

PART ONE: Sketch out a Concept/Process Map for how to do something

When you begin to create programs using Flash or Director you have to be clear and concise as to what you want to happen and *in what order those events should/could* happen. By creating a clear list of executable actions you can simplify this process and see all the scripts broken down into their elementals; this is your list of actions. The Flow chart is a programmer's way to plot out branching possibilities within each scripted idea and to view it from a 'god's eye view' – as a flow chart. This flowchart is a bit different than the traditional flow chart in that it plots out events / actions *not* pages of content.

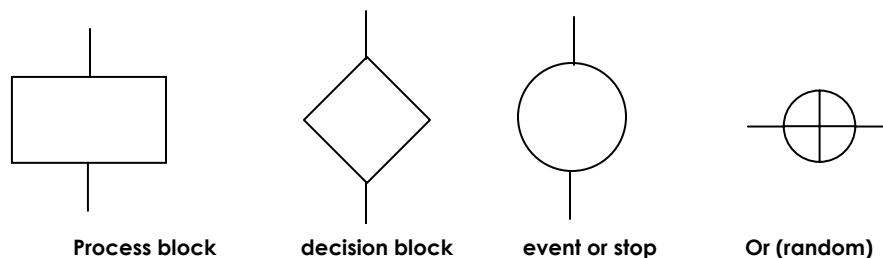
In this exercise you will not be mapping out actions in the traditional way but taking a common or mundane event or theme (a trip from here to there, making tea) and creating a list of events/actions. Then you will take the same theme and create a flow chart for it.

Part One: Executable Actions/Directions

Detail a blow-by-blow list of actions describing to someone (perchance from outer space if it helps) how to go to your house from the sidewalk. This is a list of executable actions such as "Go to" in flash. Do not use a passive voice. Be creative; remember you are helping someone not from here get to a location.

Part Two: Flow Chart

Use traditional tools or any application (illustrator, photoshop, flash) to create a flowchart / map of these directions to your house. Be sure to include 'other possibilities' such as if you turn left instead of right scenarios. (*Below are some simple programming flowchart symbols*)



Turn both the executable action list and flowchart in.

PART TWO: Interactive Room - MovieClip Exercise

Due: 2 weeks

Create an SIMPLE interactive 'space' or 'room' referring back to your 'concept map'. Use Macromedia Flash and movieclips. The user should be able to explore your space by clicking on objects at random and receive feedback in the form of animations, new forms of interactions, as well as chains of events. There should be at least 1 event created based on a condition being met (conditional statement). The goal is to 'hide' buttons inside objects but afford the user to understand what is interactive by creating clues representing expectation or use. By clicking on objects the user should be able to learn something about the environment no matter how alien or mundane. It should have a consistency of theme and metaphor as well as clean styling. It will be based on your concept map. **Be creative, humorous or eccentric!!!**

Requirements:

1) Take advantage of movieclips with their independent timelines to create interactive and persistent executable events and actions.

Persistence of events: (ex. flip a switch to turn on a light. the light remains on but other activities can be performed such as opening a door, turning on the tv, etc. without triggering the light to be turned off or without creating all sets of possibilities inside the main scene – all actions that are triggered will be nested in movieclips – tv movieclip, door movieclip, light movieclip).

2) You should have at least 3 different movieclips with different actions/ reactions.

3) You should have at least 1 conditional statement inside your space (ex. *boil water; if the fire burner is on then water boils; if fire burner is off then nothing happens*)

4) The room should speak about or describe the person or things that inhabit it. Thus it requires a consistent metaphor or theme.

5) One movieclip with hittest.

6) There are no obvious buttons and no obvious 'click here' messages allowed. Only text that supports the object theme will be permitted (such as an on/off switch on a chainsaw).

7) Animations should be inside the movieclip's timeline. The main timeline should have little or no frames used for excessive animation or navigation.

8) Keep it simple. This is a mini-exercise. If you want to build on this exercise as a final project you are welcome to do so but later.

9) Turn in the .fla and .swf with your concept map.

