Advanced Multimedia Development (AMMD)

2004

Examples

- Digital Book Examples
- Shooter_key.fla => Vector in Action
- Background_move.fla
- critter_attack_timer3_explosion.fla
- bounce.fla
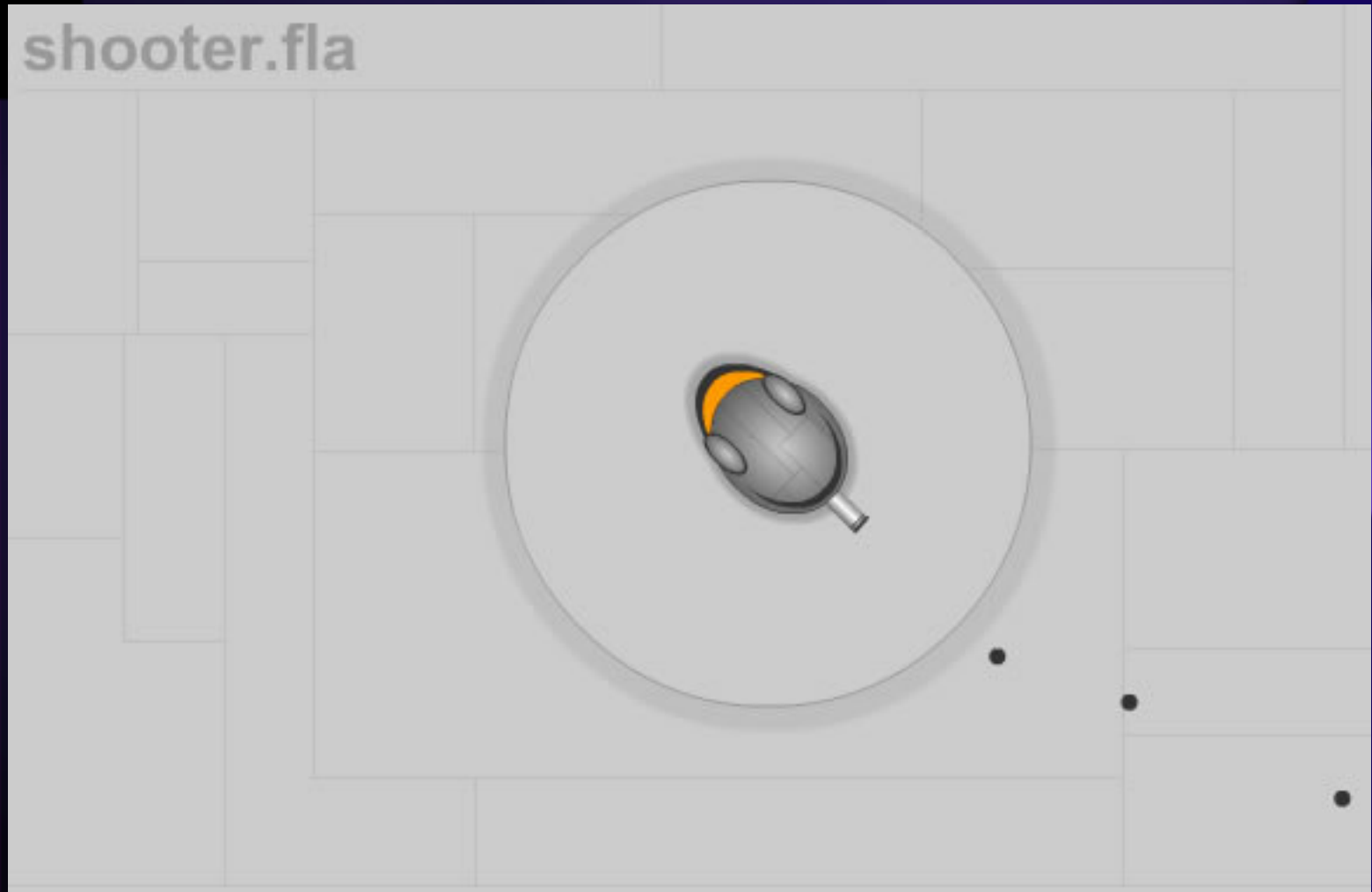- car4_acceleration.fla => acceleration

Digital Book Examples

Navigation Structure
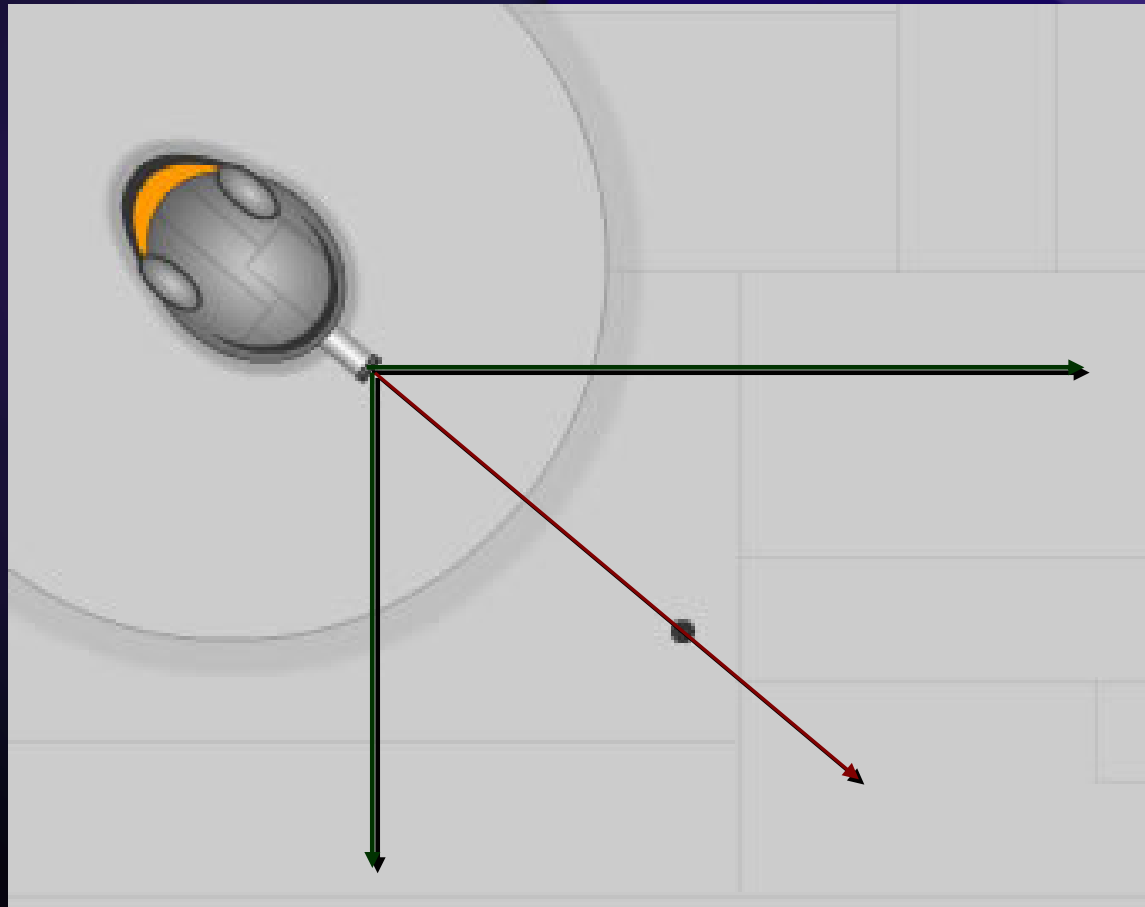Design
Be Interactive

Shooter_key.fla => Vector

shooter.fla
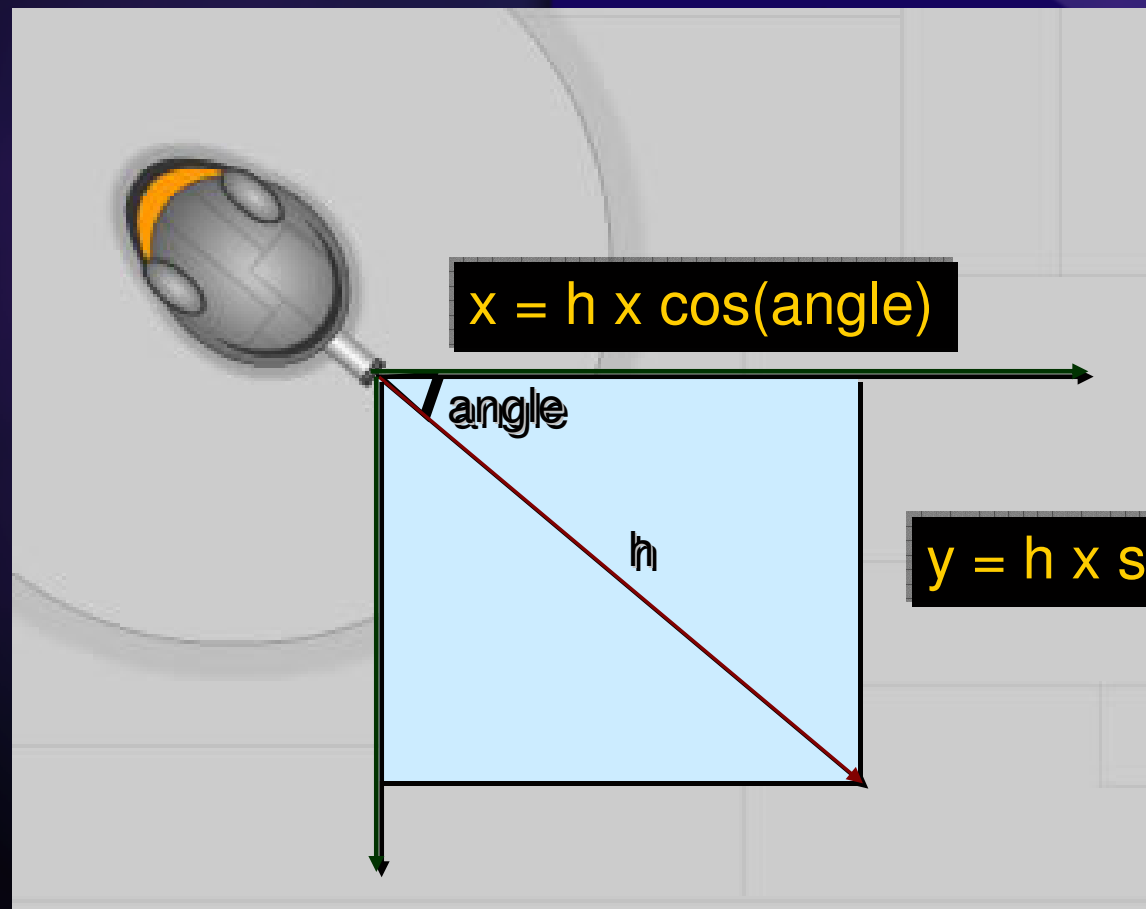
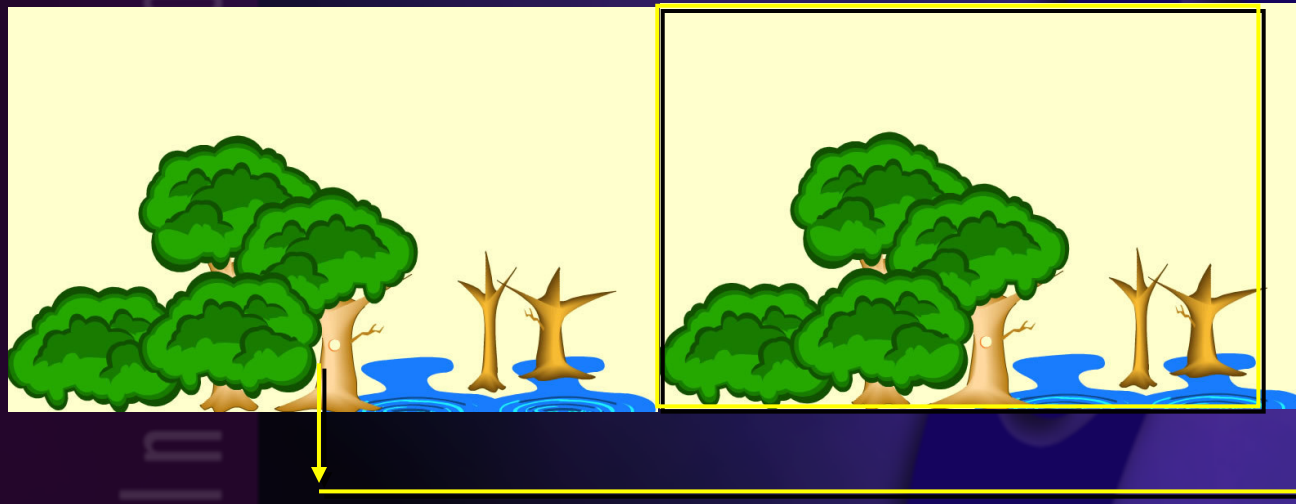# Shooter_key.fla => Vector

Vector (Velocity)
⇒ magnitude
⇒ direction

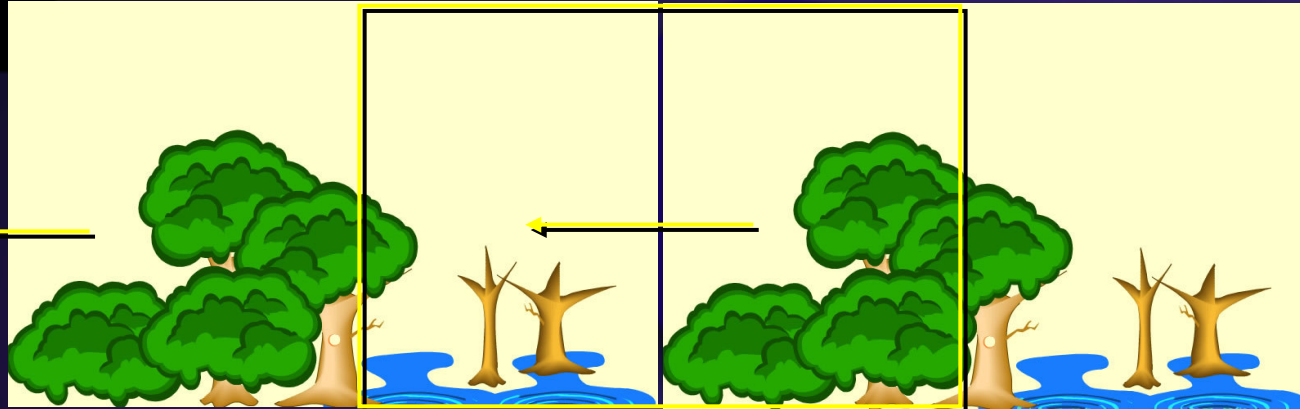# Shooter_key.fla => Vector

clip.xmov = speed*Math.cos(angle);
clip.ymov = speed*Math.sin(angle);

x = h x cos(angle)

angle

h

y = h x sin(angle)

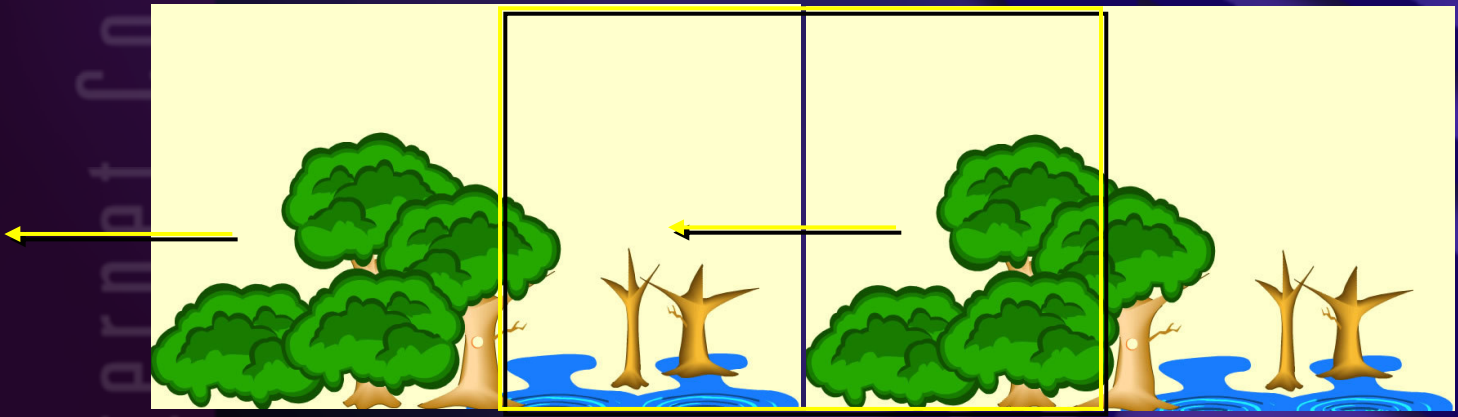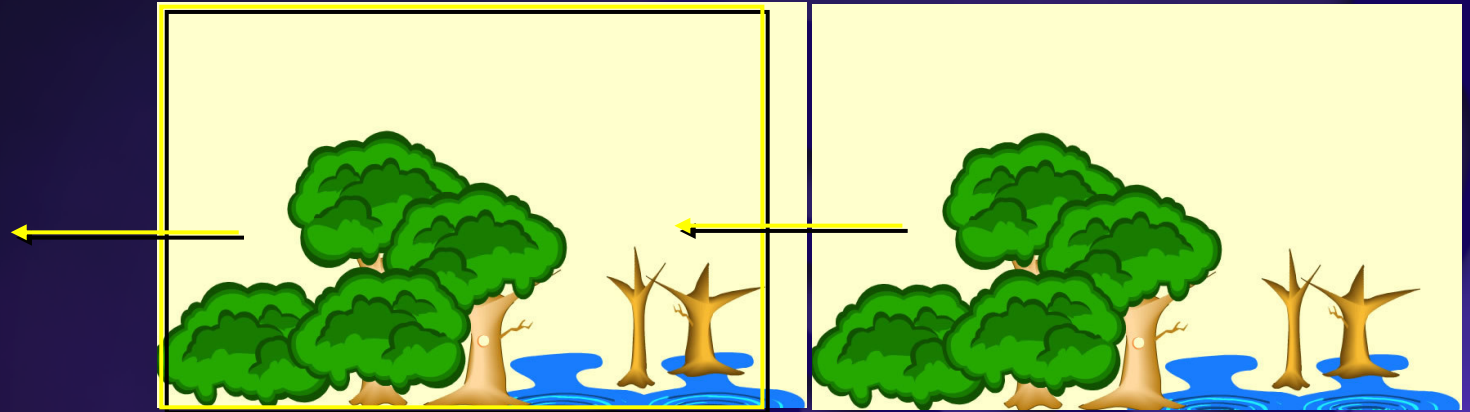# Background_move.fla

Background_move.fla

Explosion & Bounce

Swap movie clip
Play Explosion Sound
critter_attack_timer3_explosion.fla

Bouncing Ball Example
Downward force (gravity)

Acceleration

car4.fla

car4_acceleration.fla

Acceleration a
= (V2-V1) / (t2-t1)

a = (V2-V1) / t

V2 = V1 + a* t

In Flash ActionScript
Everyframe (* t)
x = x + xmov (+= a)
y = y + ymov (+= a)

Conclusion

Digital Book Examples

Shooter_key.fla => Vector in Action

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bounce.fla

car4_acceleration.fla => acceleration