ADVANCED MULTIMEDIA DEVELOPMENT (CIC2P13)
Laboratory Seven

Please follow the textbooks for the lab exercises:
Macromedia Flash MX 2004 Game Programming – Graig S. Murray, Justin Everett-Church (2003)

Please use Flash MX 2004

Please refer to the subject website for example files and resource files:

At the end of this lab session, students should be able to:
- Create a game "Critter Attack" (or Space Invader) with ActionScript programming

Exercise – Game: Critter Attack (Space Invader)

Lab six contains the major tasks and subtasks of Critter Attack.
Due to the complexity of the game, it take us more than 1 lab session to finish Critter Attack.
Please finish Critter Attack during this lab session. (all the steps)

Refer to textbook **Pg333 to 367**.

Exercise – Week 11 Lecture Examples

During week 11 lecture, we covered some examples on specific problems.
Please follow the example files from the subject website.
Download the example files, delete the codes, and re-build the examples.
Think about how you can apply these concepts in your game/digital book.

1. The use of sound - **critter_attack_sound.fla**
2. The use of Timer to record/"count" time - **critter_attack_timer.fla**
3. The use of Timer, use of direction flag, and to swap movie clip - **critter_attack_timer2_dir.fla**
4. A simple Digital Book structure - **DigiBook_Structure.fla**