ADVANCED MULTIMEDIA DEVELOPMENT (CIC2P13)
Laboratory Eight

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

Exercise – Week 12 Lecture Examples

During week 12 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. Vector in Action - **Shooter_key.fla**
2. Background movement - **Background_move.fla**
3. Swap movie clip and add sound to simulate explosion - **critter_attack_timer3_explosion.fla**
4. Physics (downward force / gravity) - **bounce.fla**
5. Physics (acceleration) - **car4_acceleration.fla**

If there is extra time, please finish your project 2.