

## A Little Game (on the computer) using interactive elements

**Objective:** Create core elements for essential game play using movieclips (*animated*) and **hitTests** (*collision testers*). You may begin to develop your final project gaming prototype starting with this exercise! Example Scripts follow; you may make this as simple as seen in the example or more complex.

### 1. Create Character

*(either 1st person <custom animated cursor> or 3rd person <animated keyboard controlled movieclip character as in first exercise>). Either choice should be movieclips with animations nested inside.*

### 2. Create interactive Inventory elements

*in which the character may encounter either with cursor or keyboard controlled movieclip (traps, rewards, use your imagination). They should be movieclips and should have multiple frames with animations nested inside.*

### 3. Use ActionScript **hitTest** script on frame

*to test for collisions (see below for example).*

### 4. Use ActionScript functions within **hitTest** conditional statement

*(such as gotoAndPlay, properties such as `_visible`, `_alpha`, etc.) for scripted reactions to collisions.*

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## HitTest Examples (placed on frame)

### Option #1: Change property of inventory item

```
onEnterFrame = function(){
    if(charinstancename.hitTest(inventoryinstancename)) {
        //possible action below
        //charinstancename is proxy for your designated instance
        //inventoryinstancename is proxy for your designated item
        inventoryinstancename._visible=0;
    }
}
```

### Option #2: Play animation in character

```
onEnterFrame = function(){
    if(charinstancename.hitTest(inventoryinstancename)) {
        //possible action below
        //charinstancename is proxy for your designated instance
        //frame 2 in charinstancename has animated movieclip in it
        //inventoryinstancename is proxy for your designated item
        charinstancename.gotoAndStop(2);
    }
}
```