

Flash Game Handout (Tutor /Test)

This aid will make more sense to those who attend the workshop or have a basic understanding of the Flash program.

Overview

There will be 5 scenes in this game:. The jobs of each scene are:

1. **Menu scene** will have user choose to go to test or tutor
 2. **Tutor scene** will give user information on subject, show picture, hear sound/talk
 3. **Test scene** will ask user question, add or subtract points from score variable based on user's choice. Based on user score game will show user winning or losing the game.
 4. **Good Job** scene will be shown when user has a score large enough on test to win the game.
 5. **Bad Job** scene will be shown when user has a score low enough on test to lose the game.
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Menu Scene will be on frame 1 of scene 1

Type and draw what will appear on the screen using the text and drawing tools from the toolbox.

Two invisible buttons will be created. To create a button click, on the right hand top area of the library pane and create new button. Drag copies of the button from the library to the test and tutor button locations. Script for buttons to cause user to see the test or tutor scenes.

```
On(release){  
gotoandPlay(“tutor”,1);  
}
```

There will be a stop action script on the frame. The only way the user will go to a different frame will be if the click on the tutor or test buttons on the page.

```
Stop();
```

Tutor Scene will show a series of information frames.

These frames will use text ,pictures, talk and sounds. Key frames will be placed every 30 frames to change the information being presented.

The last key frame of the scene will have an action script. This script will send program control back to the menus scene.

```
gotoandPlay(“menu”,1);
```

Test Scene will be on frame 1 only of the scene.

Type and draw what will appear on the screen using the text and drawing tools from the toolbox. Use a dynamic text box and give the variable a name of score. Place invisible buttons on T or F for question and increment variable by 10 based on whether the user's answer is correct or wrong.

There will be a action script for the frame

stop();

The invisible buttons will have this button script

on(release){

score = score + 10;

)

The menu button will go to menu scene, Get game results will go to the good job or bad job scene based on the score.

Good Job or Bad Job Scenes

Type good job or bad job text at top of frame 1 on scene.

Create a short 10 second movie that tells the user they won or lost game.

Import video to library and drag video from library to the first frame of scene. Create a key frame at end of scene and place this action script on that key frame.

GotoandPlay("menu",1);