

Assignment 4

Implement "My Story About Me" in Flash

DESCRIPTION:

Now that you've drawn storyboards and created a User Interface design, it's time to create the actual project (at least the beginnings of it) using Flash.

TIPS:

- Think about the structure of the project and create a skeleton in Flash first before you do any graphics. Set up layers and scenes, and name them appropriately.
- Build the interface and navigation elements first – backgrounds, buttons, titles – then fill in the content. If these are complex, create them first in Illustrator or Freehand, and import them into Flash.
- Use the Library to organize your elements in a logical fashion, and name things in a way that is clear and consistent.
- Don't forget things like a Quit or Exit button, and be careful about locking the user into dead end paths (i.e., always provide a way back to the main menu or equivalent screen).
- Don't worry about making the project totally complete and comprehensive. It is more important to get the overall structure of the project and basic elements in place than to populate it with complete content. One or two examples of content in different sections is sufficient.

DELIVERABLES:

You will submit two files:

- 1) a Flash source file – **mystory fla**
- 2) a Flash movie file – **mystory.swf**

Create a folder with your last name, first initial, and the number 4 (example: "**JohnsonM4**"). Place your submitted files into this folder. I will collect the completed projects at the start of class on October 26 (2 weeks from now).

DUE:

At the beginning of class for Week 8 (October 26, 2000).