# CISC 110, Fall 2012, Final Project User Manual

Name(s): \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Student Number(s): \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Project Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Description (what the project does and how to use it)**

**Required Flash Animation and ActionScript Features**

(Symbol, Variable, and Function names, Locations, Actions, Purposes)

* **Motion Tweens**
  + **Location - which timeline, layer, and folder (if any):**
    - **Action:**
  + **Location:**
    - **Action:**
  + **Location:** 
    - **Action:**
* **Shape Tweens**
  + **Location:**
    - **Action:**
  + **Location:** 
    - **Action:**
* **Layers and Symbols**
  + **MovieClip Symbol Names:**
  + **Button Symbol Names:**
  + **Locations of Layers - which timelines:**
* **Composite MovieClips and MovieClips with their Own Timelines**
  + **Folder Name and List of MovieClips in it with their Own Timeslines:**
  + **Folder Name and List of MovieClips in it with their Own Timeslines:**
  + **Composite MovieClip Name and MovieClips Within It:**
  + **Composite MovieClip Name and MovieClips Within It:**
* **MouseEvents**
  + **Button Name & Location(s):**
    - **Action:**
  + **Button Name & Location(s):**
    - **Action:**
* **A KeyboardEvent**
  + **Handler Function Name:** 
    - **How it is Used and What it Does:**
* **If-else statements**
  + **In Which Function:**

**Action:**

* + **In Which Function:**

**Action:**

* **Variables and assignment statements**
  + **List of Variables and how they are Used:**
* **Many function definitions not including listeners (i.e., not button-handler and keyboard-handler functions). These are functions that you call.**
  + **Function Name**:

**Action**:

* + **Function Name**:

**Action**:

* **At least one function that returns a result value**
  + **Function Name**:
  + **Action / Calculation**:
* **An array**
  + **Array Name(s):**
    - **Purpose:**
* **Timeline control via gotoAndStop, gotoAndPlay, etc.**
  + **List of buttons that use gotoAndStop, gotoAndPlay, etc.:**
  + **Other Uses of gotoAndStop, gotoAndPlay, etc.:**

**Additional Features - beyond the basic requirements**

**(varies for each project)**

* **For Loops**
* **Timers**
* **Dynamic Arrays of Objects**
* **Frame Loops**
* **Hit Test**
* **Sound**
* **Music Button**
* **ColorTransform Class**
* **Glow Filter**
* **Game Math**
* **Vector Drawing**
* **FocusEvents**
* **String Methods**

**Credits**

**Credit for Concept:**

**Credit for Image and Sound Files:**

**Credit for Code Ideas (not including examples from class):**