

Your Flash game – part 2: Creating the ‘enemy’

1. Make sure you have saved your game. One thing developers do is save different versions of their game, so they can go back later if things go wrong.

Press { File > Save As } and save your game again – call it ‘balloonshoot 2’

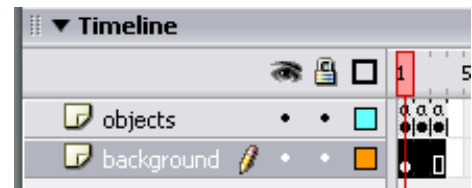
2. OK. Time for a tip. If you ever just want to concentrate on your main work, you can press { Window > Hide Panels }. This removes all the extras. Can you see the keyboard shortcut that does the same thing? [Clue: Look at the Window menu again]

3. You’ll probably still be editing your background. Click on ‘Scene 1’ to return to the main stage.

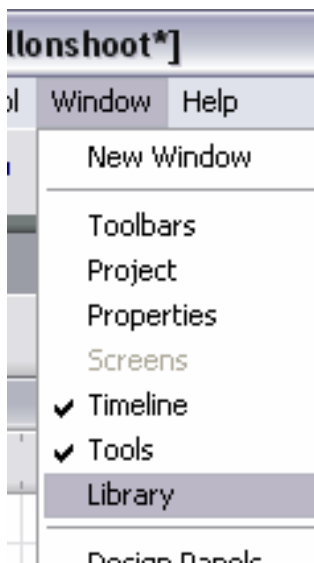
[If you just see ‘Scene 1’ then simply continue]



4. You also need to unlock and make all the layers visible again. To continue on, your timeline needs to look like this:



5. OK. Now time to use the ‘Library’. No – we aren’t going to leave the computer room, rather, this is the Flash library.



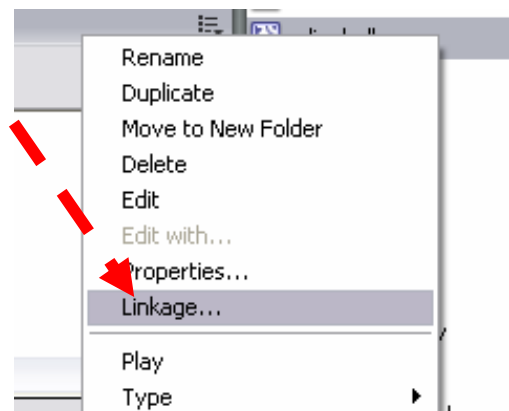
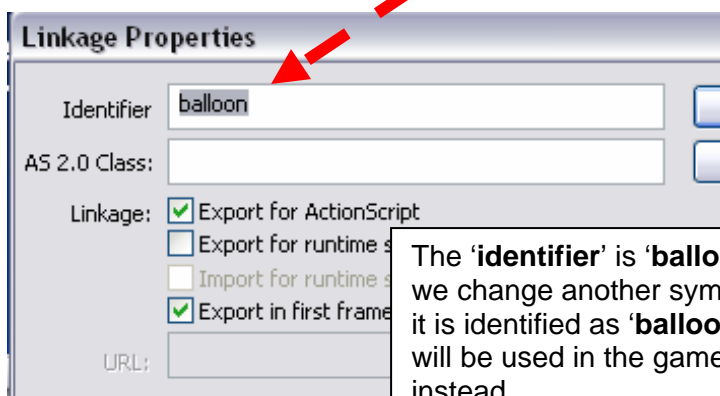
In your Flash game, the different objects are called ‘**symbols**’. When you edited your background, you actually edited the background **symbol**.

6. Press { Window > Library }. This will bring up with Flash Library. You can see the different ‘**symbols**’ used in the game.

7. This game is clever, because it uses the ‘clip_balloon’ symbol over and over again. What you are going to do is experiment with different symbols and (if you are clever enough) even create your own.

8. In the Library, right click on the ‘clip_balloon’ symbol. Click on ‘Linkage’

9. This brings up the linkage properties box.



The ‘**identifier**’ is ‘**balloon**’. If we change another symbol so it is identified as ‘**balloon**’ that will be used in the game instead.

Turn over to continue....

10. OK. **Tricky part now.** In the linkage properties box, change 'balloon' to 'balloon2'.
 11. Now select the symbol called 'clip_mr field' and right click. Select 'Linkage' again. This time, the whole box is greyed out. Select 'Export for ActionScript' and type 'balloon' into the identifier box.
 12. Check this carefully. Have you typed 'balloon' in lower case? If so, **press 'OK'**
 13. Save your work – remember the tip at the start? This time, save your file as 'balloonshoot 3'.
 14. OK. Preview your game as you were shown before. Press { File > Publish Preview > Default (HTML) }
 15. You should see your game, but instead of the balloons, you see a face!
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Time to experiment!

Try using the different symbols. Use any one of:

- ✓ clip_bunny
- ✓ clip_clown
- ✓ clip_spaceship

- Right-click on the old symbol (to start with, right click on clip_mr field) and select 'Linkage'.
- Click on the tick-box where it says 'Export for Actionscript'. **Remove the tick**
- Now select one of the above clips – e.g. clip_bunny
- Think what to do to activate the clip. [Clue – use the guidance from Step 11]

Try all the different clips – the bunny, the clown and the spaceship.

Extension work

If you have time [*and you'll get time later to experiment further*], you could try drawing your own enemy. Use the clip called 'clip_empty'. You'll need to **double click** on the clip.

- **Click** on the writing that says 'Object' – delete it.
- Now add your **own drawing**, but try to keep it fairly small (about the same size as the first balloon).
- Look at the **timeline** (you might need to click on 'timeline')
- Click on the second frame of the timeline, and you'll see 'Explosion'. Delete this and draw your own explosion.
- Go back to the main stage by clicking 'stage 1' [see step 4].
- Now preview your game and see your own creation!