ADVANCED MULTIMEDIA DEVELOPMENT (CIC2P13)
Tutorial – Week 9

Activity
Group Discussion & Presentation – Notes from the textbook

To divide students into groups of 4 to 6 for future group discussions.
To find out the summary for the following main points through group discussion. All students from each group to share their findings.

1. What are "dynamic movie clip instances"? Explain, sketch if necessary.
Why do we need the "dynamic movie clip instances"?
The movie clip symbols need special treatment/process before they can be used dynamically, explain the process.

2. Flash gives us the ability to instantiate a movie clip using ActionScript.
What is the built-in function that allows us to attach a new instance?
Explain the function and the arguments in detail.

Summarize and explain the "Depth Order Rules at Author-Time".
Summarize and explain the "Depth Order Rules at Run-Time".

3. If we create a clip instance dynamically with attachMovie, how can we attach script to it afterwards? Explain.
Give an example (program) of the practice above. Trace the example (program).

4. What is the main game algorithm (hence, Major tasks) of the game "Match 'EM Up"?
Explain each task. (draw/sketch to elaborate if necessary)
What are the coordinates of the 16 tiles on the stage (generated by the program)? (Trace the program)

5. What is an object?
In ActionScript, what are the differences between Global Objects and Instance Objects?
In ActionScript, Objects can be divided into five primary groups. What are the five primary groups?
Draw and explain the hierarchy of 2 of the 5 groups.

List the major tasks and some sub-tasks (from "The Idea" section) of the game "Critter Attack".