



Flash Game Programming

Organizational Stuff



Procedure

- One game every week with increasing complexity
- Problem: lack of time
 - Thus interactive lectures
 - Recorded as podcast
- In some cases the game graphics will be given as a template

Participate

- Live Programming for fast students possible
- All Flash Versions $>$ CS3 can be used
 - 30 day trial: <http://www.adobe.com/cfusion/tdrc/index.cfm?product=flash&loc=de>
 - Available as student license for 175 Euro e.g. at unimall.de
 - Can be used on our terminal server (instructions on website)
- No immediate help during the course but afterwards and per E-Mail

Timeline

Date	Game
20.5.	Guess-A-Number
27.5.	XXO
3.6.	cancelled (Brückentag)
10.6.	ConnectFour
17.6.	Snake
24.6.	cancelled
1.7.	Billard
8.7.	Mitris

Pervasive
Conference

Timeline (new)

Date	Game
20.5.	Guess-A-Number
27.5.	XXO
3.6.	cancelled (Brückentag)
10.6. 6.6.	ConnectFour (Monday before, same time)
17.6. 20.6.	Snake (Monday after, same time)
24.6.	cancelled
1.7.	Billard
8.7.	Mitris

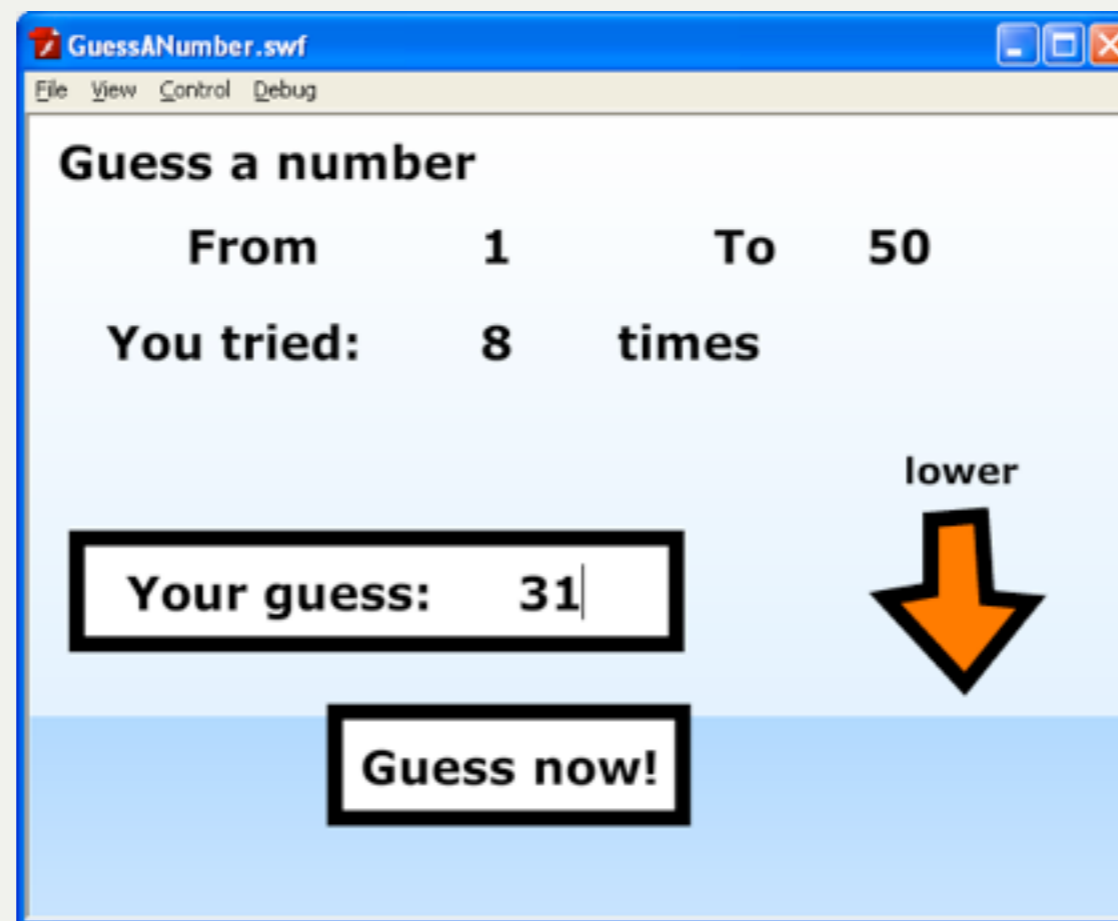


Flash Game Programming

The Games

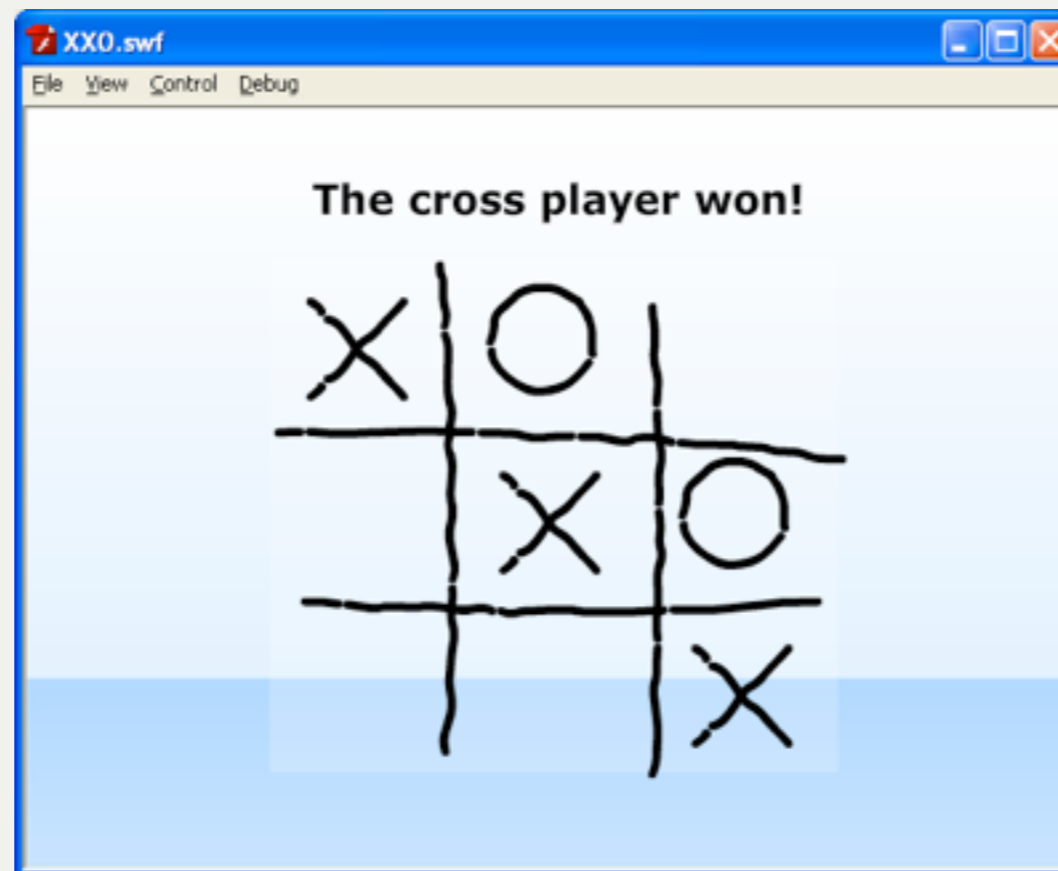
Guess-A-Number

- Using Flash Components and Graphics
- First simple ActionScript



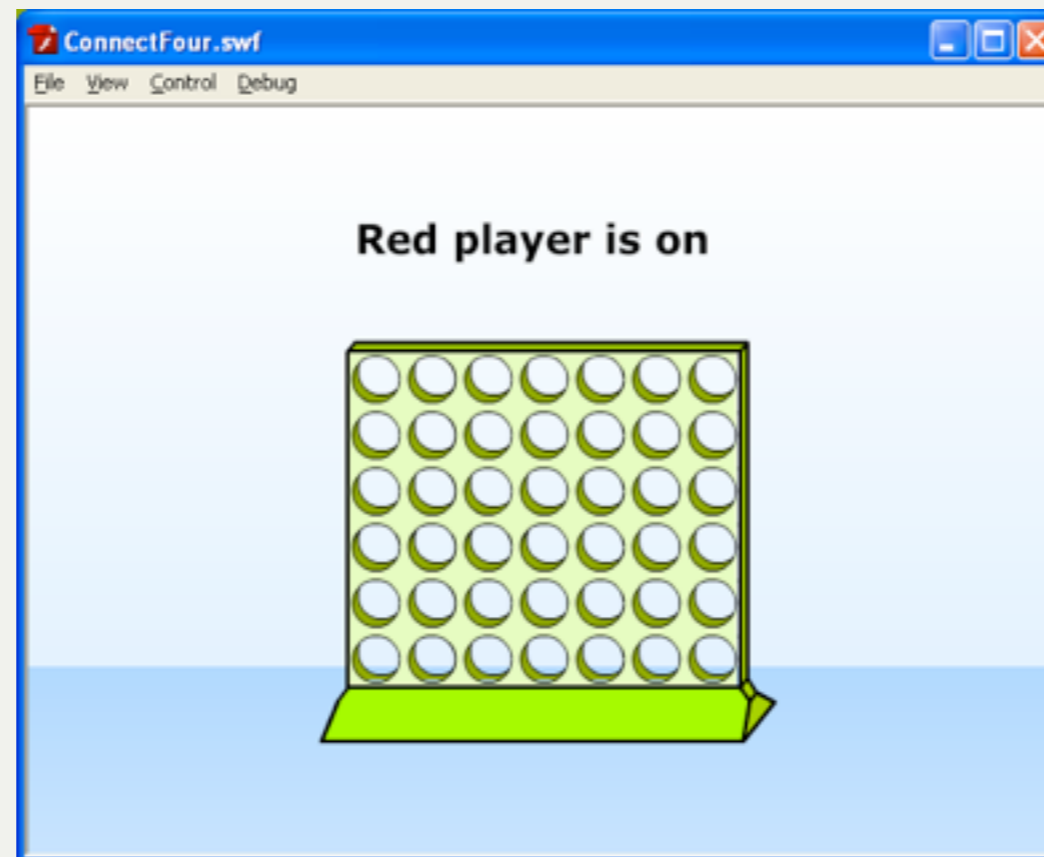
XXO

- Line Styles
- Shape Tweening



ConnectFour

- Programmable Tweening



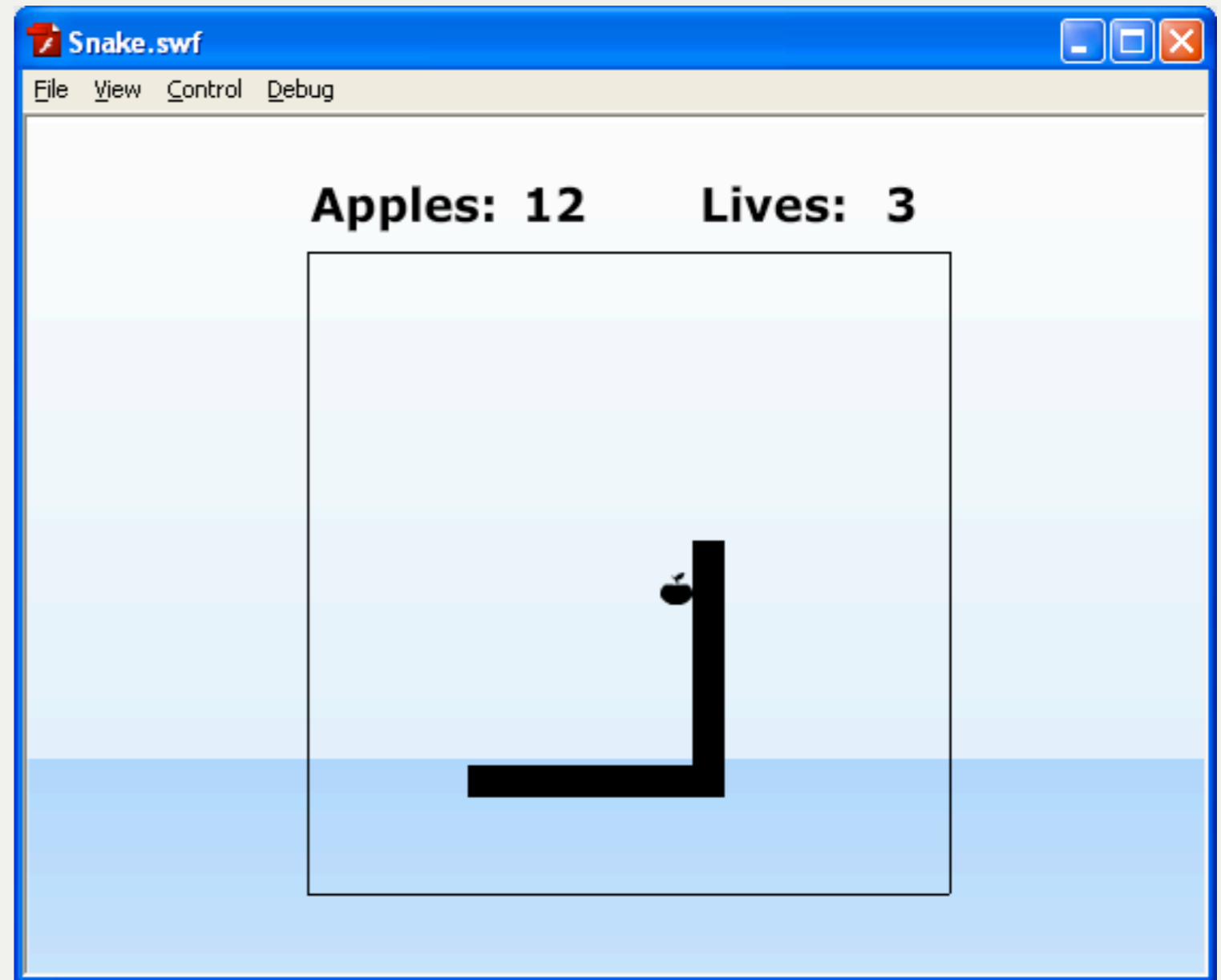
Pong

- Keyboard Capturing
- Artificial Intelligence (AI)
- Particle Effects



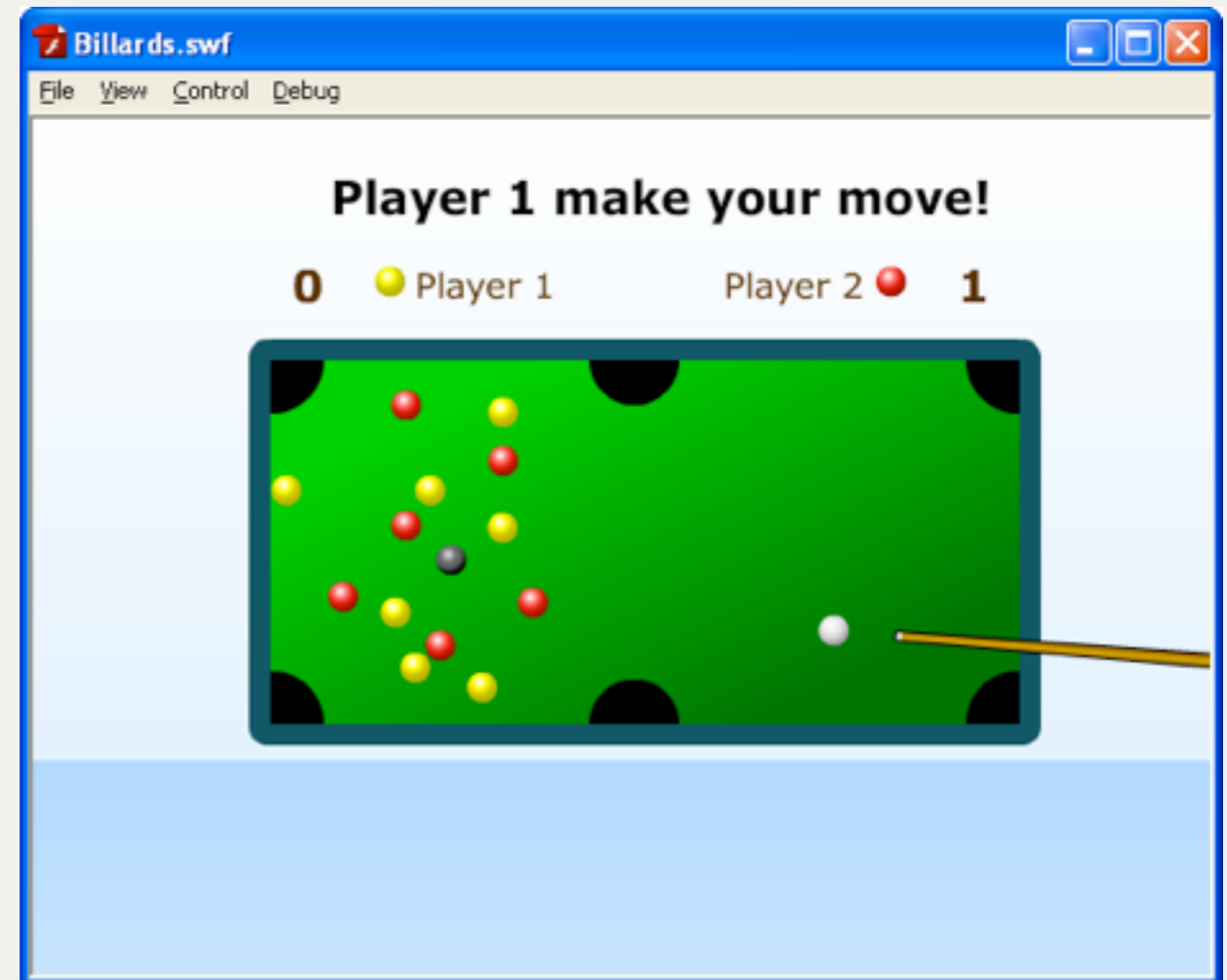
Snake

- Array Operations
- Collision Detection



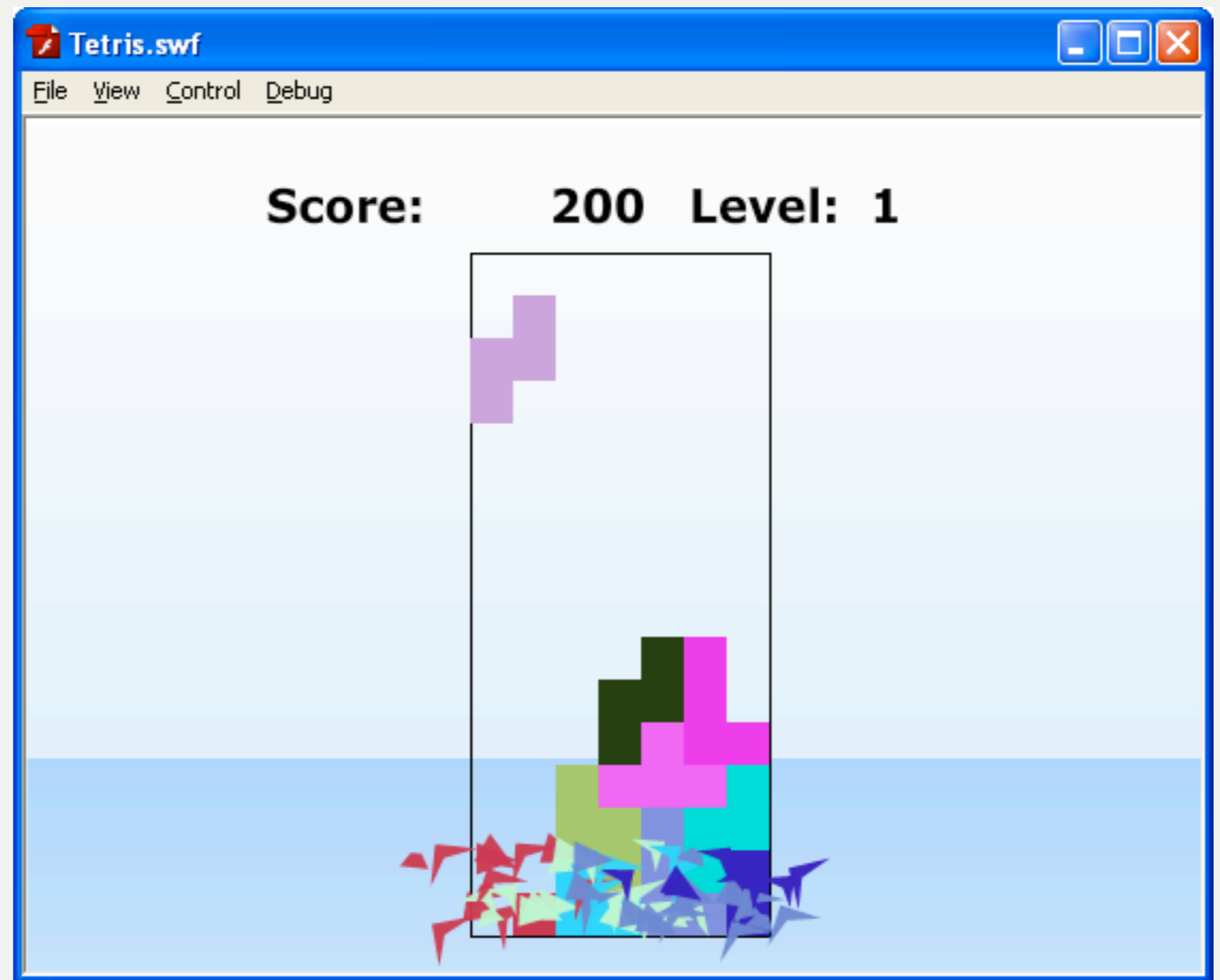
Billards

- Simple Ball Physics
- Mouse Physic Interaction



Mitris

- Repetition of most stuff learned during the course
- Programmatic Color Change of Objects





Fragen?