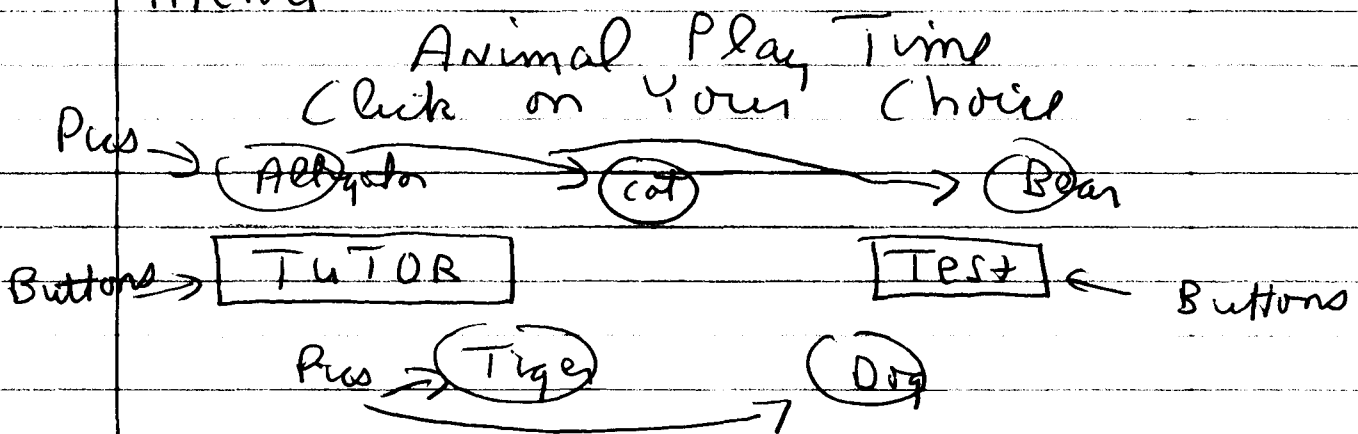


menu Scene - will allow users to select tutor or test scene

menu



\* Put a stop; on the frame action

script for button Tutor  
ON (release)  $\{$   
    gotoandplay ("tutor", 1);  
     $\}$

Process to make button

ON Right hand side  of library  
Click on New Symbol  
Select button for type + give name  
Now will see up over Down Hit  
Right click on Down state + create keyframe  
Click on rectangle tool + click + drag on middle

\* Drag button symbol from library and  
add button script above



# Test Scene

## test

It usually is safe to play with this animal. Click T or F for each animal.

Button → 

Get Game Result
--------------------

1	Lions	<input type="radio"/>	<input type="radio"/>
2	Cats	<input type="radio"/>	<input type="radio"/>
3	Alligators	<input type="radio"/>	<input type="radio"/>
4	Dogs	<input type="radio"/>	<input type="radio"/>
5	Bears	<input type="radio"/>	<input type="radio"/>

Score 

--

  
Dynamic text

Menu

↑  
Button

Dynamic text

var name score

Actions frame

stop(); score = 0;

Create Invisible Button

```
ON (release) {  
    score = score + 10;  
}
```

Menu Button

- go to menu scene

Get Game Result

- go to good job scene

## Good Job Scene

goodjob

Put text at top

Good Job you know your animals.

- \* Import movie for good job
- Click + Drag on to scene
- \* Add sound on to frame at start
- \* Insert key frame after last frame

Actions Frame

go to and play ("menu", 1);