



Internet Computing

# **Advanced Multimedia Development (AMMD)**



**2004**



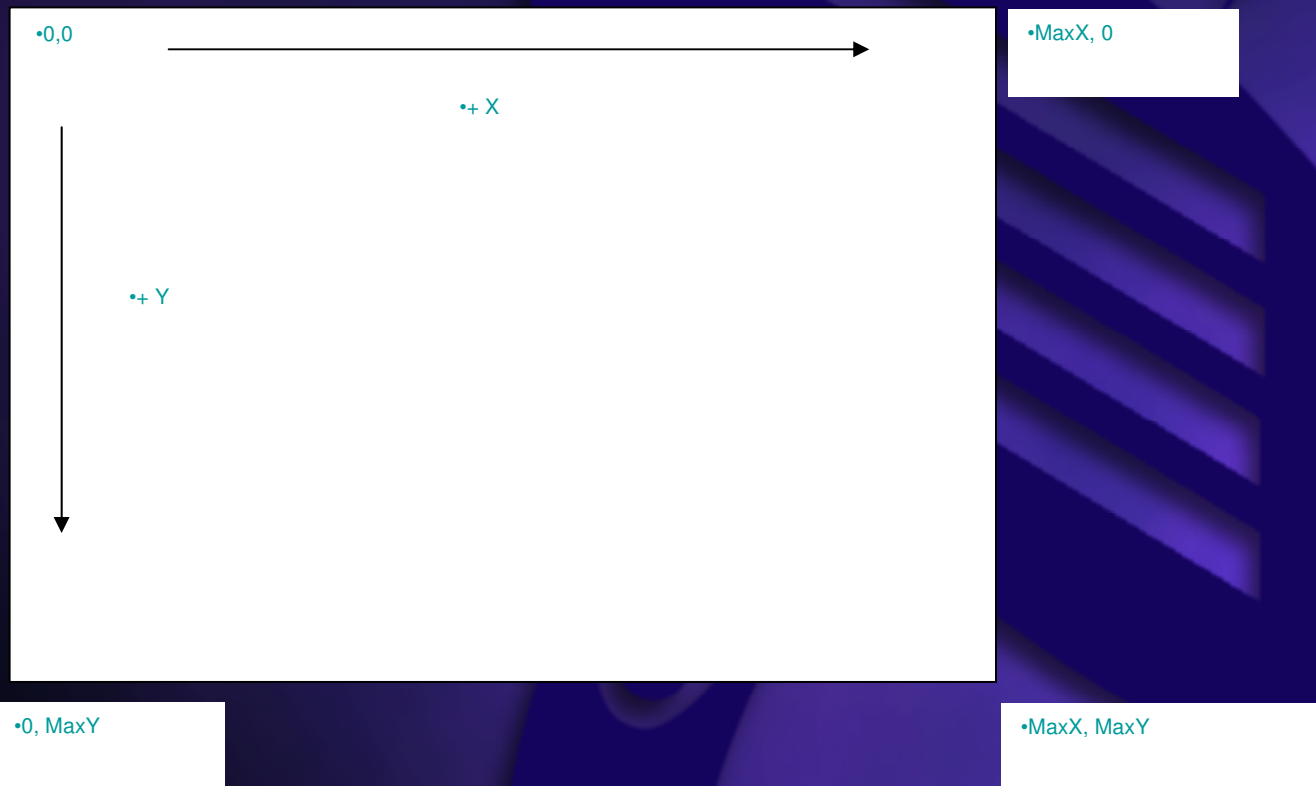
# ActionScript & Game Design

- Program Design
- Simple Game: Mouse Chaser
- Mouse Chaser : Step by Step
- Quiz



# Mouse Chaser

Show game Mouse Chaser  
The Coordinates System





# Mouse Chaser

## Major Tasks

- Obtain Art
- Script Organization
- Bat chases (follows) the user's mouse pointer, If Bat reaches pointer, ...
- Target when clicked, move randomly ...



# Mouse Chaser

Major task: Obtain Art

Subtasks:

- The critter
- The critter's home
- The mouse pointer
- The target
- The score display

Show "mouse chaser unfinished.fla"

Check name for each instance etc.



# Mouse Chaser

Major task: Script Organization

Subtasks:

- Frame 1 Frame Script to control the game
- Instance Scripts attached to instances
- Develop line of communication between different pieces of scripts





# Mouse Chaser

Major tasks: Bat chases the user's mouse pointer

## Subtasks

- Move the bat - mouse\_chaser\_step1\_movebat fla
- Test to see if the bat has caught the mouse
  - mouse\_chaser\_step2\_TestBatHitMouse fla
- If the mouse has been caught,
  - test for a high score
  - reset the score
  - reset the speed
  - move the bat home
    - mouse\_chaser\_step3\_ResetGame fla



# Mouse Chaser

Major tasks: Target when clicked, move randomly

Subtasks:

- Increase the score
- Increase the speed
- Move the bat home
- Move the target randomly
- mouse\_chaser\_step4\_testTarget fla
- mouse\_chaser\_step5\_TargetClicked fla

Testing:

- mouse\_chaser\_step6\_TestHighScore fla





# Conclusion

That's how to code a game  
(main tasks => sub tasks =>  
pseudocode => code)