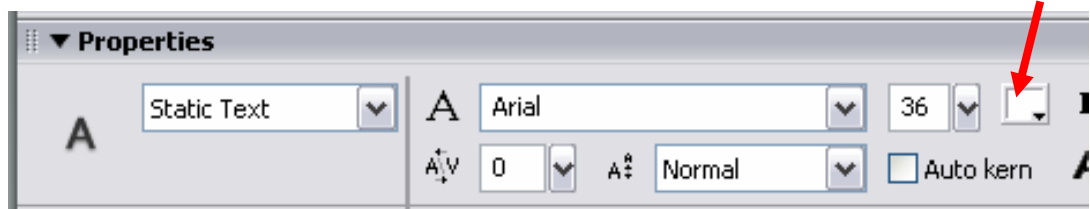


Your Flash game – part 4: Customising the game

1. This is the final unit. So far, you have:
 - ✓ Developed basic Flash MX2004 skills
 - ✓ Edited and changed the game background
 - ✓ Changed the game enemy
2. You will now fully customise the game to your own requirements. These instructions tell you how to edit the 'start screen' and the 'end game' screen. You'll then get the opportunity to delve into the actual game code and change how the game works.
3. **Save your game** again – perhaps call this version 'ballonshoot final'. [Remember, if you go wrong, you can go back to a previous version and repeat these steps].
4. Make sure you are at the main stage – click on 'Scene 1' or the light blue back arrow to make sure.
5. You might like to 'lock' your background layer to make sure you cannot damage it. Can you remember how to do this?
6. We now need to look at the 3 different frames on the main stage. Frame 1 is the 'start screen', frame 2 is the main 'game screen' and frame 3 is the 'end game' screen. Make sure you can select each of these by clicking on your timeline.



7. Select your 'start screen'. Here you have some text about your game. [You might want to **zoom in** to see it clearly. Think how you do that!]
8. You are going to edit and customise the text. Click on the 'selection tool' (black arrow) and **double click** on your **text**. Think of a better name for your game. **Type it in!**
9. You can select a different font or different font colour too! Click on '**Properties**'. If you cannot see properties, find it by pressing { Window } Highlight your text and then change the properties...



10. Experiment by selecting a different font, size or colour using the different options. In the main window, scroll down and edit the instructions. Can you make them sound more exciting – or add something different?

END OF INSTRUCTIONS.

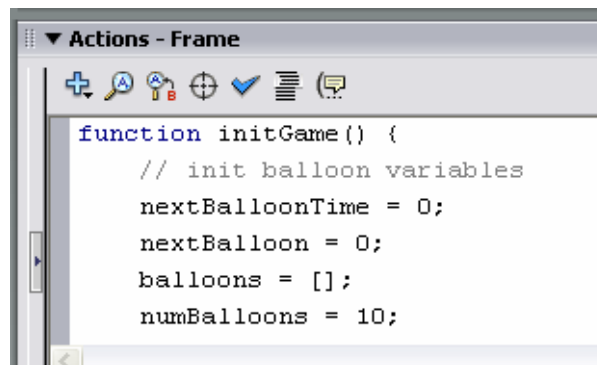
Turn to the next sheet for some additional ideas.

NO MORE INSTRUCTIONS

You have now completed all the units. The rest of your time is to be spent refining and customising your game. You can obviously ask for help, but it will be best for you to experiment and develop your own Flash skills.

Some suggestions:

- Try customising the 'end game' screen. Add some additional text – or change the formatting of the current text. Could you make the final score larger? Could you drag the enemy symbol onto the final screen and enlarge it?
- Go back to your background – can you improve on this? Try making it more subtle using gradient fills or experiment with different colours.
- Look back at Unit 3 and develop your own enemy character. You can add any image you might like (but make sure it is the right size) and develop the enemy from there – you can cut and past ClipArt from Word, or even use the internet if you have permission.
- Go to Frame 2 on the main stage. Look at the 'Actions' panel. [Think what to do if you cannot see the 'Actions' panel!] Click on the objects layer, where you can see an 'a'. This is the ActionScript code for the game. Experiment with this – for example, change the numBalloons setting – what difference does this make to the game?



```
function initGame() {  
    // init balloon variables  
    nextBalloonTime = 0;  
    nextBalloon = 0;  
    balloons = [];  
    numBalloons = 10;  
}
```

- Look through your entire game – **think** to yourself “What does my game need? What would make it better?” Be **realistic**.
- Can you edit or improve any of the graphics?
- What enemy symbol would be best?
- Or how about editing the symbol called 'bullet' – what will that do?
- Or how about editing the symbol called 'fox' – what will that do?
- Explore the Actionscript code – try to think what each section does... Fiddle around with it.... what can **you** make it do? Look through the code comments – parts in a lighter colour set out using // - can you find any hidden extras to activate?