

IDST 146 Final Project Options...

1. Continue Animation...

You can continue to work on your animation. 'Fixing' finessing areas in core animation as well as ensuring buttons work.

2. Interactive Narrative Requirements

Build a narrative that you can interact with. This can be a character, a room, or 'space' in which your user manipulates. Many of the exercises you have done in class are representative of a final project so you may take one of your exercises and expand it.

- 3-5 interactive areas (can be combination of buttons or movieclips)
- Sound Effects (or background audio)
- Animations (triggered by clicks / rollovers / etc.)
- 1 draggable object
- 1 property change to movieclip

3. Interactive Banner(s) x 2

Create a banner ad to spec that includes professional animation and graphics paying close attention to color, typography and design. The ad can be for a real or fake product.

- Animation
- 1 interactive element (draggable)
- Link to 'Page' (clickable)

Great Examples: <http://www.bannerblog.com.au/>

Banner Best Practices: <http://www.howcast.com/videos/18454-Banner-Ad-Best-Practices>

Banner Ad Tips: <http://iheni.wordpress.com/2008/01/08/tips-on-creating-flash-banner-ads/>

4. Micro-mini Casual Game

Interactive simple 'game' that demonstrates character in space. There should be attention paid to interface (score, help information, title). It does not have to be finished but prototype your 'concept' roughly with some form of basic interaction.

- 1 character within 'metaphorical' space appropriate to theme of game
- 1 draggable and/or clickable element (could be character or items to pick up)
- property or state change (when you drag or click on it)
- collision test