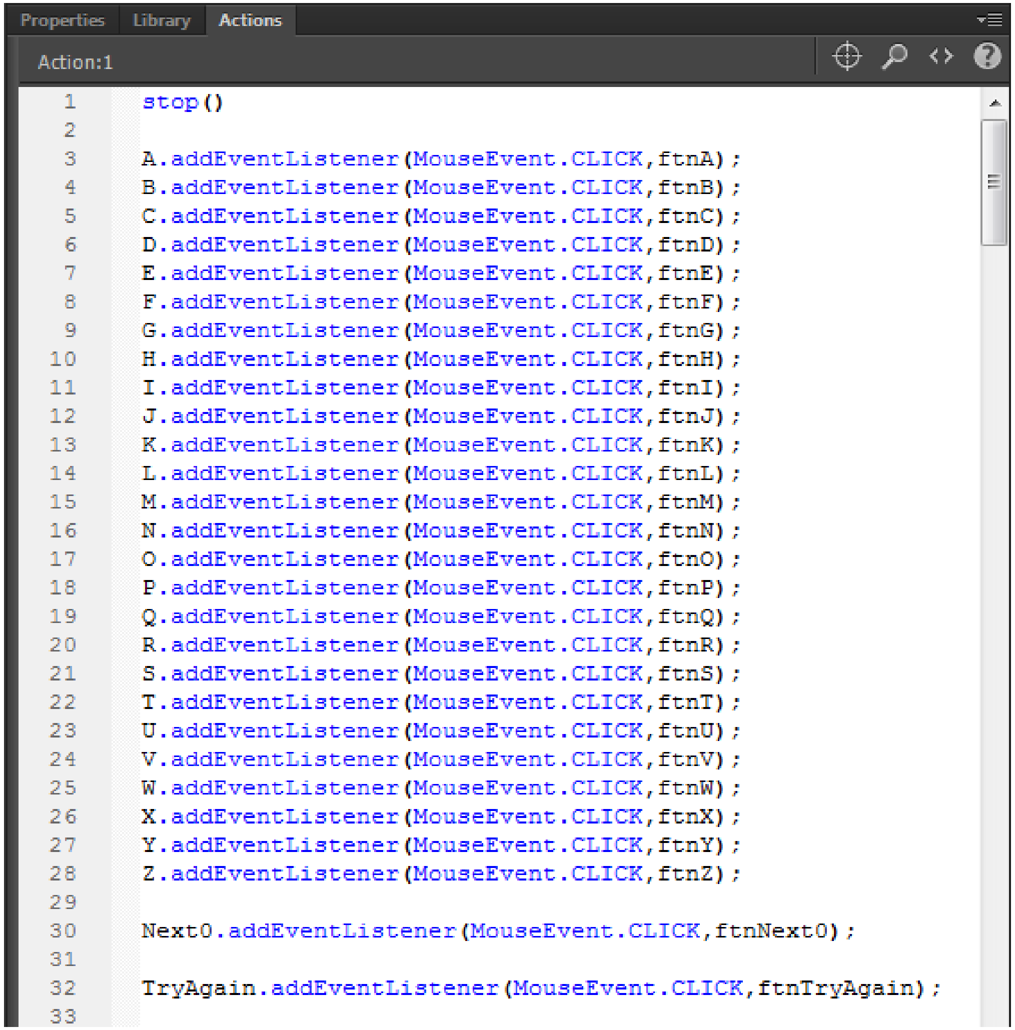
```
1 stop()
2
3
```

Add another Event Listener

We then add an event listener to determine when a letter is selected or the Next or Try Again button was clicked on. We type:

A.addEventListener(MouseEvent.CLICK,ftnA);

We have 26 letters to listen for and the Next and TryAgain buttons.



```
stop()

A.addEventListener(MouseEvent.CLICK,ftnA);
B.addEventListener(MouseEvent.CLICK,ftnB);
C.addEventListener(MouseEvent.CLICK,ftnC);
D.addEventListener(MouseEvent.CLICK,ftnD);
E.addEventListener(MouseEvent.CLICK,ftnE);
F.addEventListener(MouseEvent.CLICK,ftnF);
G.addEventListener(MouseEvent.CLICK,ftnG);
H.addEventListener(MouseEvent.CLICK,ftnH);
I.addEventListener(MouseEvent.CLICK,ftnI);
J.addEventListener(MouseEvent.CLICK,ftnJ);
K.addEventListener(MouseEvent.CLICK,ftnK);
L.addEventListener(MouseEvent.CLICK,ftnL);
M.addEventListener(MouseEvent.CLICK,ftnM);
N.addEventListener(MouseEvent.CLICK,ftnN);
O.addEventListener(MouseEvent.CLICK,ftnO);
P.addEventListener(MouseEvent.CLICK,ftnP);
Q.addEventListener(MouseEvent.CLICK,ftnQ);
R.addEventListener(MouseEvent.CLICK,ftnR);
S.addEventListener(MouseEvent.CLICK,ftnS);
T.addEventListener(MouseEvent.CLICK,ftnT);
U.addEventListener(MouseEvent.CLICK,ftnU);
V.addEventListener(MouseEvent.CLICK,ftnV);
W.addEventListener(MouseEvent.CLICK,ftnW);
X.addEventListener(MouseEvent.CLICK,ftnX);
Y.addEventListener(MouseEvent.CLICK,ftnY);
Z.addEventListener(MouseEvent.CLICK,ftnZ);

Next0.addEventListener(MouseEvent.CLICK,ftnNext0);

TryAgain.addEventListener(MouseEvent.CLICK,ftnTryAgain);

```

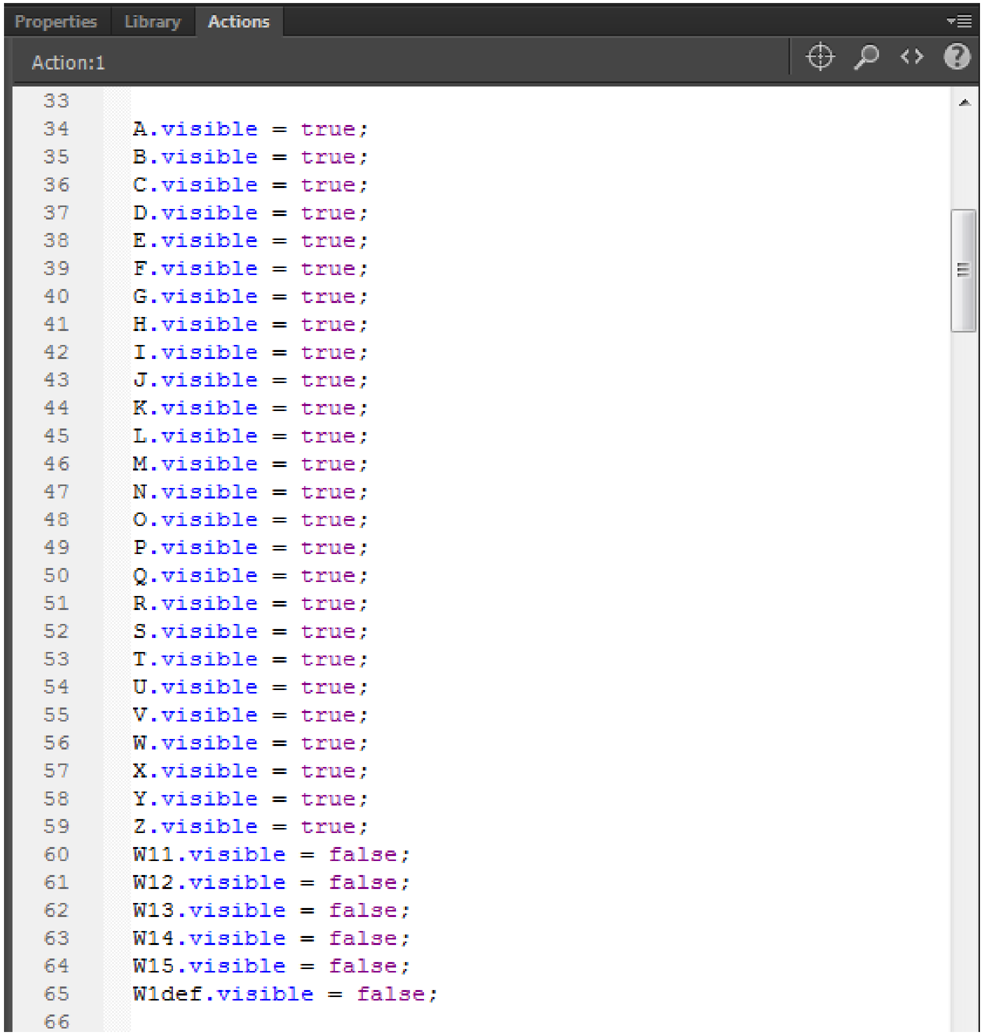
Make the Matching Lines Invisible

We then type

A.visible = true; and the same for the other 25 letters to make them visible.

We then make W11 through W15 and W1def invisble.

W1def.visible = false;



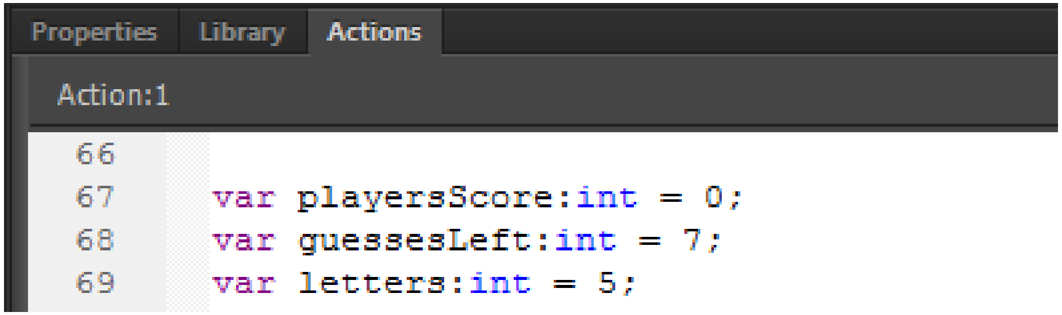
```

A.visible = true;
B.visible = true;
C.visible = true;
D.visible = true;
E.visible = true;
F.visible = true;
G.visible = true;
H.visible = true;
I.visible = true;
J.visible = true;
K.visible = true;
L.visible = true;
M.visible = true;
N.visible = true;
O.visible = true;
P.visible = true;
Q.visible = true;
R.visible = true;
S.visible = true;
T.visible = true;
U.visible = true;
V.visible = true;
W.visible = true;
X.visible = true;
Y.visible = true;
Z.visible = true;
W11.visible = false;
W12.visible = false;
W13.visible = false;
W14.visible = false;
W15.visible = false;
W1def.visible = false;

```

Declaring Variables

We need three variables, one for the player’s score, one for the guesses left and the last for the number of letters in the word or phrase.



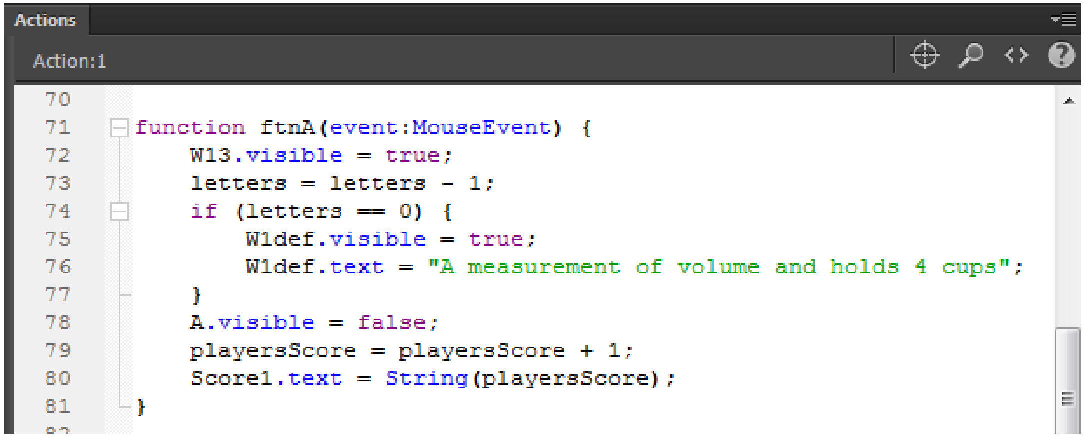
```
var playersScore:int = 0;
var guessesLeft:int = 7;
var letters:int = 5;
```

Var allows us to declare a variable. Then comes the variable name. After the colon is the type of variable, which in this case is an integer. If we want to assign a value to the variable, we use the equal sign in the same statement.

The Correct Selection Function

We add the logic inside the function for correct letter selection. When correct letter is selected we change the letter's visibility to true. We subtract one from the letter count variable.

Then we determine if the letter count equals 0, if the select1 equals 0 then we display the definition. Next, we turn off the letter selected, we add one to the player's score and we display the score.

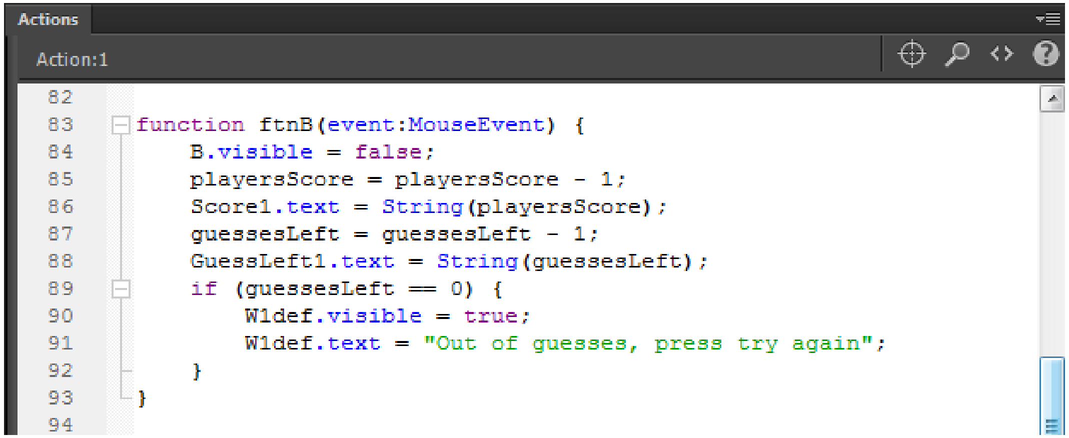


```
function ftnA(event:MouseEvent) {
    W13.visible = true;
    letters = letters - 1;
    if (letters == 0) {
        W1def.visible = true;
        W1def.text = "A measurement of volume and holds 4 cups";
    }
    A.visible = false;
    playersScore = playersScore + 1;
    Score1.text = String(playersScore);
}
```

We do this same pattern for every correct letter.

The Incorrect Selection Function

We add the logic inside the function for incorrect letter selection. When incorrect letter is selected we change the letter's visibility to false. We subtract one from the player's score and we display the score. We subtract one from the guess left variable and display the number. Then we determine if there are any guesses left and ask them to try the game again.

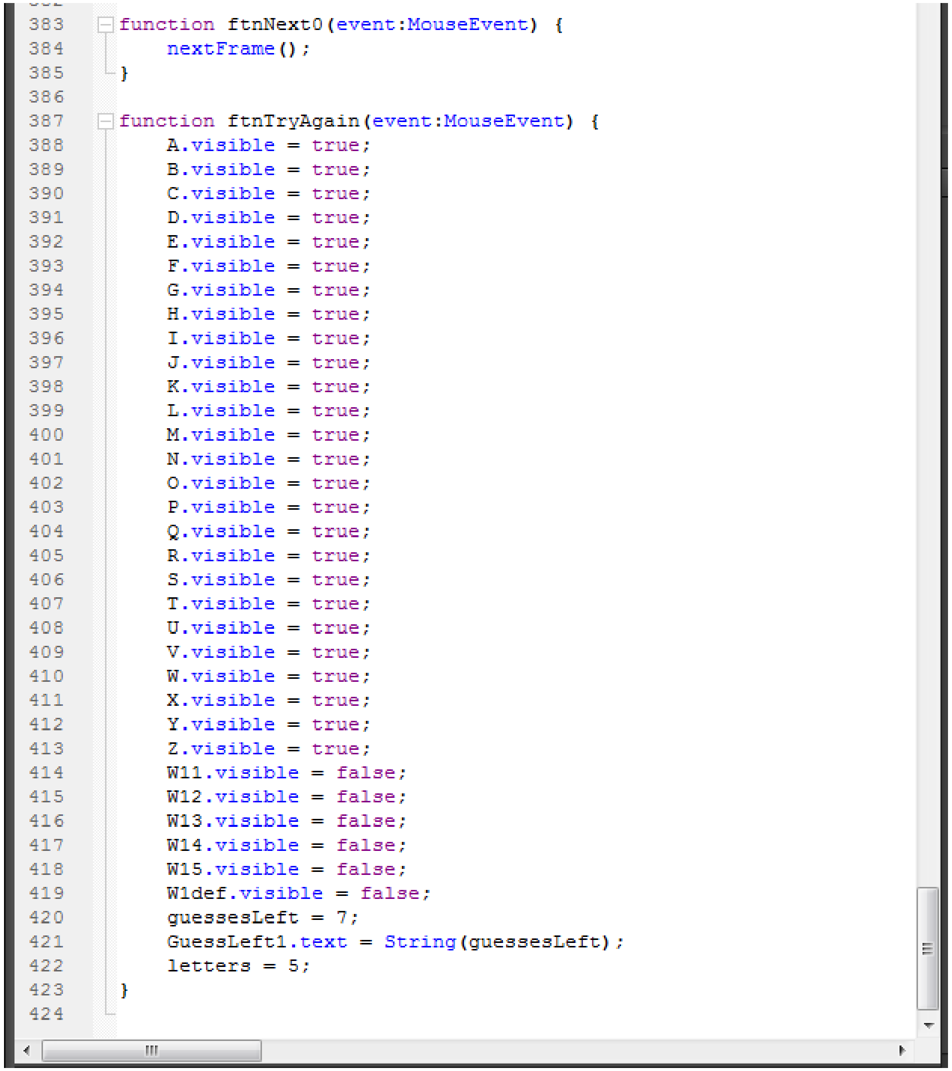


```
function ftnB(event:MouseEvent) {
    B.visible = false;
    playersScore = playersScore - 1;
    Score1.text = String(playersScore);
    guessesLeft = guessesLeft - 1;
    GuessLeft1.text = String(guessesLeft);
    if (guessesLeft == 0) {
        W1def.visible = true;
        W1def.text = "Out of guesses, press try again";
    }
}
```

We do this same pattern for every correct letter.

Next and TryAgain Functions

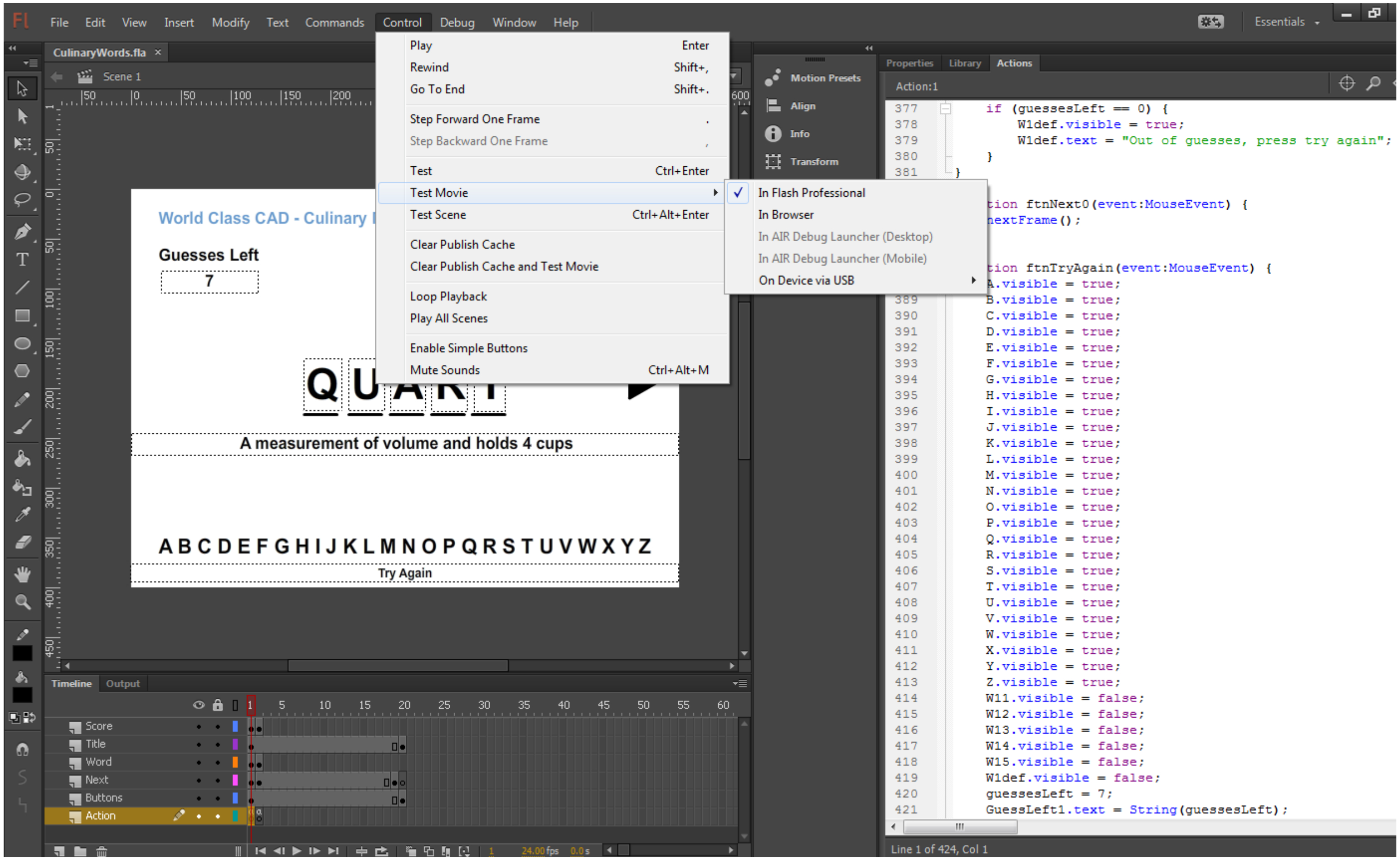
Finally, we code the next button ‘s function and we create a series of statements under the Try Again function to reset the game frame.



```
function ftnNext0(event:MouseEvent) {
    nextFrame();
}

function ftnTryAgain(event:MouseEvent) {
    A.visible = true;
    B.visible = true;
    C.visible = true;
    D.visible = true;
    E.visible = true;
    F.visible = true;
    G.visible = true;
    H.visible = true;
    I.visible = true;
    J.visible = true;
    K.visible = true;
    L.visible = true;
    M.visible = true;
    N.visible = true;
    O.visible = true;
    P.visible = true;
    Q.visible = true;
    R.visible = true;
    S.visible = true;
    T.visible = true;
    U.visible = true;
    V.visible = true;
    W.visible = true;
    X.visible = true;
    Y.visible = true;
    Z.visible = true;
    W11.visible = false;
    W12.visible = false;
    W13.visible = false;
    W14.visible = false;
    W15.visible = false;
    W1def.visible = false;
    guessesLeft = 7;
    GuessLeft1.text = String(guessesLeft);
    letters = 5;
}
```

Test the Movie



```
    if (guessesLeft == 0) {
        W1def.visible = true;
        W1def.text = "Out of guesses, press try again";
    }
}

tion ftnNext0(event:MouseEvent) {
nextFrame();


tion ftnTryAgain(event:MouseEvent) {
A.visible = true;
B.visible = true;
C.visible = true;
D.visible = true;
E.visible = true;
F.visible = true;
G.visible = true;
H.visible = true;
I.visible = true;
J.visible = true;
K.visible = true;
L.visible = true;
M.visible = true;
N.visible = true;
O.visible = true;
P.visible = true;
Q.visible = true;
R.visible = true;
S.visible = true;
T.visible = true;
U.visible = true;
V.visible = true;
W.visible = true;
X.visible = true;
Y.visible = true;
Z.visible = true;
W11.visible = false;
W12.visible = false;
W13.visible = false;
W14.visible = false;
W15.visible = false;
W1def.visible = false;
guessesLeft = 7;
GuessLeft1.text = String(guessesLeft);
```

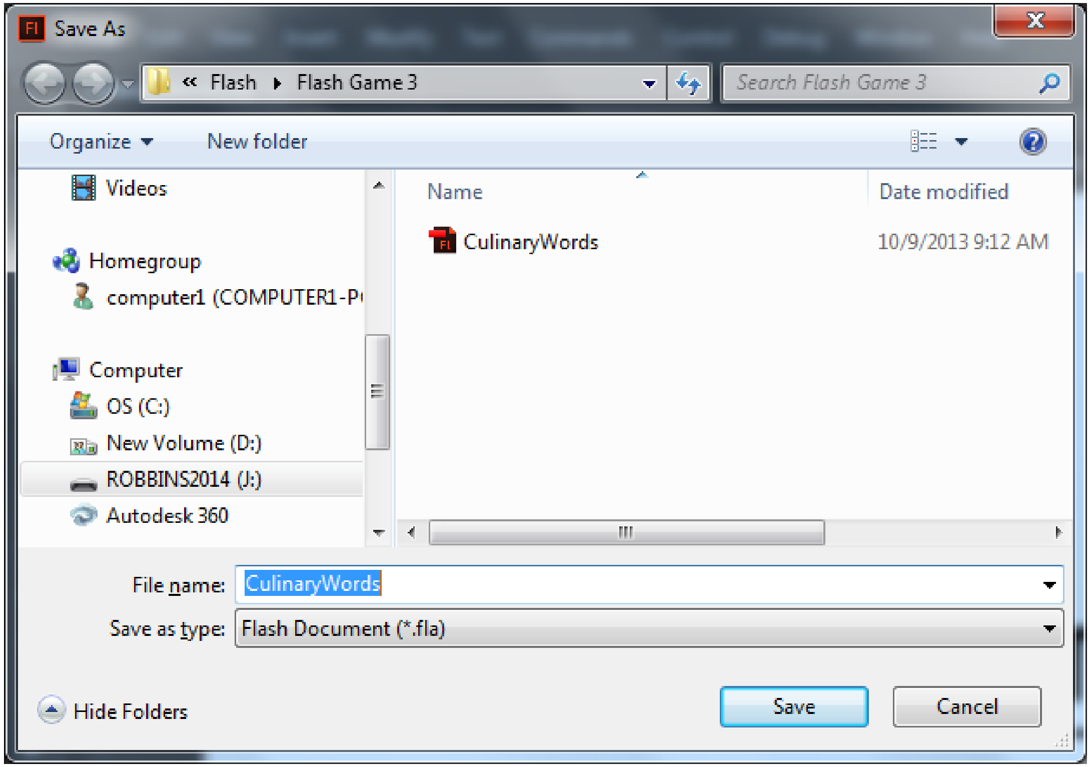
Line 1 of 424, Col 1

We should select Control on the menu and then Test Menu and In Flash Professional.

Saving the Movie

We need to save our work, so we choose File on the top menu bar and then we press Save on the drop down menu.

We will call our animation “CulinaryWords” and we will depress the Save button.

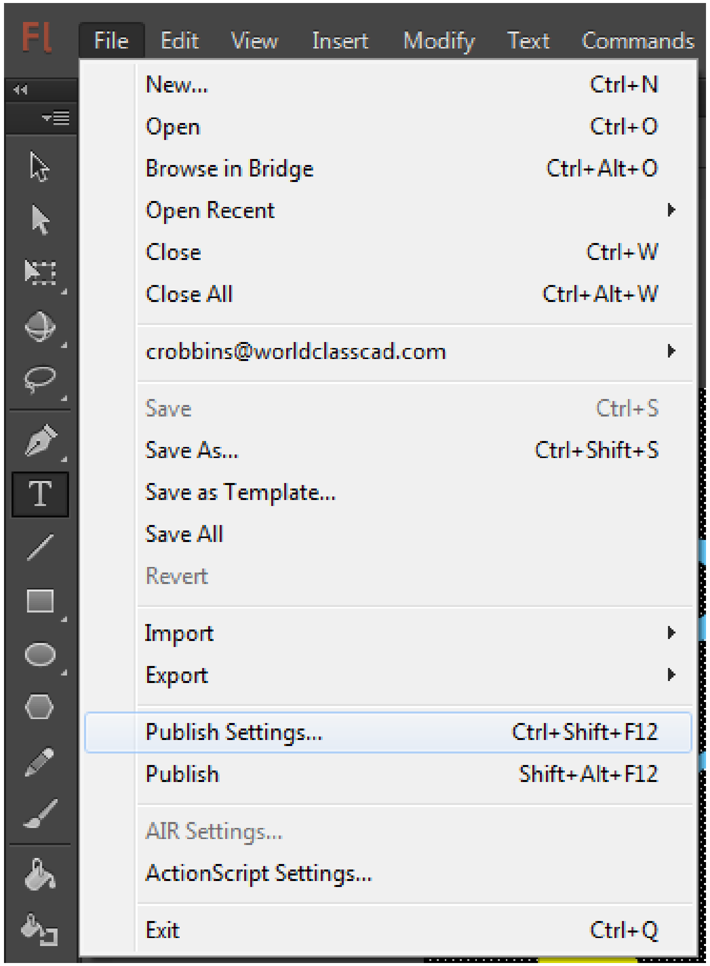


File name: CulinaryWords

Save as type: Flash Document (*.fla)

Publish the Flash Slide Show

We then choose File on the menu and Publish.


Fl
File
Edit
View
Insert
Modify
Text
Commands
New... Ctrl+N
Open Ctrl+O
Browse in Bridge Ctrl+Alt+O
Open Recent
Close Ctrl+W
Close All Ctrl+Alt+W
crobbins@worldclasscad.com
Save Ctrl+S
Save As... Ctrl+Shift+S
Save as Template...
Save All
Revert
Import
Export
Publish Settings... Ctrl+Shift+F12
Publish Shift+Alt+F12
AIR Settings...
ActionScript Settings...
Exit Ctrl+Q